ROBOTICS

Technical reference manual

RAPID Instructions, Functions and Data types
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Original instructions.

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Overview of this manual

About this manual

This is a technical reference manual intended for the RAPID programmer. The RAPID base instructions, functions and data types are detailed in this manual. This manual describes RobotWare 7.

Usage

This manual should be read during programming and when you need specific information about a RAPID instruction, function or data type.

Who should read this manual?

This manual is intended for someone with some previous experience in programming, for example, a robot programmer.

Prerequisites

The reader should have some programming experience and have studied

• Technical reference manual - RAPID Overview

Organization of chapters

The manual is organized in the following chapters:

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| B        | Released with RobotWare 7.1.  
   - Added instructions:  
     - `IsCollFree` - Checks if position would collide on page 1209  
     - `SimCollision` - Simulate a collision on page 609  
     - `StrFormat` - Format a string on page 1353  
   - Added functions:  
     - `CamGetMode` - Get current mode of camera on page 1083  
     - `StrSize` - Gets the string size on page 1366  
   - Added data types:  
     - `camerastatus` - Camera communication status on page 1475  
     - The instruction `Break` has changed name to `DebugBreak`.  
     - Updated information for instructions `SetAllDataVal` and `SetDataSearch`.  
     - Updated information for function `TextGet`.  
     - New images for functions `UIAlphaEntry`, `UIDnumEntry`, `UIDnumTune`, `UIListView`, `UIMessageBox`, `UINumEntry`, `UINumTune`.  
     - Image updated in `UIMsgBox - User Message Dialog Box type basic` on page 867.  
   - New error recovery added for `errnum ERR_CAM_NOT_ON_NETWORK`.  
   - Removed support for the switch `\Sync` from the instruction `SetDO` - Changes the value of a digital output signal on page 596.  
   - Removed support for `.eng` files in the function `TextTabGet - Get text table number on page 1393`. Use `.xml` format instead.  
   - Added new arguments (Arg3 to Arg6) for `StrFormat` and `TextGet`.  
   - Changed data type of the return value for the function `ProgMemFree from num to dnum`. |
| C        | Released with RobotWare 7.2.  
   - Added instructions:  
     - `CamStartSetParameter` - Start the set-operation of a parameter setting on page 67  
     - `CamWaitSetParameter` - Wait until a set-operation is ready on page 72  
   - Added functions:  
     - `Rand` - Generate a random number on page 1291  
     - `Concat` - Concatenates two strings to one on page 1092  
   - Added limitation for the instruction `StartLoad`, see `StartLoad - Load a program module during execution on page 669`.  
   - Updates made in `PackRawBytes - Pack data into rawbytes data on page 406` and `UnpackRawBytes - Unpack data from rawbytes data on page 888`.  
   - Updated information about using the instruction `Stop` in event routines, see `Stop - Stops program execution on page 697`.  
   - Updates made in strings regarding Unicode.  
   - Updates made in `signalxx - Digital and analog signals on page 1580`.  
   - Updates made in `FSSize - Retrieve the size of a file system on page 1149`. |
| D        | Released with RobotWare 7.3.  
   - New example in section `WaitUntil - Waits until a condition is met on page 950`.  
   - New images added for Wait instructions. |

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| E        | Released with RobotWare 7.4.  
  - Added the argument \texttt{ErrorNumber} to the instructions \texttt{WaitAI}, \texttt{WaitAO}, \texttt{WaitDI}, \texttt{WaitDO}, \texttt{WaitGI}, and \texttt{WaitGO}.  
  - Added prerequisites for \texttt{GetAxisDistance} - Get the traversed distance counter of the axis on page 1152. |
| F        | Released with RobotWare 7.6.  
  - Added the \texttt{Resume} switch on the instruction \texttt{RaiseToUser} - Propagates an error to user level on page 479.  
  - Added the \texttt{ISOLatin1Encoding} switch on the instructions \texttt{Open} - Opens a file or I/O device on page 397 and \texttt{SocketCreate} - Create a new socket on page 624.  
  - Updated descriptions for functions \texttt{StrFind} - Searches for a character in a string on page 1351, \texttt{StrMatch} - Search for pattern in string on page 1358, and \texttt{StrMemb} - Checks if a character belongs to a set on page 1360. |
| G        | Released with RobotWare 7.7.  
  - Added the argument \texttt{Compact} to the functions \texttt{DnumToStr} and \texttt{NumToStr}. |
1 Instructions

1.1 AccSet - Reduces the acceleration

Usage
AccSet is used when handling fragile loads or in order to decrease vibrations and path errors. It allows slower acceleration and deceleration, which results in smoother robot movements.
This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples
The following examples illustrate the instruction AccSet:

Example 1
AccSet 50, 100;
The acceleration is limited to 50% of the normal value.

Example 2
AccSet 100, 50;
The acceleration ramp is limited to 50% of the normal value, which means that the time to reach the acceleration is increased by a factor of 2.

Example 3
AccSet 100, 100 \FinePointRamp:=50;
The deceleration ramp when decelerating towards a finepoint is limited to 50% of the normal value.

Arguments
AccSet Acc Ramp [\FinePointRamp]

Acc
Data type: num
Acceleration and deceleration as a percentage of the normal values. 100% corresponds to maximum acceleration. Input value < 20% gives 20% of maximum acceleration.

Ramp
Data type: num
The rate at which acceleration and deceleration increases as a percentage of the normal values. Jerking can be restricted by reducing this value. 100% corresponds to maximum rate. Input value < 10% gives 10% of maximum rate.
1 Instructions

1.1 AccSet - Reduces the acceleration

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Continued

The figures show that reducing the acceleration results in smoother movements.

![Acceleration Graphs](image)

AccSet 100, 100, i.e. normal acceleration

AccSet 30, 100

AccSet 100, 30

\[\text{FinePointRamp}\]

Data type: num

The rate at which deceleration decreases as a percentage of the normal values.
The parameter only affects the ramp when the robot decelerates towards a finepoint.
In a finepoint the deceleration ramp value is a combination of this parameter and the Ramp value, Ramp * FinePointRamp. The parameter must be greater than 0 and be in the interval 0 to 100%.

If this optional argument is not used, the FinePointRamp value is set to the default value, 100%.

Program execution

The acceleration applies for the next executed movement instruction, for both the robot and external axes, until a new AccSet instruction is executed.

The default values (AccSet 100, 100) are automatically set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Syntax

```
AccSet
    [ Acc ':=' ] < expression (IN) of num > ','
    [ Ramp ':=' ] < expression (IN) of num >
    [ '\"FinePointRamp ':=' < expression (IN) of num > ] '
```

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## 1 Instructions

### 1.1 AccSet - Reduces the acceleration

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1 Instructions

1.2 ActEventBuffer - Activation of event buffer

Description

ActEventBuffer is used to activate the use of the event buffer in current motion program task.

The instructions ActEventBuffer and DeactEventBuffer should be used when combining an application using finepoints and a continuous application where signals needs to be set in advance due to slow process equipment.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction ActEventBuffer:

Example 1

```
...  
DeactEventBuffer;  
! Use an application that uses finepoints, such as SpotWelding  
...  
! Activate the event buffer again  
ActEventBuffer;  
! Now it is possible to use an application that needs  
! to set signals in advance, such as Dispense  
...  
```

The DeactEventBuffer deactivates the configured event buffer. When using an application with finepoints, the start of the robot from the finepoint will be faster. When activating the event buffer with ActEventBuffer, it is possible to set signals in advance for an application with slow process equipment.

Program execution

The use of an event buffer applies for the next executed robot movement instruction of any type and is valid until a DeactEventBuffer instruction is executed.

The instruction will wait until the robot and external axes has reached the stop point (ToPoint of current move instruction) before the activation of the event buffer. Therefore it is recommended to program the movement instruction preceding ActEventBuffer with a fine point.

The default value (ActEventBuffer) is automatically set

- when using the restart mode ResetRAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

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1 Instructions

1.2 ActEventBuffer - Activation of event buffer

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Limitations

ActEventBuffer cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart or Step.

Syntax

ActEventBuffer ';'  

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1 Instructions

1.3 ActUnit - Activates a mechanical unit

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1.3 ActUnit - Activates a mechanical unit

Usage

ActUnit is used to activate a mechanical unit.

It can be used to determine which unit is to be active when, for example, common drive units are used.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction ActUnit:

Example 1

```c
ActUnit orbit_a;
```

Activation of the `orbit_a` mechanical unit.

Arguments

- **MechUnit**
  - **Mechanical Unit**
  - **Data type:** mecunit
  - The name of the mechanical unit to be activated.

Program execution

When the robots and the actual path of external axes are ready, the path on current path level is cleared and the specified mechanical unit is activated. This means that it is controlled and monitored by the robot.

If several mechanical units share a common drive unit, activation of one of these mechanical units will also connect that unit to the common drive unit.

Limitations

If this instruction is preceded by a move instruction, that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point, otherwise restart after power failure will not be possible.

ActUnit cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

It is possible to use `ActUnit - DeactUnit` on StorePath level, but the same mechanical units must be active when doing `RestoPath` as when `StorePath` was done. Such operation on the Path Recorder and the path on the base level will be intact, but the path on the `StorePath` level will be cleared.

Syntax

```c
ActUnit
[ MechUnit ':=']< variable (VAR) of mecunit> ';
```

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1 Instructions

1.4 Add - Adds a numeric value

Add is used to add or subtract a value to or from a numeric variable or persistent.

Basic examples

The following examples illustrate the instruction Add:

Example 1

Add reg1, 3;
3 is added to reg1, that is, reg1 := reg1 + 3.

Example 2

Add reg1, -reg2;
The value of reg2 is subtracted from reg1, that is, reg1 := reg1 - reg2.

Example 3

VAR dnum mydnum := 5;
Add mydnum, 500000000;
500000000 is added to mydnum, that is, mynum := mynum + 500000000.

Example 4

VAR dnum mydnum := 5000;
VAR num mynum := 6000;
Add mynum, DnumToNum(mydnum \ Integer);
5000 is added to mynum, that is, mynum := mynum + 5000. You have to use DnumToNum to get a num numeric value that you can use together with the num variable mynum.

Arguments

Add Name | Dname AddValue | AddDvalue

Name

Data type: num
The name of the variable or persistent to be changed.

Dname

Data type: dnum
The name of the variable or persistent to be changed.

AddValue

Data type: num
The value to be added.

AddDvalue

Data type: dnum
The value to be added.
1 Instructions

1.4 Add - Adds a numeric value

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Continued

Limitations

If the value to be added is of the type `dnum`, and the variable/persistent that should be changed is a `num`, a runtime error will be generated. The combination of arguments is not possible (see Example 4 above how to solve this).

Syntax

Add

[ Name ':=' ] < var or pers (INOUT) of num >

[ Dname ':=' ] < var or pers (INOUT) of dnum > ,

[ AddValue ':=' ] < expression (IN) of num >

[ AddDvalue ':=' ] < expression (IN) of dnum > ;

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<td><em>Incr</em> - Increments by 1 on page 192</td>
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</tr>
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1.5 AliasCamera - Define camera device with alias name

Integrated Vision

1.5 AliasCamera - Define camera device with alias name

Usage

AliasCamera is used to define a camera with an alias name or to use cameras in built-in task modules. Cameras with alias names can be used for predefined generic programs. The instruction AliasCamera must be run before any use of the actual camera.

Basic examples

The following examples illustrate the instruction AliasCamera.

Example 1

VAR cameradev mycamera;
...
PROC prog_start()
  AliasCamera "CAMERA1", mycamera;
  ...
  CamReqImage mycamera;

The routine prog_start is executed in the beginning of the RAPID program. Instruction AliasCamera searches for the predefined RAPID camera device variable named CAMERA1, and the content of it is copied to mycamera. From now, it is possible to access the camera with mycamera camera device.

Example 2

VAR cameradev mycamera;
PROC proc1()
  IF GetTaskName() = "T_ROB_L" THEN
    AliasCamera CAMERA_L, mycamera;
  ELSE
    AliasCamera CAMERA_R, mycamera;
  ENDIF
  ...
  CamReqImage mycamera;

The routine proc1 is connected to the START event in the system parameters. The program defining the camera device mycamera is connected to the configured camera CAMERA_L or CAMERA_R at program start.

Arguments

AliasCamera CameraName | FromCamera ToCamera

CameraName

Data type: string

The camera identifier according to the system parameter Communication configuration. The instruction AliasCamera searches for the predefined RAPID camera device variable (installed data) with the name used in CameraName, and copies the content of it.

FromCamera

Data type: cameradev

Continues on next page
The camera identifier in the system parameter Communication configuration from which the camera device is copied. The camera must be defined in the system parameters.

**ToCamera**

**Data type:** cameradev

The camera identifier according to the program to which the camera device is copied. The cameradev must be declared in the RAPID program.

**Program execution**

The camera device content is copied from the camera given in argument CameraName or FromCamera to the camera device given in argument ToCamera.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

| ERR_ALIASCAM_DEF | The camera in argument CameraName or the cameradev used in argument FromCamera is not defined in the system parameter Communication configuration. Or the ToCamera is not declared in the RAPID program or is already defined in the system parameter Communication configuration. |

**Limitation**

When starting the program, the alias camera cannot be used until the AliasCamera instruction is executed.

**Instruction AliasCamera must be placed:**

- either in the event routine executed at program start (event START).
- or in the program part executed after every program start (before use of the camera).

To prevent mistakes it is not recommended to use dynamic reconnection of an AliasCamera camera to different physical cameras.

**Syntax**

AliasCamera

[ CameraName ':=' ] < expression (IN) of string >
| FromCamera ':=' < variable (VAR) of cameradev > '),' |
| ToCamera ':=' < variable (VAR) of cameradev > ' );' |

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1 Instructions

1.6 AliasIO - Define I/O signal with alias name

Usage

AliasIO is used to define a signal of any type with an alias name or to use signals in built-in task modules.

Signals with alias names can be used for predefined generic programs, without any modification of the program before running in different robot installations.

The instruction AliasIO must be run before any use of the actual signal. See Basic examples on page 32 for loaded modules, and More examples on page 33 for installed modules.

Basic examples

The following example illustrates the instruction AliasIO:

See also More examples on page 33.

Example 1

VAR signaldo alias_do;
PROC prog_start()
    AliasIO config_do, alias_do;
ENDPROC

The routine prog_start is connected to the START event in system parameters. The program defining digital output signal alias_do is connected to the configured digital output signal config_do at program start.

Arguments

AliasIO FromSignal ToSignal

FromSignal

Data type: signalxx or string

Loaded modules:

The signal identifier named according to the configuration (data type signalxx) from which the signal descriptor is copied. The signal must be defined in the I/O configuration.

Installed modules or loaded modules:

A reference (CONST, VAR or parameter of these) containing the name of the signal (data type string) from which the signal descriptor after search in the system is copied. The signal must be defined in the I/O configuration.

ToSignal

Data type: signalxx

The signal identifier according to the program (data type signalxx) to which the signal descriptor is copied. The signal must be declared in the RAPID program.

The same data type must be used (or found) for the arguments FromSignal and ToSignal and must be one of type signalxx (signalai, signalao, signaldi, signaldo, signalgi, or signalgo).

Continues on next page
1 Instructions

1.6 AliasIO - Define I/O signal with alias name

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Continued

Program execution

The signal descriptor value is copied from the signal given in argument FromSignal
to the signal given in argument ToSignal.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ALIASIO_DEF</td>
<td>The FromSignal is not defined in the I/O configuration, or the ToSignal is not declared in the RAPID program, or the ToSignal is not defined in the I/O configuration.</td>
</tr>
<tr>
<td>ERR_ALIASIO_TYPE</td>
<td>The data types for the arguments FromSignal and ToSignal is not the same type.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction AliasIO are illustrated below.

Example 1

```plaintext
VAR signaldi alias_di;
PROC prog_start()
   CONST string config_string := "config_di";
   AliasIO config_string, alias_di;
ENDPROC
```

The routine `prog_start` is connected to the START event in system parameters. The program defined digital input signal `alias_di` is connected to the configured digital input signal `config_di` (via constant `config_string`) at program start.

Limitations

When starting the program, the alias signal cannot be used until the AliasIO instruction is executed.

The signal variable should be declared globally in the module. It must not be a part of a RECORD component or declared locally in a procedure (otherwise the refresh of the signal after power fail restart will not work as it should).

Instruction AliasIO must be placed

• either in the event routine executed at program start (event START)
• or in the program part executed after every program start (before use of the signal)

To prevent mistakes it is not recommended to use dynamic reconnection of an AliasIO signal to different physical signals.

Syntax

```plaintext
AliasIO
   [ FromSignal ':=' ] < reference (REF) of anytype > ','
   [ ToSignal ':=' ] < variable (VAR) of anytype > ';'
```

Continues on next page
1 Instructions

1.6 AliasIO - Define I/O signal with alias name

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</table>
1.7 AliasIOReset - Resetting I/O signal with alias name

Usage
AliasIOReset is used to reset a signal that has been used in a previous call to AliasIO.

Basic examples
The following example illustrates the instruction AliasIOReset:

Example 1
VAR signaldo alias_do;
PROC myproc()
  AliasIO config_do, alias_do;
  SetDO alias_do, 1;
 ..
  AliasIOReset alias_do;
ENDPROC

The program defined digital output signal alias_do is connected to the configured digital output signal config_do at the beginning of the procedure myproc. The signal config_do is defined in the I/O configuration. Later on, when alias_do should not be used anymore, the alias coupling is removed.

Arguments
AliasIOReset Signal

Signal
Data type: signalxx
The signal identifier according to the program (data type signalxx) that should be reset. The signal must be declared in the RAPID program.

Program execution
The entire alias coupling is removed. The signal cannot be used until a new alias coupling with AliasIO is done.

Limitation
Signals that are defined in the I/O configuration can not be reset. Only signals that have been used in an AliasIO instruction and are declared in the RAPID program can be used.

Syntax
AliasIOReset
  [ Signal ':=' ] < variable (VAR) of any type > ';

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### 1.7 AliasIOReset - Resetting I/O signal with alias name

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</tbody>
</table>
1.8 ":=" - Assigns a value

Usage

The ":=" instruction is used to assign a new value to data. This value can be anything from a constant value to an arithmetic expression, for example, \texttt{reg1+5*reg3}.

Basic examples

The following examples illustrate the instruction ":=":

See also More examples on page 37.

Example 1

\texttt{reg1 := 5;}
\texttt{reg1 is assigned the value 5.}

Example 2

\texttt{reg1 := reg2 - reg3;}
\texttt{reg1 is assigned the value that the reg2-reg3 calculation returns.}

Example 3

\texttt{counter := counter + 1;}
\texttt{counter is incremented by one.}

Arguments

Data := Value

Data

Data type: All
The data that is to be assigned a new value.

Value

Data type: Same as Data
The desired value.

More examples

More examples of the instruction ":=" are illustrated below.

Example 1

\texttt{tool1.tframe.trans.x := tool1.tframe.trans.x + 20;}
\texttt{The TCP for tool1 is shifted 20 mm in the X-direction.}

Example 2

\texttt{pallet{5,8} := Abs(value);}  
\texttt{An element in the pallet matrix is assigned a value equal to the absolute value of the value variable.}

Limitations

The data (whose value is to be changed) must not be

- a constant

Continues on next page
1 Instructions

1.8 "=" - Assigns a value

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Continued

• a non-value data type.
The data and value must have similar (the same or alias) data types.

Syntax

<assignment target> ' := ' <expression> ' ; '

Related information

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1.9 BitClear - Clear a specified bit in a byte or dnum data

Usage

BitClear is used to clear (set to 0) a specified bit in a defined byte data or dnum data.

Basic examples

The following examples illustrate the instruction BitClear:

Example 1

```plaintext
CONST num parity_bit := 8;
VAR byte data1 := 130;
BitClear data1, parity_bit;
```

Bit number 8 (parity_bit) in the variable data1 will be set to 0, for example, the content of the variable data1 will be changed from 130 to 2 (integer representation).

Bit manipulation of data type byte when using BitClear is illustrated in the following figure.

![Illustration of Bit manipulation](image)

Example 2

```plaintext
CONST num parity_bit := 52;
VAR dnum data2 := 2251799813685378;
BitClear data2, parity_bit;
```

Bit number 52 (parity_bit) in the variable data2 will be set to 0, e.g. the content of the variable data2 will be changed from 2251799813685378 to 130 (integer representation).
1 Instructions

1.9 BitClear - Clear a specified bit in a byte or dnum data

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Continued

Bit manipulation of data type dnum when using BitClear is illustrated in the figure below.

Arguments

BitClear BitData | DnumData BitPos

BitData

Data type: byte
The bit data, in integer representation, to be changed.

DnumData

Data type: dnum
The dnum bit data, in integer representation, to be changed.

BitPos

Bit Position
Data type: num
The bit position (1-8) in the BitData, or bit position (1-52) in the DnumData, to be set to 0.

Limitations

The range for a data type byte is 0 - 255 decimal.
The bit position is valid from 1 - 8 for data type byte.
The range for a data type dnum is 0 - 4503599627370495 decimal.
The bit position is valid from 1 - 52 for data type dnum.

Syntax

BitClear
[ BitData := ] < var or pers (INOUT) of byte >
| [ DnumData := ] < var or pers (INOUT) of dnum > ','
| [ BitPos := ] < expression (IN) of num > ';'

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## Related information

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1.9 BitClear - Clear a specified bit in a byte or dnum data

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Continued
1.10 BitSet - Set a specified bit in a byte or dnum data

Usage

BitSet is used to set a specified bit to 1 in a defined byte data or dnum data.

Basic examples

The following examples illustrate the instruction BitSet:

Example 1

```plaintext
CONST num parity_bit := 8;
VAR byte data1 := 2;
BitSet data1, parity_bit;
```

Bit number 8 (parity_bit) in the variable data1 will be set to 1, for example, the content of the variable data1 will be changed from 2 to 130 (integer representation). Bit manipulation of data type byte when using BitSet is illustrated in the figure below.

![Diagram showing BitSet manipulation]

- Bit position 8 has value 0.
- Bit position 8 is set to 1.

```plaintext
VAR byte data1 := 2; 
Content of data1 before BitSet... = 2
Content of data1 after BitSet... = 130 
```

Example 2

```plaintext
CONST num parity_bit := 52;
VAR dnum data2 := 130;
BitSet data2, parity_bit;
```

Bit number 52 (parity_bit) in the variable data2 will be set to 1, e.g. the content of the variable data2 will be changed from 130 to 2251799813685378 (integer

Continues on next page
Bit manipulation of data type dnum when using BitSet is illustrated in the figure below.

![Bit manipulation figure]

**Arguments**

<table>
<thead>
<tr>
<th>BitSet BitData</th>
<th>DnumData BitPos</th>
</tr>
</thead>
</table>

**BitData**

*Data type: byte*

The bit data, in integer representation, to be changed.

**DnumData**

*Data type: dnum*

The bit data, in integer representation, to be changed.

**BitPos**

*Bit Position*

*Data type: num*

The bit position (1-8) in the BitData, or bit position (1-52) in the DnumData, to be set to 1.

**Limitations**

The range for a data type byte is integer 0 - 255.

The bit position is valid from 1 - 8 for data type byte.

The range for a data type dnum is integer 0 - 4503599627370495.

The bit position is valid from 1 - 52 for data type dnum.

**Syntax**

```plaintext
BitSet
[ [ BitData':=' ] < var or pers (INOUT) of byte > ]
| [ [ DnumData':=' ] < var or pers (INOUT) of dnum > ',']
[ BitPos':=' ] < expression (IN) of num > ';
```

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### 1.10 BitSet - Set a specified bit in a byte or dnum data

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**Continued**

### Related information

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<td>Check if a specified bit in a byte data is set</td>
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<td><em>Application manual - Controller software OmniCore</em></td>
</tr>
</tbody>
</table>
1.11 BookErrNo - Book a RAPID system error number

**Usage**

BookErrNo is used to book a new RAPID system error number.

**Basic examples**

The following example illustrates the instruction `BookErrNo`:

**Example 1**

```plaintext
! Introduce a new error number in a glue system
! Note: The new error variable must be declared with the initial value -1
VAR errnum ERR_GLUEFLOW := -1;

! Book the new RAPID system error number
BookErrNo ERR_GLUEFLOW;
```

The variable `ERR_GLUEFLOW` will be assigned to a free system error number for use in the RAPID code.

```plaintext
! Use the new error number
IF di1 = 0 THEN
    RAISE ERR_GLUEFLOW;
ELSE
    ...
ENDIF

! Error handling
ERROR
    IF ERRNO = ERR_GLUEFLOW THEN
        ...
    ELSE
        ...
    ENDIF
```

If the digital input `di1` is 0, the new booked error number will be raised and the system error variable `ERRNO` will be set to the new booked error number. The error handling of those user generated errors can then be handled in the error handler as usual.

**Arguments**

`BookErrNo ErrorName`

- **ErrorName**: Data type: `errnum`
  
  The new RAPID system error variable name.

**Limitations**

The new error variable must not be declared as a routine variable. The new error variable must be declared with an initial value of -1, that gives the information that this error should be a RAPID system error.

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1.11 BookErrNo - Book a RAPID system error number

Syntax

```
BookErrNo
    [ ErrorName ':=' ] < variable (VAR) of errnum > ';'
```

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</tr>
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</table>
1.12 DebugBreak - Break program execution

Usage

DebugBreak is used to make an immediate break in program execution for RAPID program code debugging purposes. The robot movement is stopped at once.

Basic examples

The following example illustrates the instruction `DebugBreak`:

Example 1

```plaintext
... 
DebugBreak; 
... 
```

Program execution stops and it is possible to analyze variables, values etc. for debugging purposes.

Program execution

The instruction stops program execution at once, without waiting for the robot and external axes to reach their programmed destination points for the movement being performed at the time. Program execution can then be restarted from the next instruction.

If there is a `DebugBreak` instruction in some routine event, the execution of the routine will be interrupted and no STOP routine event will be executed. The routine event will be executed from the beginning the next time the same event occurs.

Syntax

`DebugBreak';'`

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1.13 CallByVar - Call a procedure by a variable

Usage

CallByVar (Call By Variable) can be used to call procedures with specific names, for example, proc_name1, proc_name2, proc_name3 ... proc_nameX via a variable.

Basic examples

The following example illustrates the instruction CallByVar:

See also More examples on page 48.

Example 1

reg1 := 2;
CallByVar "proc", reg1;

The procedure proc2 is called.

Arguments

CallByVar Name Number

Name

Data type: string

The first part of the procedure name, for example, proc_name.

Number

Data type: num

The numeric value for the number of the procedure. This value will be converted to a string and gives the 2nd part of the procedure name, for example, 1. The value must be a positive integer.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
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</tr>
<tr>
<td>ERR_CALLPROC</td>
<td>Procedure call error (not procedure).</td>
</tr>
</tbody>
</table>

More examples

More examples of how to make static and dynamic selection of procedure call.

Example 1 - Static selection of procedure call

TEST reg1
    CASE 1:
        if_door door_loc;
    CASE 2:
        rf_door door_loc;

Continues on next page
CASE 3:
   lr_door door_loc;
CASE 4:
   rr_door door_loc;
DEFAULT:
   EXIT;
ENDE

Depending on whether the value of register reg1 is 1, 2, 3, or 4, different procedures are called that perform the appropriate type of work for the selected door. The door location in argument door_loc.

Example 2 - Dynamic selection of procedure call with RAPID syntax

reg1 := 2;
"proc"+NumToStr(reg1,0)% door_loc;

The procedure proc2 is called with argument door_loc.

Limitation: All procedures must have a specific name, for example, proc1, proc2, proc3.

Example 3 - Dynamic selection of procedure call with CallByVar

reg1 := 2;
CallByVar "proc", reg1;

The procedure proc2 is called.

Limitation: All procedures must have specific name, for example, proc1, proc2, proc3, and no arguments can be used.

Limitations

Can only be used to call procedures without parameters.
Cannot be used to call LOCAL procedures.
Execution of CallByVar takes a little more time than execution of a normal procedure call.

Syntax

CallByVar
   [Name ' :='] <expression (IN) of string>','
   [Number ' :='] <expression (IN) of num>''

Related information

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<tbody>
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</tr>
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<td></td>
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</tr>
</tbody>
</table>
1 Instructions

1.14 CamFlush - Removes the collection data for the camera

Integrated Vision

1.14 CamFlush - Removes the collection data for the camera

Usage

CamFlush is used to flush (remove) the cameratarget collection for the camera.

Basic examples

The following example illustrates the instruction CamFlush.

Example 1

CamFlush mycamera;

The collection data for camera mycamera is removed.

Arguments

CamFlush Camera

Camera

Data type: cameradev

The name of the camera.

Syntax

CamFlush

[ Camera ':= ' ] < variable (VAR) of cameradev > ';

Related information

<table>
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</tr>
</thead>
<tbody>
<tr>
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<td>Application manual - Integrated Vision</td>
</tr>
</tbody>
</table>
1.15 CamGetParameter - Get different named camera parameters

Usage

CamGetParameter is used to get named parameters that the camera may expose. The user has to know the name of the parameter and its return type in order to retrieve its value.

Basic examples

The following example illustrates the instruction CamGetParameter.

Example 1

VAR bool mybool:=FALSE;
...
CamGetParameter mycamera, "Pattern_1.Tool.Enabled_Status"
\BoolVar:=mybool;
TPWrite "The current value of Pattern_1.Tool.Enabled_Status is: "
\Bool:=mybool;

Get the named boolean parameter Pattern_1.Tool.Enabled_Status and write the value on the FlexPendant.

Arguments

CamGetParameter Camera ParName [\NumVar] | [\BoolVar] | [\StrVar]

Camera

Data type: cameradev
The name of the camera.

ParName

Parameter Name
Data type: string
The name of the parameter in the camera.

[\NumVar]

Data type: num
Variable (VAR) to store the numeric value of the data object retrieved.

[\BoolVar]

Data type: bool
Variable (VAR) to store the boolean value of the data object retrieved.

[\StrVar]

Data type: string
Variable (VAR) to store the string value of the data object retrieved.

Program execution

The instruction reads the specified parameter directly when the instruction is executed and returns the value.
1 Instructions

1.15 CamGetParameter - Get different named camera parameters

Integrated Vision
Continued

If the instruction is used to read a result from the image analysis, make sure that the camera has finished processing the image before getting the data.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_GET_MISMATCH</td>
<td>The parameter fetched from the camera with instruction CamGetParameter has the wrong data type.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Syntax

CamGetParameter

[ Camera '(:=' ] < variable (VAR) of cameradev > ','
[ ParName '(:=' ] < expression (IN) of string >
[ '"NumVar ':=" ] < variable (VAR) of num > ]
| [ '"BoolVar ':=" ] < variable (VAR) of bool > ]
| [ '"StrVar ':=" ] < variable (VAR) of string > ] '";

Related information

For information about Integrated Vision
See Application manual - Integrated Vision
1.16 CamGetResult - Gets a camera target from the collection

Usage
CamGetResult (Camera Get Result) is used to get a camera target from the vision result collection.

Basic examples
The following example illustrates the instruction CamGetResult.

Example 1

VAR num mysceneid;
VAR cameratarget mycamtarget;
...  
CamReqImage mycamera \SceneId:= mysceneid;
CamGetResult mycamera, mycamtarget \SceneId:= mysceneid;

Order camera mycamera to acquire an image. Get a vision result originating from the image with SceneId.

Arguments
CamGetResult Camera CamTarget [\SceneId] [\MaxTime]

Camera
Data type: cameradev
The name of the camera.

CamTarget
Camera Target
Data type: cameratarget
The variable where the vision result will be stored.

[\SceneId]
Scene Identification
Data type: num
The SceneId is an identifier that specifies from which image the cameratarget has been generated.

[\MaxTime]
Maximum Time
Data type: num
The maximum amount of time in seconds that program execution waits. The maximum allowed value is 120 seconds.

Program execution
CamGetResult gets a camera target from the vision result collection. If no SceneId or MaxTime is used, and there is no result to fetch, the instruction will hang forever. If a SceneId is used in CamGetResult it should have been generated in a preceding CamReqImage instruction.

Continues on next page
1 Instructions

1.16 CamGetResult - Gets a camera target from the collection

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Continued

The SceneId can only be used if the image has been ordered from instruction CamReqImage. If images are generated by an external I/O signal, the SceneId cannot be used in instruction CamGetResult.

---

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_MAXTIME</td>
<td>No result could be fetched within the time-out time.</td>
</tr>
<tr>
<td>ERR_CAM_NO_MORE_DATA</td>
<td>No more vision results can be fetched for used SceneId, or the result could not be fetched within the time-out time.</td>
</tr>
</tbody>
</table>

---

**Syntax**

CamGetResult

```
[ Camera ':=' < variable (VAR) of cameradev > ','
[ CamTarget ':=' < variable (VAR) of CameraTarget >
[ '\SceneId ':=' < expression (IN) of num > ]
[ '\MaxTime ':=' < expression (IN) of num > ] ;'
```

---

**Related information**

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</tbody>
</table>
1.17 CamLoadJob - Load a camera task into a camera

**Usage**

CamLoadJob *(Camera Load Job)* loads a camera task, job, describing exposure parameters, calibration, and what vision tools to apply.

**Basic examples**

The following example illustrates the instruction CamLoadJob.

**Example 1**

CamSetProgramMode mycamera;
CamLoadJob mycamera, "myjob.job";
CamSetRunMode mycamera;

The job *myjob* is loaded into the camera named mycamera.

**Arguments**

CamLoadJob Camera JobName [\KeepTargets] [\MaxTime]

**Camera**

Data type: cameradev

The name of the camera.

**Name**

Data type: string

The name of the job to load into the camera.

\[\KeepTargets\]

Data type: switch

This argument is used to specify if any existing camera targets produced by the camera should be kept.

\[\MaxTime\]

Data type: num

The maximum amount of time in seconds that program execution waits. The maximum allowed value is 120 seconds.

**Program execution**

The execution of CamLoadJob will wait until the job is loaded or fail with a time-out error. If the optional argument *KeepTargets* is used, the old collection data for the specified camera is kept. The default behavior is to remove (flush) the old collection data.

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
</tbody>
</table>
1 Instructions

1.17 CamLoadJob - Load a camera task into a camera

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**Continued**

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_MAXTIME</td>
<td>The camera job was not loaded within the time-out time.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected</td>
</tr>
<tr>
<td>ERR_CAM_NO_PROGMODE</td>
<td>The camera is not in program mode</td>
</tr>
</tbody>
</table>

**Limitations**

It is only possible to execute **CamLoadJob** when the camera is set in program mode. Use instruction **CamSetProgramMode** to set the camera in program mode.

To be able to load the job, the job file must be stored on the camera flash disk.

**Syntax**

```plaintext
CamLoadJob
    [ Camera ':=' ] < variable (VAR) of cameradev > ','
    [ JobName ':=' ] <expression (IN) of string >
    [ '"KeepTargets" ]
    [ '"MaxTime ':=' <expression (IN) of num>]'
```

**Related information**

<table>
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</tbody>
</table>
1.18 CamReqImage - Order the camera to acquire an image

Usage

CamReqImage (Camera Request Image) orders the camera to acquire an image.

Basic examples

The following example illustrates the instruction CamReqImage.

Example 1

CamReqImage mycamera;
Order camera mycamera to acquire an image.

Arguments

CamReqImage Camera [\SceneId] [\KeepTargets] [\AwaitComplete]

Camera

Data type: cameradev
The name of the camera.

[\SceneId]

Scene Identification

Data type: num
The optional argument SceneId is an identifier for the acquired image. It is generated for each executed CamReqImage using the optional argument SceneId. The identifier is an integer between 1 and 8388608. If no SceneId is used, the identifier value is set to 0.

[\KeepTargets]

Data type: switch
This argument is used to specify if old collection data for a specified camera should be kept.

[\AwaitComplete]

Data type: switch
If the optional argument AwaitComplete is specified the instruction waits until the results from the image have been received. When AwaitComplete is used, the camera trigger type has to be set to External.

Program execution

CamReqImage is ordering a specified camera to acquire an image. If the optional argument SceneId is used, the available vision results of an acquired image is marked with the unique number generated by the instruction.

If optional argument KeepTargets is used, the old collection data for the specified camera is kept. The default behavior is to remove (flush) any old collection data.

Continues on next page
1 Instructions

1.18 CamReqImage - Order the camera to acquire an image

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Continued

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NO_RUNMODE</td>
<td>The camera is not in running mode</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Limitations

It is only possible to execute CamReqImage when the camera is set in running mode. Use instruction CamSetRunMode to set the camera in running mode.

Syntax

```plaintext
CamReqImage
    [ Camera ':=' ] < variable (VAR) of cameradev > ';
    [ '"SceneId ':=' < variable (VAR) of num > ]
    [ '"KeepTargets ]
    [ '"AwaitComplete ]';'
```

Related information

<table>
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</thead>
<tbody>
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</tr>
</tbody>
</table>
1.19 CamSetExposure - Set camera specific data

**Usage**
CamSetExposure *(Camera Set Exposure)* sets camera specific data and makes it possible to adapt image parameters depending on ambient lighting conditions.

**Basic examples**
The following example illustrates the instruction CamSetExposure.

**Example 1**
```
CamSetExposure mycamera \ExposureTime:=10;
```
Order the camera mycamera to change the exposure time to 10 ms.

**Arguments**
```
CamSetExposure Camera [\ExposureTime] [\Brightness] [\Contrast]
```

**Camera**
- **Data type:** cameradev
- The name of the camera.

**[\ExposureTime]**
- **Data type:** num
- If this optional argument is used, the exposure time of the camera is updated. The value is in milliseconds (ms).

**[\Brightness]**
- **Data type:** num
- If this optional argument is used, the brightness setting of the camera is updated. The value is normally expressed on a scale from 0 to 1.

**[\Contrast]**
- **Data type:** num
- If this optional argument is used, the contrast setting of the camera is updated. The value is normally expressed on a scale from 0 to 1.

**Program execution**
The instruction updates the exposure time, brightness and contrast if it is possible to update those for the specific camera. If a setting is not supported by the camera an error message will be presented to the user, and the program execution stops.

**Error handling**
The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR Cam COM TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
</tbody>
</table>
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1.19 CamSetExposure - Set camera specific data

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<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Syntax

CamSetExposure
[ Camera ':=' ] < variable (VAR) of cameradev > ','
[ '"ExposureTime ':=' < variable (IN) of num > ]
[ '"Brightness ':=' < variable (IN) of num > ]
[ '"Contrast ':=' < variable (IN) of num > ] ';

Related information

<table>
<thead>
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</thead>
<tbody>
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</tr>
</tbody>
</table>
1.20 CamSetParameter - Set different named camera parameters

**Usage**

CamSetParameter is used to set different named camera parameters that a camera may expose. With this instruction it is possible to change different parameters in the camera in runtime. The user has to know the name of the parameter and its type in order to set its value.

**Basic examples**

The following example illustrates the instruction CamSetParameter.

**Example 1**

```plaintext
CamSetParameter mycamera, "Pattern_1.Tool_Enabled" \BoolVal:=FALSE;
CamSetRunMode mycamera;
```

In this example the parameter named "Pattern_1.Tool_Enabled" is set to false, which means that the specified vision tool shall not execute when an image is acquired.

This will give a faster execution of the vision tool. However, the tool still produces results with the values from the latest active execution. In order to not use these targets, sort them out in the RAPID program.

**Arguments**

CamSetParameter Camera ParName [\NumVal] | [\BoolVal] | [\StrVal]

- **Camera**
  - Data type: cameradev
  - The name of the camera.

- **ParName**
  - Data type: string
  - The name of the parameter in the camera.

- **[\NumVal]**
  - Data type: num
  - The numeric value to set for the camera parameter with the name set in argument ParName.

- **[\BoolVal]**
  - Data type: bool
  - The boolean value to set for the camera parameter with the name set in argument ParName.

- **[\StrVal]**
  - Data type: string
  - The string value to set for the camera parameter with the name set in argument ParName.
1 Instructions

1.20 CamSetParameter - Set different named camera parameters

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Continued

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
<tr>
<td>ERR_CAM_SET_MISMATCH</td>
<td>The parameter written to the camera with instruction CamSetParameter has the wrong data type, or the value is out of range.</td>
</tr>
</tbody>
</table>

Limitations

User created parameters can only be of type EditString, EditInt, or EditFloat.

Syntax

CamSetParameter

[ Camera ' := ' ] < variable (VAR) of cameradev > ','
[ ParName ' := ' ] < expression (IN) of string >
[ '"NumVal ' := ' ] < expression (IN) of num > }
| [ '"BoolVal ' := ' ] < expression (IN) of bool > }
| [ '"StrVal ' := ' ] < expression (IN) of string > ] ' ;'

Related information

<table>
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</thead>
<tbody>
<tr>
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</tr>
</tbody>
</table>
1.21 CamSetProgramMode - Orders the camera to go to program mode

Usage

CamSetProgramMode (Camera Set Program Mode) orders the camera to go to program mode (offline).

Basic examples

The following example illustrates the instruction CamSetProgramMode.

Example 1

CamSetProgramMode mycamera;
CamLoadJob mycamera, "myjob.job";
CamSetRunMode mycamera;
...

First, change the camera to programming mode. Then load myjob into the camera. Then, order the camera to go to running mode.

Arguments

CamSetProgramMode Camera

Camera

Data type: cameradev
The name of the camera.

Program execution

When ordering a camera to go to program mode with instruction CamSetProgramMode, it will be possible to change settings and load a job into the camera.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Syntax

CamSetProgramMode

[ Camera ':= ' ] < variable (VAR) of cameradev > ';

Related information

For information about Integrated Vision
See Application manual - Integrated Vision
1 Instructions

1.22 CamSetRunMode - Orders the camera to run mode

*Integrated Vision*

## 1.22 CamSetRunMode - Orders the camera to run mode

### Usage

CamSetRunMode (**Camera Set Running Mode**) orders the camera to go to run mode (online), and updates the controller on the current output to RAPID configuration.

### Basic examples

The following example illustrates the instruction CamSetRunMode.

**Example 1**

```plaintext
CamSetProgramMode mycamera;
CamLoadJob mycamera, "myjob.job";
...
CamSetRunMode mycamera;
```

First, change the camera to programming mode. Then load myjob into the camera. Then, order the camera to go to running mode with instruction CamSetRunMode.

### Arguments

**CamSetRunMode** Camera

**Camera**

- **Data type**: cameradev
- The name of the camera.

### Program execution

When ordering a camera to go to run mode with CamSetRunMode it is possible to start taking images.

### Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

### Syntax

```plaintext
CamSetRunMode
[ Camera ':=' ] < variable (VAR) of cameradev > ';
```

### Related information

<table>
<thead>
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</tr>
</thead>
<tbody>
<tr>
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</tr>
</tbody>
</table>
1.23 CamStartLoadJob - Start load of a camera task into a camera

Usage

CamStartLoadJob will start the loading of a job into a camera, and then the execution will continue on the next instruction. When loading is in progress other instructions can be executed in parallel.

Basic examples

The following example illustrates the instruction CamStartLoadJob.

Example 1

```plaintext
... 
CamStartLoadJob mycamera, "myjob.job"; 
MoveL p1, v1000, fine, tool2; 
CamWaitLoadJob mycamera; 
CamSetRunMode mycamera; 
CamReqImage mycamera; 
...
```

First a job loading is started to the camera, and while the loading is proceeding, a movement to position p1 is done. When the movement is ready, and the loading has finished, an image is acquired.

Arguments

CamStartLoadJob Camera Name [\KeepTargets]

Camera

Data type: cameradev
The name of the camera.

Name

Data type: string
The name of the job to load into the camera.

[\KeepTargets]

Data type: switch
This argument is used to specify if old collection data for a specified camera should be kept.

Program execution

Execution of CamStartLoadJob will only order the loading and then proceed directly with the next instruction without waiting for the loading to be completed. If optional argument \KeepTargets is used, the old collection data for the specified camera is not removed. The default behavior is to remove (flush) old collection data.

The camera will be busy running the load operation and will not accept any new camera requests before the operation is completed with CamWaitLoadJob, with the exception that CamStartSetParameter requests can be queued.
1 Instructions

1.23 CamStartLoadJob - Start load of a camera task into a camera

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Continued

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected</td>
</tr>
</tbody>
</table>

Limitations

It is only possible to execute CamStartLoadJob when the camera is set in program mode. Use instruction CamSetProgramMode to set the camera in program mode. When an ongoing load of a job is executing, it is not possible to access that specific camera with any other instruction or function. The following camera instruction or function must be a CamWaitLoadJob instruction.

To be able to load the job, the job file must be stored on the camera flash disk.

Syntax

CamStartLoadJob
[ Camera ':= ' ] < variable (VAR) of cameradev > ','
[ Name ':=' ] <expression (IN) of string >
[ '\KeepTargets']';

Related information

<table>
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<td>CamWaitLoadJob – Wait until a camera task is loaded on page 70</td>
</tr>
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<td>CamStartSetParameter</td>
<td>CamStartSetParameter - Start the set-operation of a parameter setting on page 67</td>
</tr>
</tbody>
</table>
## 1.24 CamStartSetParameter - Start the set-operation of a parameter setting

### Usage

`CamStartSetParameter` is used to start the set-operation of a parameter setting in the camera. When the set-operation is in progress other RAPID instructions and functions can be executed in parallel. The camera will be busy running the set parameter-operation and will not perform any other request before this operation is completed with `CamWaitSetParameter`.

### Basic examples

The following examples illustrate the instruction `CamStartSetParameter`.

**Example 1**

```rapid
CamStartSetParameter mycamera, "Pattern_1.Tool Enabled"
  
BooVal:=FALSE;
MoveL p1, v1000, fine, tool2;
CamWaitSetParameter mycamera;
```

First a parameter setting is ordered, and while the setting is performed, a movement to position p1 is done. When the movement is ready, and the setting of the parameter is ready, the RAPID execution continues.

**Example 2**

```rapid
CamStartSetParameter mycamera,
  "Pattern_1.Description"\StrVal:="mydescription";
CamStartSetParameter mycamera,
  "Pattern_1.Rotation_Tolerance"\NumVal:=15;
MoveL p1, v1000, fine, tool2;
CamWaitSetParameter mycamera;
CamWaitSetParameter mycamera;
```

Order two settings of parameters and during the time those are handled a movement is performed. The two `CamStartSetParameter` instructions must be matched with two `CamWaitSetParameter` instructions to be able to perform any other request against the camera.

### Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Camera</code></td>
<td>cameradev</td>
<td>The name of the camera.</td>
</tr>
<tr>
<td><code>ParName</code></td>
<td>string</td>
<td>The name of the parameter in the camera.</td>
</tr>
<tr>
<td><code>\NumVal</code></td>
<td>num</td>
<td></td>
</tr>
<tr>
<td><code>\BoolVal</code></td>
<td>boolean</td>
<td></td>
</tr>
<tr>
<td><code>\StrVal</code></td>
<td>string</td>
<td></td>
</tr>
</tbody>
</table>

Continues on next page
1 Instructions

1.24 CamStartSetParameter - Start the set-operation of a parameter setting

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Continued

The numeric value to set for the camera parameter with the name set in argument ParName.

\[
\text{BoolVal}
\]

Data type: bool

The boolean value to set for the camera parameter with the name set in argument ParName.

\[
\text{StrVal}
\]

Data type: string

The string value to set for the camera parameter with the name set in argument ParName.

Program execution

CamStartSetParameter will start the set-operation of a parameter in the camera. When the set operation is in progress, other RAPID instructions and functions can be executed in parallel.

The camera will be busy running the set parameter operation and will not perform any other request before this operation is completed with CamWaitSetParameter. Every CamStartSetParameter instruction must be matched with a corresponding CamWaitSetParameter instruction.

With multiple queued StartSetParameter requests, then the corresponding WaitSetParameter will reflect the same order as the for the request and thus return the status for that StartSetParameter.

Note

User defined parameters in the camera have to be associated with one of the following camera functions:

- EditFloat
- EditInt
- EditString

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>ERRNO</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
<tr>
<td>ERR_CAM_NO_PROGMODE</td>
<td>The camera is not in program mode.</td>
</tr>
</tbody>
</table>

Limitations

The controller can have 10 pending CamStartSetParameter operations. When the controller has 10 pending requests, all the requests have to be confirmed with CamWaitSetParameter instructions before any new CamStartSetParameter is ordered.

Continues on next page
1.24 CamStartSetParameter - Start the set-operation of a parameter setting

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Syntax

CamStartSetParameter
[ Camera ':=' ] < variable (VAR) of cameradev > ','
[ ParName ':=' ] < expression (IN) of string >
[ '"NumVal ':=' ] < expression (IN) of num > ]
| [ '"BoolVal ':=' ] < expression (IN) of bool > ]
| [ '"StrVal ':=' ] < expression (IN) of string > ] ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
<tr>
<td>CamWaitSetParameter</td>
<td>CamWaitSetParameter - Wait until a set-operation is ready on page 72</td>
</tr>
<tr>
<td>CamSetParameter</td>
<td>CamSetParameter - Set different named camera parameters on page 61</td>
</tr>
</tbody>
</table>
1 Instructions

1.25 CamWaitLoadJob – Wait until a camera task is loaded

Integrated Vision

1.25 CamWaitLoadJob – Wait until a camera task is loaded

Usage

CamWaitLoadJob (Camera Wait Load Job) will wait until the loading of a job into a camera is ready.

Basic examples

The following example illustrates the instruction CamWaitLoadJob.

Example 1

```plaintext
...  
CamStartLoadJob mycamera, "myjob.job";
MoveL p1, v1000, fine, tool2;
CamWaitLoadJob mycamera;
CamSetRunMode mycamera;
CamReqImage mycamera;
...
```

First a job loading is started to the camera, and while the loading is proceeding, a movement to position p1 is done. When the movement is ready, and the loading has finished, an image is acquired.

Arguments

CamWaitLoadJob Camera

Camera

Data type: cameradev

The name of the camera.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected</td>
</tr>
</tbody>
</table>

Limitations

It is only possible to execute CamWaitLoadJob when the camera is set in program mode. Use instruction CamSetProgramMode to set the camera in program mode. When an ongoing load of a job is executing, it is not possible to access that specific camera with any other instruction or function. The following camera instruction or function must be a CamWaitLoadJob instruction.

Syntax

```plaintext
CamWaitLoadJob

[ Camera ':=' ] < variable (VAR) of cameradev > ';'
```

Continues on next page
1.25 CamWaitLoadJob – Wait until a camera task is loaded

**Integrated Vision**

**Related information**

<table>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
<tr>
<td>CamStartLoadJob</td>
<td>CamStartLoadJob - Start load of a camera task into a camera on page 65</td>
</tr>
</tbody>
</table>
1 Instructions

1.26 CamWaitSetParameter - Wait until a set-operation is ready

Usage

CamWaitSetParameter will wait until the set-operation of the parameter is done in the camera and return with status.

Basic examples

The following example illustrates the instruction CamWaitSetParameter.

Example 1

CamStartSetParameter mycamera, "Pattern_1.Tool_Enabled"
\BoolVal:=FALSE;
MoveL p1, v1000, fine, tool2;
CamWaitSetParameter mycamera;

First a parameter setting is ordered, and while the setting is performed, a movement to position p1 is done. When the movement is ready, and the setting of the parameter is ready, the RAPID execution continues.

Arguments

CamWaitSetParameter Camera

Camera

Data type: cameradev

The name of the camera.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
<tr>
<td>ERR_CAM_NO_START_SET_PARAMETER</td>
<td>There is no ongoing request to set a parameter to camera.</td>
</tr>
<tr>
<td>ERR_CAM_SET_MISMATCH</td>
<td>The parameter written to the camera with instruction CamSetParameter has the wrong datatype, or the value is out of range.</td>
</tr>
<tr>
<td>ERR_CAM_SET_PARAMETER_REJECTED</td>
<td>The preceding instruction failed and also caused the setting of parameter to fail for the camera.</td>
</tr>
</tbody>
</table>

Syntax

CamWaitSetParameter
[ Camera ':= ' ] < variable (VAR) of cameradev > ';

Related information

For information about | See
----------------------|-----------------------------
Integrated Vision     | Application manual - Integrated Vision

Continues on next page
1.26 CamWaitSetParameter - Wait until a set-operation is ready

**RobotWare - OS**

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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>CamStartSetParameter</td>
<td>CamStartSetParameter - Start the set-operation of a parameter setting on page 67</td>
</tr>
</tbody>
</table>
1 Instructions

1.27 CancelLoad - Cancel loading of a module

RobotWare - OS

1.27 CancelLoad - Cancel loading of a module

Usage

CancelLoad can be used to cancel the loading operation generated from the instruction StartLoad.
CancelLoad can only be used between the instruction StartLoad and WaitLoad.

Basic examples

The following example illustrates the instruction CancelLoad:
See also More examples on page 74.

Example 1

```plaintext
CancelLoad load1;
The load session load1 is cancelled.
```

Arguments

CancelLoad LoadNo

LoadNo

Data type: loadsession

Reference to the load session, created by the instruction StartLoad.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_LOADNO_NOUSE</td>
<td>The variable specified in argument LoadNo is not in use, meaning that no load session is in use.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction CancelLoad are illustrated below.

Example 1

```plaintext
VAR loadsession load1;

StartLoad "HOME:\File:="PART_B.MOD",load1;
...
IF ...
  CancelLoad load1;
  StartLoad "HOME:\File:="PART_C.MOD",load1;
ENDIF
... 
WaitLoad load1;

The instruction CancelLoad will cancel the on-going loading of the module PART_B.MOD and instead make it possible to load PART_C.MOD.
```

Continues on next page
Limitation

CancelLoad can only be used in the sequence after that instruction StartLoad is ready and before instruction WaitLoad is started.

Syntax

```
CancelLoad
[ LoadNo ':= ' ] < variable (VAR) of loadsession >';'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<td>StartLoad - Load a program module during execution on page 669</td>
</tr>
<tr>
<td>Connect the loaded module to the task</td>
<td>WaitLoad - Connect the loaded module to the task on page 932</td>
</tr>
<tr>
<td>Load session</td>
<td>loadsession - Program load session on page 1531</td>
</tr>
<tr>
<td>Load a program module</td>
<td>Load - Load a program module during execution on page 265</td>
</tr>
<tr>
<td>Unload a program module</td>
<td>UnLoad - Unload a program module during execution on page 885</td>
</tr>
<tr>
<td>Check program references</td>
<td>CheckProgRef - Check program references on page 76</td>
</tr>
</tbody>
</table>
1 Instructions

1.28 CheckProgRef - Check program references

Usage

CheckProgRef is used to check for unresolved references at any time during execution.

Basic examples

The following example illustrates the instruction CheckProgRef:

Example 1

Load \Dynamic, diskhome \File:="PART_B.MOD" \CheckRef; 
Unload "PART_A.MOD";
CheckProgRef;

In this case the program contains a module called PART_A.MOD. A new module PART_B.MOD is loaded, which checks if all references are OK. Then PART_A.MOD is unloaded. To check for unresolved references after unload, a call to CheckProgRef is done.

Program execution

Program execution forces a new link of the program task and checks for unresolved references.

If an error occurs during CheckProgRef, the program is not affected, it just tells you that an unresolved reference exists in the program task. Therefore, use CheckProgRef immediately after changing the number of modules in the program task (loading or unloading) to be able to know which module caused the link error.

This instruction can also be used as a substitute for using the optional argument \CheckRef in instruction Load or WaitLoad.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_LINKREF</td>
<td>The program task contains unresolved references.</td>
</tr>
</tbody>
</table>

Syntax

CheckProgRef';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load of a program module</td>
<td>Load - Load a program module during execution on page 265</td>
</tr>
<tr>
<td>Unload of a program module</td>
<td>UnLoad - Unload a program module during execution on page 885</td>
</tr>
<tr>
<td>Start loading of a program module</td>
<td>StartLoad - Load a program module during execution on page 669</td>
</tr>
</tbody>
</table>

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### 1.28 CheckProgRef - Check program references

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<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finish loading of a program module</td>
<td><em>WaitLoad - Connect the loaded module to the task on page 932</em></td>
</tr>
</tbody>
</table>
1.29 CirPathMode - Tool reorientation during circle path

Usage

CirPathMode (*Circle Path Mode*) makes it possible to select different modes to reorientate the tool during circular movements.

This instruction can only be used in the main task `T_ROB1` or, if in a MultiMove system in Motion tasks.

Description

*PathFrame*

The figure in the table shows the tool reorientation for the standard mode *\PathFrame*.

<table>
<thead>
<tr>
<th>Illustration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="xx0500002152" alt="Illustration" /></td>
<td>The arrows show the tool from wrist center point to tool center point for the programmed points. The path for the wrist center point is dotted in the figure. The <em>\PathFrame</em> mode makes it easy to get the same angle of the tool around the cylinder. The robot wrist will not go through the programmed orientation in the <em>CirPoint</em></td>
</tr>
</tbody>
</table>

The figure in the table shows the use of standard mode *\PathFrame* with fixed tool orientation.

<table>
<thead>
<tr>
<th>Illustration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="xx0500002153" alt="Illustration" /></td>
<td>This picture shows the obtained orientation of the tool in the middle of the circle using a leaning tool and <em>\PathFrame</em> mode. Compare with the figure below when <em>\ObjectFrame</em> mode is used.</td>
</tr>
</tbody>
</table>
ObjectFrame

The figure in the table shows the use of modified mode `ObjectFrame` with fixed tool orientation.

<table>
<thead>
<tr>
<th>Illustration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="xx0500002151" alt="Illustration" /></td>
<td>This figure shows the obtained orientation of the tool in the middle of the circle using a leaning tool and <code>ObjectFrame</code> mode. This mode will make a linear reorientation of the tool in the same way as for <code>MoveL</code>. The robot wrist will not go through the programmed orientation in the <code>CirPoint</code>. Compare with the previous figure when <code>PathFrame</code> mode is used.</td>
</tr>
</tbody>
</table>

CirPointOri

The figure in the table shows the different tool reorientation between the standard mode `PathFrame` and the modified mode `CirPointOri`.

<table>
<thead>
<tr>
<th>Illustration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="xx0500002150" alt="Illustration" /></td>
<td>The arrows show the tool from wrist center point to tool center point for the programmed points. The different paths for the wrist center point are dashed in the figure. The <code>CirPointOri</code> mode will make the robot wrist to go through the programmed orientation in the <code>CirPoint</code>. The path is always the same in xyz but the orientation is different.</td>
</tr>
</tbody>
</table>
1 Instructions

1.29 CirPathMode - Tool reorientation during circle path

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Continued

Wrist45 / Wrist46 / Wrist56

The figure in the table shows the frames involved when cutting a shape using axes 4 and 5.

<table>
<thead>
<tr>
<th>Illustration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image.png" alt="Illustration" /></td>
<td>It is assumed that the cutting beam is aligned with the tool's z axis. The coordinate frame of the cut plane is defined by the robot's starting position when executing the MoveC instruction.</td>
</tr>
</tbody>
</table>

Basic examples

Example 1

CirPathMode \PathFrame;

Standard mode for tool reorientation in the actual path frame from the start point to the ToPoint during all succeeding circular movements. This is default in the system.

Example 2

CirPathMode \ObjectFrame;

Modified mode for tool reorientation in actual object frame from the start point to the ToPoint during all succeeding circular movements.

Example 3

CirPathMode \CirPointOri;

Modified mode for tool reorientation from the start point via the programmed CirPoint orientation to the ToPoint during all succeeding circular movements.

Example 4

CirPathMode \Wrist45;

Modified mode such that the projection of the tool's z-axis onto the cut plane will follow the programmed circle movement order. Only wrist axes 4 and 5 are used. This mode should only be used when cutting thin objects.

Example 5

CirPathMode \Wrist46;

Modified mode such that the projection of the tool's z-axis onto the cut plane will follow the programmed circle movement order. Only wrist axes 4 and 6 are used. This mode should only be used for thin objects.

Example 6

CirPathMode \Wrist56;

Continues on next page
Modified mode such that the projection of the tool’s z-axis onto the cut plane will follow the programmed circle movement order. Only wrist axes 5 and 6 are used. This mode should only be used for thin objects.

Arguments

\[
\text{CirPathMode}~[\text{PathFrame}]~|~[\text{ObjectFrame}]~|~[\text{CirPointOri}]~|~[\text{Wrist45}]~|~[\text{Wrist46}]~|~[\text{Wrist56}]
\]

[\text{PathFrame}]

Data type: switch

During the circular movement the reorientation of the tool is done continuously from the start point orientation to the ToPoint orientation in the actual path frame. This is the standard mode in the system.

Note

Using CirPathMode without any switch gives the same result as CirPathMode \text{PathFrame}.

[\text{ObjectFrame}]

Data type: switch

During the circular movement the reorientation of the tool is done continuously from the start point orientation to the ToPoint orientation in the actual object frame.

[\text{CirPointOri}]

Data type: switch

During the circular movement the reorientation of the tool is done continuously from the start point orientation to the programmed CirPoint orientation and further to the ToPoint orientation.

[\text{Wrist45}]

Data type: switch

The robot will move axes 4 and 5 such that the projection of the tool’s z-axis onto the cut plane will follow the programmed circle movement order. This mode should only be used for thin objects as only 2 wrist axes are used and thus give us increased accuracy but also less control.

Note

This switch requires the RobotWare option WristMove.

[\text{Wrist46}]

Data type: switch

The robot will move axes 4 and 6 such that the projection of the tool’s z-axis onto the cut plane will follow the programmed circle movement order. This mode should

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1 Instructions

1.29 CirPathMode - Tool reorientation during circle path

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Continued

only be used for thin objects as only 2 wrist axes are used and thus give us increased accuracy but also less control.

Note

This switch requires the RobotWare option WristMove.

[\Wrist56]

Data type: switch

The robot will move axes 5 and 6 such that the projection of the tool’s z-axis onto the cut plane will follow the programmed circle movement order. This mode should only be used for thin objects as only 2 wrist axes are used and thus give us increased accuracy but also less control.

Note

This switch requires the RobotWare option WristMove.

Program execution

The specified circular tool reorientation mode applies for the next executed circular movement instruction of any type (MoveC, SearchC, TriggC, MoveCDO, MoveCSync, ArcC, PaintC, etc.) and is valid until a new CirPathMode instruction is executed.

The standard circular reorientation mode (CirPathMode \PathFrame) is automatically set

• when using the restart mode Reset RAPID
• when loading a new program or a new module
• when starting program execution from the beginning
• when moving the program pointer to main
• when moving the program pointer to a routine
• when moving the program pointer in such a way that the execution order is lost.

Limitations

The instruction only affects circular movements.

When using the \CirPointOri mode, the CirPoint must be between the points A and B according to the figure below to make the circle movement to go through the programmed orientation in the CirPoint.

Continues on next page
\Wrist45, \Wrist46, and \Wrist56 mode should only be used for cutting thin objects as the ability to control the angle of the tool is lost when using only two wrist axes. Coordinated movements are not possible since the main axis is locked.

If working in wrist singularity area and the instruction SingArea\Wrist has been executed, the instruction CirPathMode has no effect because the system then selects another tool reorientation mode for circular movements (joint interpolation).

### Syntax

```
CirPathMode
   ["\PathFrame"]
   | ["\ObjectFrame"]
   | ["\CirPointOri"]
   | ["\Wrist45"]
   | ["\Wrist46"]
   | ["\Wrist56"] ;
```

### Related information

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</tr>
</tbody>
</table>
1 Instructions

1.30 Clear - Clears the value

1.30 Clear - Clears the value

Usage

Clear is used to clear a numeric variable or persistent, that is, set it to 0.

Basic examples

The following examples illustrate the instruction Clear:

Example 1

Clear reg1;
Reg1 is cleared, i.e. reg1:=0.

Example 2

CVAR dnum mydnum:=5;
Clear mydnum;
mydnum is cleared, i.e. mydnum:=0.

Arguments

Clear Name | Dname

Name

Data type: num
The name of the variable or persistent to be cleared.

Dname

Data type: dnum
The name of the variable or persistent to be cleared.

Syntax

Clear

[ Name ':'= ] < var or pers (INOUT) of num >
| [ Dname ':'= ] < var or pers (INOUT) of dnum > ';

Related information

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<tr>
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</tr>
<tr>
<td>Changing data using arbitrary</td>
<td>“:=” - Assigns a value on page 37</td>
</tr>
</tbody>
</table>
1.31 ClearPath - Clear current path

Usage

ClearPath (Clear Path) clears the whole motion path on the current motion path level (base level or StorePath level).

With motion path, meaning all the movement orders from any move instructions which have been executed in RAPID but not performed by the robot at the execution time of ClearPath.

The robot must be in a stop point position or must be stopped with StopMove before the instruction ClearPath can be executed.

Basic examples

The following example illustrates the instruction ClearPath:

In the following program example, the robot moves from the position home to the position p1. At the point px the signal di1 will indicate that the payload has been dropped. The execution continues in the trap routine gohome. The robot will stop moving (start the braking) at px, the path will be cleared, the robot will move to position home. The error will be raised up to the calling routine minicycle and the whole user defined program cycle proc1 ... proc2 will be executed from the beginning one more time.

Example 1

VAR intnum drop_payload;
VAR errnum ERR_DROP_LOAD := -1;

PROC minicycle()
    BookErrNo ERR_DROP_LOAD;
    proc1;
    ...
    ERROR (ERR_DROP_LOAD)
    ! Restart the interrupted movement on motion base path level
    StartMove;
    RETRY;
ENDPROC

PROC proc1()
    ...
    proc2;

Continues on next page
1 Instructions

1.31 ClearPath - Clear current path

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Continued

... ENDPROC

PROC proc2()
    CONNECT drop_payload WITH gohome;
    ISignalDI \Single, di1, 1, drop_payload;
    MoveL p1, v500, fine, gripper;
    ........
    IDelete drop_payload;
ENDPROC

TRAP gohome
    StopMove;
    ClearPath;
    IDelete drop_payload;
    StorePath;
    MoveL home, v500, fine, gripper;
    RestoPath;
    RAISE ERR_DROP_LOAD;
    ERROR
    RAISE;
ENDTRAP

If the same program is being run but without StopMove and ClearPath in the trap routine gohome, the robot will continue to position p1 before going back to position home.

Limitations

Limitation examples of the instruction ClearPath are illustrated below.

Example 1 - Limitation

VAR intnum int_move_stop;
...
PROC test_move_stop()
    CONNECT int_move_stop WITH trap_move_stop;
    ISignalDI di1, 1, int_move_stop;
    MoveJ p10, v200, z20, gripper;
    MoveL p20, v200, z20, gripper;
ENDPROC

TRAP trap_move_stop
    StopMove;
    ClearPath;
    StorePath;
    MoveJ p10, v200, z20, gripper;
    RestoPath;
    StartMove;
ENDTRAP

This is an example of ClearPath limitation. During the robot movement to p10 and p20, the ongoing movement is stopped and the motion path is cleared, but no action is done to break off the active instruction MoveJ p10 or MoveL p20 in the
PROC test_move_stop. So the ongoing movement will be interrupted and the robot will go to p10 in the routine TRAP trap_move_stop, but no further movement to p10 or p20 in the PROC test_move_stop will be done. The program execution will be hanging.

This problem can be solved with either error recovery with long jump as described in example 2 below or with asynchronously raised error with instruction ProcerrRecovery.

Example 2 - No limitations

VAR intnum int_move_stop;
VAR errnum err_move_stop := -1;
...
PROC test_move_stop()
BookErrNo err_move_stop;
CONNECT int_move_stop WITH trap_move_stop;
ISignalDI di1, 1, int_move_stop;
MoveJ p10, v200, z20, gripper;
MoveL p20, v200, z20, gripper;
ERROR (err_move_stop)
  StopMove;
  ClearPath;
  StorePath;
  MoveJ p10, v200, z20, gripper;
  RestoPath;
  ! Restart the interrupted movement on motion base path level
  StartMove;
  RETRY;
ENDPROC

TRAP trap_move_stop
  RAISE err_move_stop;
  ERROR
    RAISE;
ENDTRAP

This is an example of how to use error recovery with long jump together with ClearPath without any limitation. During the robot movement to p10 and p20, the ongoing movement is stopped. The motion path is cleared, and because of error recovery through execution level boundaries, break off is done of the active instruction MoveJ p10 or MoveL p20. So the ongoing movement will be interrupted and the robot will go to p10 in the error handler, and once more execute the interrupted instruction MoveJ p10 or MoveL p20 in the PROC test_move_stop.

Syntax

ClearPath ';

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### 1.31 ClearPath - Clear current path

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<tr>
<td>Asynchronously raised error</td>
<td>ProcerrRecovery - Generate and recover from process-move error on page 450</td>
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</tbody>
</table>
1.32 ClearRawBytes - Clear the contents of rawbytes data

Usage

ClearRawBytes is used to set all the contents of a rawbytes variable to 0.

Basic examples

The following example illustrates the instruction ClearRawBytes:

Example 1

VAR rawbytes raw_data;
VAR num integer := 8
VAR num float := 13.4;

PackRawBytes integer, raw_data, 1 \IntX := DINT;
PackRawBytes float, raw_data, (RawBytesLen(raw_data)+1) \Float4;

ClearRawBytes raw_data \FromIndex := 5;

In the first 4 bytes the value of integer is placed (from index 1) and in the next 4 bytes starting from index 5 the value of float.

The last instruction in the example clears the contents of raw_data, starting at index 5, that is, float will be cleared, but integer is kept in raw_data.

Current length of valid bytes in raw_data is set to 4.

Arguments

ClearRawBytes RawData [ \FromIndex ]

RawData

Data type: rawbytes
RawData is the data container which will be cleared.

[ \FromIndex ]

Data type: num
With \FromIndex it is specified where to start clearing the contents of RawData. Everything is cleared to the end.
If \FromIndex is not specified, all data starting at index 1 is cleared.

Program execution

Data from index 1 (default) or from \FromIndex in the specified variable is reset to 0.
The current length of valid bytes in the specified variable is set to 0 (default) or to (\FromIndex - 1) if \FromIndex is programmed.

Syntax

ClearRawBytes
[RawData ' := ' ] < variable (VAR) of rawbytes>
[ '\'FromIndex ' := ' expression (IN) of num']> ';'
## 1 Instructions

### 1.32 ClearRawBytes - Clear the contents of rawbytes data

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---

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<td>Pack data into rawbytes data</td>
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<td>Write rawbytes data</td>
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<td>Read rawbytes data</td>
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</tr>
</tbody>
</table>

---

*Continued*
1.33 ClkReset - Resets a clock used for timing

Usage

ClkReset is used to reset a clock that functions as a stop-watch used for timing. This instruction can be used before using a clock to make sure that it is set to 0.

Basic examples

The following example illustrates the instruction ClkReset:

Example 1

ClkReset clock1;

The clock clock1 is reset.

Arguments

ClkReset Clock

Clock

Data type: clock

The name of the clock to reset.

Program execution

When a clock is reset, it is set to 0.

If a clock is running it will be stopped and then reset.

Syntax

ClkReset

[ Clock ':=' ] < variable (VAR) of clock > ';'  

Related Information

<table>
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</table>
1 Instructions

1.34 ClkStart - Starts a clock used for timing

Usage

ClkStart is used to start a clock that functions as a stop-watch used for timing.

Basic examples

The following example illustrates the instruction ClkStart:

Example 1

```rapid
ClkStart clock1;

The clock clock1 is started.
```

Arguments

ClkStart Clock

Clock

Data type: clock

The name of the clock to start.

Program execution

When a clock is started, it will run and continue counting seconds until it is stopped. A clock continues to run when the program that started it is stopped. However, the event that you intended to time may no longer be valid. For example, if the program was measuring the waiting time for an input, the input may have been received while the program was stopped. In this case, the program will not be able to “see” the event that occurred while the program was stopped.

A clock continues to run when the robot is powered down as long as the battery back-up retains the program that contains the clock variable.

If a clock is running it can be read, stopped, or reset.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_OVERFLOW</td>
<td>The clock runs for 4,294,967 seconds (49 days 17 hours 2 minutes 47 seconds), then it is overflowed.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction ClkStart are illustrated below.

Example 1

```rapid
VAR clock clock2;
VAR num time;

ClkReset clock2;
ClkStart clock2;
WaitUntil di1 = 1;
ClkStop clock2;
```

Continues on next page
time:=ClkRead(clock2);

The waiting time for \texttt{dit} to become 1 is measured.

**Syntax**

\[
\text{ClkStart} \\
\text{[ Clock ':='] < variable (VAR) of clock >');}
\]

**Related Information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
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</thead>
<tbody>
<tr>
<td>Other clock instructions</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
</tbody>
</table>
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1.35 ClkStop - Stops a clock used for timing

Usage

ClkStop is used to stop a clock that functions as a stop-watch used for timing.

Basic examples

The following example illustrates the instruction ClkStop:

\[ ClkStop \text{ clock1; } \]

The clock clock1 is stopped.

Arguments

ClkStop Clock

Clock

Data type: clock

The name of the clock to stop.

Program execution

When a clock is stopped, it will stop running.

If a clock is stopped, it can be read, started again, or reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_OVERFLOW</td>
<td>The clock runs for 4,294,967 seconds (49 days 17 hours 2 minutes 47 seconds) it becomes overflowed.</td>
</tr>
</tbody>
</table>

Syntax

ClkStop

[ Clock ':=' ] < variable (VAR) of clock >';'

Related Information

For information about | See |
----------------------|-----|
Other clock instructions | Technical reference manual - RAPID Overview |
More examples | ClkStart - Starts a clock used for timing on page 92 |
1.36 Close - Closes a file or I/O device

Usage

Close is used to close a file or I/O device.

Basic examples

The following example illustrates the instruction Close:

Example 1

```
Close channel2;
```

The I/O device referred to by channel2 is closed.

Arguments

Close IODevice

IODevice

Data type: iodev

The name (reference) of the file or I/O device to be closed.

Program execution

The specified file or I/O device is closed and must be re-opened before reading or writing. If it is already closed the instruction is ignored.

Syntax

```
Close
[ IODevice ':=' ] <variable (VAR) of iodev> ';
```

Related information

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</tbody>
</table>
1 Instructions

1.37 CloseDir - Close a directory

Usage

CloseDir is used to close a directory in balance with OpenDir.

Basic examples

The following example illustrates the instruction CloseDir:

Example 1

```
PROC lsdir(string dirname)
    VAR dir directory;
    VAR string filename;
    OpenDir directory, dirname;
    WHILE ReadDir(directory, filename) DO
        TPWrite filename;
    ENDWHILE
    CloseDir directory;
ENDPROC
```

This example prints out the names of all files or subdirectories under the specified directory.

Arguments

CloseDir Dev

Dev

Data type: dir

A variable with reference to the directory fetched with instruction OpenDir.

Syntax

```
CloseDir
    [ Dev ' := ' ] < variable (VAR) of dir > ;
```

Related information

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</tbody>
</table>
1.38 Comment - Comment

Usage
Comment is only used to make the program easier to understand. It has no effect on the execution of the program.

Basic examples
The following example illustrates the instruction Comment:

Example 1

! Goto the position above pallet
MoveL p100, v500, z20, tool1;

A comment is inserted into the program to make it easier to understand.

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comment</td>
<td>Text string</td>
</tr>
<tr>
<td></td>
<td>Any text.</td>
</tr>
</tbody>
</table>

Program execution
Nothing happens when you execute this instruction.

Limitations
Comments in a record
In a record definition, it is not allowed to have a comment in a separate line unless it is the last line.

```plaintext
RECORD my_rec
    ! DISALLOWED COMMENT
    num mynum; ! allowed comment (not separate line)
    string mystring;
    ! allowed comment on last line
ENDRECORD
```

Syntax

`'!' {<character>} <newline>`

Related information

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<td>Comments within data and routine declarations</td>
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</table>
1.39 Compact IF - If a condition is met, then... (one instruction)

Usage

Compact IF is used when a single instruction is only to be executed if a given condition is met.

If different instructions are to be executed, depending on whether the specified condition is met or not, the IF instruction is used.

Basic examples

The following examples illustrate the instruction Compact IF:

Example 1

IF reg1 > 5 GOTO next;
If reg1 is greater than 5, program execution continues at the next label.

Example 2

IF counter > 10 Set do1;
The do1 signal is set if counter > 10.

Arguments

IF Condition ...

Condition

Data type: bool
The condition that must be satisfied for the instruction to be executed.

Syntax

IF <conditional expression> ( <instruction> | <SMT>) ';'

Related information

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<td>IF - If a condition is met, then ...; otherwise ... on page 190</td>
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1.40 ConfJ - Controls the configuration during joint movement

Usage

ConfJ (Configuration Joint) is used to specify whether or not the robot's configuration is to be controlled during joint movement. If it is not controlled, the robot can sometimes use a different configuration than that which was programmed. With ConfJ \Off, the robot cannot switch main axis configuration - it will search for a solution with the same main axis configuration as the current one, but it moves to the closest wrist configuration for axes 4 and 6.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Note

For IRB5400 and IRB5500, the robot monitoring is always off independent of what is specified in ConfJ.

Basic examples

The following examples illustrate the instruction ConfJ:

Example 1

ConfJ \Off;
MoveJ *, v1000, fine, tool1;

The robot moves to the programmed position and orientation. If this position can be reached in several different ways, with different axis configurations, the closest possible position is chosen.

Example 2

ConfJ \On;
MoveJ *, v1000, fine, tool1;

The robot moves to the programmed position, orientation and axis configuration.

Arguments

ConfJ [\On] | [\Off]

[\On]

Data type: switch

The robot moves to the programmed position with configuration parameters equal or close to the the given configuration parameters in the confdata. If a program displacement or path correction is active, the risk for large movements is increased since the programmed configuration data is based on the original position. The IRB 5400 robot will move to the programmed axis configuration or to an axis configuration close to the programmed one.

[\Off]

Data type: switch

The robot moves to the programmed position using the closest axis configuration.
Program execution

The configuration applies for the next executed movement instruction until a new ConfJ instruction is executed.

If the argument \On (or no argument) is chosen, the robot moves to the programmed position with configuration parameters equal or close to the the given configuration parameters.

If a program displacement or path correction is active, the risk for large movements is increased since the programmed configuration data is based on the original position.

If the argument \Off is chosen, the robot always moves to the closest axis configuration. This may be different to the programmed one if the configuration has been incorrectly specified manually, or if a program displacement has been carried out.

Control of the configuration (ConfJ \On) is active by default. This is automatically set

• when using the restart mode Reset RAPID
• when loading a new program or a new module
• when starting program execution from the beginning
• when moving the program pointer to main
• when moving the program pointer to a routine
• when moving the program pointer in such a way that the execution order is lost.

Syntax

ConfJ
[ \On ] [ \Off ];

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</tr>
<tr>
<td>Robot configuration data</td>
<td>confdata - Robot configuration data on page 1481</td>
</tr>
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</table>
1.41 ConfL - Monitors the configuration during linear movement

Usage

ConfL (Configuration Linear) is used to specify whether or not the robot’s configuration is to be monitored during linear or circular movement. If it is not monitored, the configuration at execution time may differ from that at programmed time. It may also result in unexpected sweeping robot movements when the mode is changed to joint movement.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Note

For IRB5400 and IRB5500, the robot monitoring is always off independent of what is specified in ConfL.

Basic examples

The following examples illustrate the instruction ConfL:

Example 1

ConfL \On;
MoveL *, v1000, fine, tool1;

Program execution stops when the programmed configuration is not possible to reach from the current position.

Example 2

SingArea \Wrist;
ConfL \On;
MoveL *, v1000, fine, tool1;

The robot moves to the programmed position, orientation and wrist axis configuration. If this is not possible, program execution stops.

Example 3

ConfL \Off;
MoveL *, v1000, fine, tool1;

The robot moves to the programmed position and orientation but to the closest possible axis configuration, which can be different from the programmed.

Arguments

ConfL [\On][\Off]

[ \On ]

Data type: switch
The robot configuration is monitored.

[ \Off ]

Data type: switch
The robot configuration is not monitored.
1 Instructions

1.41 ConfL - Monitors the configuration during linear movement

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Continued

Program execution

The configuration applies for the next executed movement instruction until a new
ConfL instruction is executed.

During linear or circular movement, the robot always moves to the programmed
position and orientation that has the closest possible axis configuration. If the
argument \On (or no argument) is used, then the program execution stops as soon
as there is a risk that the configuration of the programmed position will not be
attained from the current position. The way that this is decided varies between
robot types, see confdata - Robot configuration data on page 1481.

Before an ordered movement is started, a verification is made to see if it is possible
to achieve the programmed configuration. If it is not possible, the program is
stopped. When the movement is finished (in a zone or in a finepoint), it is also
verified that the robot has reached the programmed configuration.

If SingArea \Wrist is used, the robot always moves to the programmed wrist
axis configuration.

If the argument \Off is used, there is no monitoring.

After a stop caused by a configuration error it is possible to restart the RAPID
program in manual mode. Note that in this case, due to the reported error, the robot
will most likely not move to the correct configuration.

If ConfL \Off is used with a big movement, it can cause stops directly or later in
the program with error 50050 Position outside reach or 50080 Position
not compatible.

Monitoring of the configuration (ConfL \On) is active by default. This is
automatically set

• when using the restart mode Reset RAPID
• when loading a new program or a new module
• when starting program execution from the beginning
• when moving the program pointer to main
• when moving the program pointer to a routine
• when moving the program pointer in such a way that the execution order is
lost.

Tip

A simple rule of thumb to avoid problems, both for ConfL \On and \Off, is to
insert intermediate points to make the movement of each axis less than 180
degrees between points.

Tip

In a program with ConfL \Off it is recommended to have start points with known
configurations points with “ConfJ \On and MoveJ” or “ConfL \On and SingArea
\Wrist and MoveL” before movements in different program parts.
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1.41 ConfL - Monitors the configuration during linear movement

Syntax

ConfL
[ '\' On] | [ '\' Off]';'

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</tr>
<tr>
<td>Robot configuration data</td>
<td>confdata - Robot configuration data on page 1481</td>
</tr>
</tbody>
</table>
1 Instructions

1.42 CONNECT - Connects an interrupt to a trap routine

Usage

CONNECT is used to find the identity of an interrupt and connect it to a trap routine. The interrupt is defined by ordering an interrupt event and specifying its identity. Thus, when that event occurs, the trap routine is automatically executed.

Basic examples

The following example illustrates the instruction CONNECT:

Example 1

VAR intnum feeder_low;
PROC main()
    CONNECT feeder_low WITH feeder_empty;
    ISignalDI di1, 1, feeder_low;
...

An interrupt identity feeder_low is created which is connected to the trap routine feeder_empty. There will be an interrupt when input di1 is getting high. In other words, when this signal becomes high, the feeder_empty trap routine is executed.

Arguments

CONNECT Interrupt WITH Trap routine

Interrupt

Data type: intnum

The variable that is to be assigned the identity of the interrupt. This must not be declared within a routine (routine data).

Trap routine

Identifier

The name of the trap routine.

Program execution

The variable is assigned an interrupt identity which shall be used when ordering or disabling interrupts. This identity is also connected to the specified trap routine.

Note

All interrupts in a task are cancelled when program pointer is set to main for that task and must be reconnected. The interrupts will not be affected by a power fail or a Restart.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ALRDYCNT</td>
<td>The interrupt variable is already connected to a trap routine.</td>
</tr>
</tbody>
</table>
1.42 CONNECT - Connects an interrupt to a trap routine

**Limitations**

An interrupt (interrupt identity) cannot be connected to more than one trap routine. Different interrupts, however, can be connected to the same trap routine. When an interrupt has been connected to a trap routine, it cannot be reconnected or transferred to another routine; it must first be deleted using the instruction IDelete.

Interrupts that come or have not been handled when program execution is stopped will be neglected. The interrupts are not considered when stopping the program. Interrupts that have been set as safe will not be neglected at program stop. They will be handled when the program is started again.

**Syntax**

```plaintext
CONNECT <connect target> WITH <trap>''
<connect target> ::= <variable> | <parameter> | <VAR>
<trap> ::= <identifier>
```

**Related information**

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1.43 ContactL - Linear contact movement

**Usage**

ContactL (*Contact Linear*) is used for the YuMi robot to obtain contact with an object at a desired position while moving the tool center point (TCP) linearly. The collision detection level is raised to its maximum value, and during the movement the robot supervises the internal torque and compares it to a torque level given by the user. When the requested user torque level is reached, the robot performs a stiff stop and continues with the rest of the program.

This instruction can typically be used when the tool held by the robot has to press an object into place.

This instruction can only be used in the main task `T_ROB1`, or in Motion tasks when in a *MultiMove* system.

The maximum speed for a ContactL instruction is 1000 mm/s.

**Note**

During programming it is recommended to first test with a slow speed, <100 mm/s, and then gradually increase the speed to the desired value.

**Description**

To find out the value for the torque level `desiredTorque` it is necessary to test the application and to view an internal test signal, signal 7901, using TuneMaster.

![Graph](xx1500000649)

For more information about TuneMaster, see the help section included in the application.

**Basic examples**

The following examples illustrate the instruction `ContactL`:
See also More examples on page 109.

Example 1

\[
\text{desiredTorque} := 0.1;
\text{ContactL} \ DesiredTorque:=\text{desiredTorque}, \ p10, \ v100, \ tool1;
\]

The TCP of tool1 is moved linearly towards the position p10 at a speed of v100. When the value of the internal torque level exceeds the desiredTorque level specified by the user, the robot will perform a stiff stop and then the program will continue from the position where the robot is stopped.

The argument DesiredTorque is optional. When DesiredTorque is omitted, the ContactL instruction will only raise the collision detection level to its maximum value, i.e. giving the opportunity to keep pressure on an object while moving the TCP.

If the desiredTorque is not reached when the robot reaches the desired position, there will be an execution error and the system stops with an event log. Therefore it is recommended to implement an error handler for such cases, see Error handling on page 109.

Example 2

\[
\text{ContactL} \ \text{RelTool} \ (\text{CRobT}(),5,5,0), \ v100, \ \text{\Zone:=\text{\text{\text{\text{z10}}}}, tool1};
\]

The robot is moved to a position that is 5 mm from its current position in the x direction and 5 mm from its current position in the y direction of the tool. If the Zone argument is omitted, the ContactL instruction will use a fine-point as default.

In the example the argument DesiredTorque is omitted. The instruction will only raise the collision detection level to its maximum value and the ContactL instruction will function similar to a MoveL instruction.

Example 3

\[
\text{desiredTorque} := 0.9;
\text{ContactL} \ DesiredTorque:=\text{desiredTorque}, \ p10, \ v100, \ tool1;
\text{ContactL} \ \text{RelTool} \ (\text{CRobT}(),5,5,0), \ v100, \ \text{\Zone:=\text{\text{\text{\text{z10}}}}, tool1};
\text{ContactL} \ \text{RelTool} \ (\text{CRobT}(),5,5,-10), \ v100, \ \text{\Zone:=\text{\text{\text{\text{z10}}}}, tool1};
\text{MoveL} ...
\]

It is important to remember to use the ContactL instruction while in contact, but also when leaving contact. A normal move instruction will most probably trigger the motion supervision.

Arguments

\[
\text{ContactL} \ \text{[\DesiredTorque]} \ \text{ToPoint} \ [\ID] \ \text{Speed} \ [\Zone] \ \text{Tool} \ [\WObj]
\]

[ \DesiredTorque ]

Data type: num

User defined desired torque level.

ContactL will always use a fine-point as zone data for the destination if DesiredTorque is defined. When DesiredTorque is omitted the ContactL instruction will only raise the collision detection level and not supervise the internal torque level.

Continues on next page
ToPoint

Data type: robotarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity for the tool center point, the tool reorientation, and external axes.

[ \Zone ]

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path and is only used when DesiredTorque is omitted.

If the [ \Zone] argument is omitted the ContactL instruction will use a fine-point as default.

Tool

Data type: tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination position.

[ \WObj ]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified for a linear movement relative to the work object to be performed.

Program execution

See the instruction MoveL for information about linear movement.

The robot movement stops when the internal torque level has exceeded the user defined torque level, assuming that the argument DesiredTorque is defined. Otherwise the robot movement always continues to the programmed destination point.

Continues on next page
If the argument DesiredTorque is omitted the collision detection level is raised to its maximum value and no supervision of the internal torque level is performed, i.e. giving the opportunity to keep pressure on an object while moving the TCP.

Error handling

An error is reported during a ContactL when:

- ContactL reaches the point specified in the argument ToPoint without reaching the DesiredTorque specified by the user. This generates the error ERR_CONTACTL.

Errors can be handled in different ways depending on the selected running mode:

- Continuous forward/Instruction forward:
  No position is returned and the movement always continues to the programmed destination point. The system variable ERRNO is set to ERR_CONTACTL and the error can be handled in the error handler of the routine.

- Instruction backward:
  During backward execution the instruction carries out the movement without any torque supervision.

Example

VAR num desiredTorque;
...
desiredTorque := 0.1;
MoveL p10, v100, fine, tool1;
ContactL \DesiredTorque:=desiredTorque, p20, v100, tool1;
...
ERROR
IF ERRNO=ERR_CONTACTL THEN
  StorePath;
  MoveL p10, v100, fine, tool1;
  RestoPath;
  ClearPath;
  StartMove;
  RETRY;
ELSE
  Stop;
ENDIF
ENDPROC

The robot moves from position p10 to p20. If the robot reaches p20 without reaching the DesiredTorque specified by the user, then the robot moves back to p10 and tries once more.

More examples

More examples of the instruction ContactL are illustrated below.

Example 1

ContactL p10, v100, \Zone:=z10, tool1;
The TCP of tool1 is moved linearly towards the position p10 at a speed of v100 and a zone size of 10 mm.

Since the argument DesiredTorque is omitted, the ContactL instruction will only raise the collision detection level to its maximum value and not supervise the internal torque level.

Limitations

The instruction ContactL can only be used for YuMi robots.

Syntax

ContactL
['' DesiredTorque ','',
[ToPoint ':='] <expression (IN) of robtarget>
['' ID ':'= ' expression (IN) of identno>]',
[Speed ':'= ] <expression (IN) of speeddata>
['' Zone ':'= ' expression (IN) of zonedata>]',
[Tool ':'= ] <persistent (PERS) of tooldata>
['' WObj ':'= ' expression (IN) of wobjdata>']

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</table>
1.44 CopyFile - Copy a file

Usage

CopyFile is used to make a copy of an existing file.

Basic examples

The following example illustrates the instruction CopyFile:

Example 1

CopyFile "HOME:/myfile", "HOME:/yourfile";
The file myfile is copied to yourfile. Both files are then identical.

CopyFile "HOME:/myfile", "HOME:/mydir/yourfile";
The file myfile is copied to yourfile in directory mydir.

Arguments

CopyFile OldPath NewPath

OldPath

Data type: string
The complete path of the file to be copied from.

NewPath

Data type: string
The complete path where the file is to be copied to.

Program execution

The file specified in OldPath will be copied to the file specified in NewPath.

Error Handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file specified in OldPath does not exist.</td>
</tr>
<tr>
<td>ERR_FILEEXIST</td>
<td>The file specified in NewPath does already exist.</td>
</tr>
</tbody>
</table>

Syntax

CopyFile
[ OldPath ':=:' ] < expression (IN) of string > ','
[ NewPath ':=:' ] < expression (IN) of string >';'

Related information

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</table>
1.45 CopyRawBytes - Copy the contents of rawbytes data

Usage

CopyRawBytes is used to copy all or part of the contents from one rawbytes variable to another.

Basic examples

The following example illustrates the instruction CopyRawBytes:

Example 1

```
VAR rawbytes from_raw_data;
VAR rawbytes to_raw_data;
VAR num integer := 8
VAR num float := 13.4;
ClearRawBytes from_raw_data;
PackRawBytes integer, from_raw_data, 1 \IntX := DINT;
PackRawBytes float, from_raw_data, (RawBytesLen(from_raw_data)+1)
\Float4;
CopyRawBytes from_raw_data, 1, to_raw_data, 3,
RawBytesLen(from_raw_data);
```

In this example the variable from_raw_data of type rawbytes is first cleared, that is all bytes set to 0. Then in the first 4 bytes the value of integer is placed and in the next 4 bytes the value of float.

After having filled from_raw_data with data, the contents (8 bytes) is copied to to_raw_data, starting at position 3.

Arguments

CopyRawBytes FromRawData FromIndex ToRawData ToIndex[NoOfBytes]

FromRawData

Data type: rawbytes
FromRawData is the data container from which the rawbytes data shall be copied.

FromIndex

Data type: num
FromIndex is the position in FromRawData where the data to be copied starts. Indexing starts at 1.

ToRawData

Data type: rawbytes
ToRawData is the data container to which the rawbytes data shall be copied.

ToIndex

Data type: num
ToIndex is the position in ToRawData where the data to be copied will be placed. Everything is copied to the end. Indexing starts at 1.
1 Instructions

1.45 CopyRawBytes - Copy the contents of rawbytes data

Data type: num

The value specified with \NoOfBytes is the number of bytes to be copied from FromRawData to ToRawData.

If \NoOfBytes is not specified, all bytes from FromIndex to the end of current length of valid bytes in FromRawData is copied.

Program execution

During program execution data is copied from one rawbytes variable to another.

The current length of valid bytes in the ToRawData variable is set to:

- (ToIndex + copied_number_of_bytes - 1)
- The current length of valid bytes in the ToRawData variable is not changed, if the complete copy operation is done inside the old current length of valid bytes in the ToRawData variable.

Limitations

CopyRawBytes cannot be used to copy some data from one rawbytes variable to other part of the same rawbytes variable.

Syntax

CopyRawBytes

[FromRawData ':='] < variable (VAR) of rawbytes> ','
[FromIndex ':='] < expression (IN) of num> ','
[ToRawData ':='] < variable (VAR) of rawbytes> ','
[ToIndex ':='] < expression (IN) of num>
['\'NoOfBytes ':='] < expression (IN) of num> '];'

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1.46 CornerPathWarning - Show or hide corner path warnings

Usage

CornerPathWarning is used to activate/deactivate corner path failure warnings (50024 event log) for all subsequent movement instructions. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction CornerPathWarning.

Example 1

CornerPathWarning TRUE;
Activating corner path warnings.

Example 2

PROC main()
  ! Deactivate corner path warning on all
  ! subsequent movement instructions
  CornerPathWarning FALSE;
  ...
  ! Check if warning is suppressed
  IF C_MOTSET.corner_path_warn_suppress=TRUE THEN
    CornerPathWarning TRUE;
  ENDIF
  MyProcess;

Deactivate corner path warnings in start of program. Later on, check if the corner path warning is suppressed. If it is, activate corner path warning before calling MyProcess.

Arguments

CornerPathWarning Active

Active

Data type: bool
Specifies if the corner path warnings should be active.

Program execution

The setting applies for the next executed movement instruction, for both the robot and external axes, until a new CornerPathWarning instruction is executed.

A corner path failure occurs when the robot is executing a corner zone move instruction and the RAPID program execution does not provide a new move instruction in time. This forces the system to convert the programmed fly-by point to a fine point.

If set to true, any succeeding move instruction with a corner path failure will display a warning in the event log.
If set to false, corner path failures will still be executed as fine points but the warning will not be shown in the event log.

Continues on next page
To get the same behavior as in earlier versions of Robotware, where the warning could be removed in the configuration, the recommendation is to put

```plaintext
CornerPathWarning FALSE;
```

in the event routine executed at program start (event `START`).

The default value (report corner path error) is automatically set

- when using the restart mode `Reset RAPID`
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to `main`
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

**Note**

The recommendation is to have the corner path warning activated. Turn off the corner path warning only in situations where a warning sometimes occur. Such situations can be when waiting for some input (from I/O, cameras, sensors or other external equipment). A corner path warning can result in bad process performance and will lead to worse cycle times. All those situations needs to be analyzed before removing the corner path warning.

**Syntax**

```plaintext
CornerPathWarning
[Active ':='] <expression (IN) of bool>';
```

**Related information**

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1.47 CorrClear - Removes all correction generators

**Descriptions**

CorrClear is used to remove all connected correction generators. The instruction can be used to remove all offsets provided earlier by all correction generators.

**Basic examples**

The following example illustrates the instruction CorrClear:

**Example 1**

```plaintext
CorrClear;
```

The instruction removes all connected correction generators.

**Note**

An easy way to ensure that all correction generators (with corrections) are removed at program start, is to run CorrClear in a START event routine. See Technical reference manual - System parameters, the topic Controller.

**Syntax**

```
CorrClear ';
```

**Related information**

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1 Instructions

1.48 CorrCon - Connects to a correction generator

Path Offset

1.48 CorrCon - Connects to a correction generator

Usage

CorrCon is used to connect to a correction generator.

Basic examples

The following example illustrates the instruction CorrCon:

Example1

```plaintext
VAR corrdescr id;
...
CorrCon id;
```

The correction generator reference corresponds to the variable id reservation.

Arguments

**CorrCon** Descr

**Descr**

Data type: corrdescr

Descriptor of the correction generator.

More examples

More examples of the instruction CorrCon are illustrated below.

Path coordinate system

All path corrections (offsets on the path) are added in the path coordinate system. The path coordinate system is defined as illustrated below:

- Path coordinate axis X is given as the tangent of the path.
- Path coordinate axis Y is derived as the cross product of path coordinate axis X and tool coordinate axis Z.

Continues on next page
• Path coordinate axis Z is derived as the cross product of path coordinate axis X and path coordinate axis Y.

Application example

An example of an application using path corrections is a robot holding a tool with two sensors mounted on it to detect the vertical and horizontal distances to a work object. The figure below illustrates a path correction device.

![Diagram of path correction device]

| A | Sensor for horizontal correction |
| B | Sensor for vertical correction |
| C | Path coordinate system |
| T | Tool |

Program example

Note

hori_sig and vert_sig are analog signals defined in system parameters.

```plaintext
CONST num TARGET_DIST := 5;
CONST num SCALE_FACTOR := 0.5;
VAR intnum intno1;
VAR corrdescr hori_id;
VAR corrdescr vert_id;
VAR pos total_offset;
VAR pos write_offset;
VAR bool conFlag;
PROC PathRoutine()
  ! Connect to the correction generators for horizontal and vertical correction.
  CorrCon hori_id;
  CorrCon vert_id;
  conFlag := TRUE;
```

Continues on next page
! Setup a 5 Hz timer interrupt. The trap routine will read the
! sensor values and compute the path corrections.
CONNECT intno1 WITH ReadSensors;
ITimer\Single, 0.2, intno1;

! Position for start of contour tracking
MoveJ p10, v100, z10, tool1;
! Run MoveL with both vertical and horizontal correction.
MoveL p20, v100, z10, tool1 \Corr;

! Read the total corrections added by all connected
! correction generators.
total_offset := CorrRead();
! Write the total vertical correction on the FlexPendant.
TPWrite "The total vertical correction is:" \Num:=total_offset.z;

! Disconnect the correction generator for vertical correction.
! Horizontal corrections will be unaffected.
CorrDiscon vert_id;
conFlag := FALSE;

! Run MoveL with only horizontal interrupt correction.
MoveL p30, v100, fine, tool1 \Corr;
! Remove all outstanding connected correction generators.
! In this case, the only connected correction generator is
! the one for horizontal correction.
CorrClear;
! Remove the timer interrupt.
IDelete intno1;
ENDPROC
TRAP ReadSensors
VAR num horiSig;
VAR num vertSig;
! Compute the horizontal correction values and execute
! the correction.
horiSig := hori_sig;
write_offset.x := 0;
write_offset.y := (hori_sig - TARGET_DIST)*SCALE_FACTOR;
write_offset.z := 0;
CorrWrite hori_id, write_offset;

IF conFlag THEN
! Compute the vertical correction values and execute
! the correction.
write_offset.x := 0;
write_offset.y := 0;
write_offset.z := (vert_sig - TARGET_DIST)*SCALE_FACTOR;
CorrWrite vert_id, write_offset;
ENDIF
!Setup interrupt again
IDelete intno1;

Continues on next page
CONNECT intno1 WITH ReadSensors;
ITimer\single, 0.2, intno1;
ENDTRAP

Program explanation

Two correction generators are connected with the instruction **CorrCon**. Each correction generator is referenced by a unique descriptor (hori\_id and vert\_id) of the type **corrdescr**. The two sensors will use one correction generator each.

A timer interrupt is set up to call the trap routine **ReadSensors** with a frequency of 5 Hz. The offsets, needed for path correction, are computed in the trap routine and written to the corresponding correction generator (referenced by the descriptors hori\_id and vert\_id) by the instruction **CorrWrite**. All the corrections will have immediate effect on the path.

The **MoveL** instruction must be programmed with the switch argument **Corr** when path corrections are used. Otherwise, no corrections will be executed.

When the first **MoveL** instruction is ready, the function **CorrRead** is used to read the sum of all the corrections (the total path correction) given by all the connected correction generators. The result of the total vertical path correction is written to the FlexPendant with the instruction **TPWrite**.

**CorrDiscon** will then disconnect the correction generator for vertical correction (referenced by the descriptor vert\_id). All corrections added by this correction generator will be removed from the total path correction. The corrections added by the correction generator for horizontal correction will still be preserved.

Finally, the function **CorrClear** will remove all remaining connected correction generators and their previously added corrections. In this case, it is only the correction generator for horizontal correction that will be removed. The timer interrupt will also be removed by the instruction **IDelete**.

The correction generators

The table below illustrates the correction generators.

<table>
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<th>Y</th>
<th>Z</th>
<th>Path coordinate axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>3</td>
<td>Vertical correction generator with the sum of all its own path corrections</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>Horizontal correction generator with the sum of all its own path corrections</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Not connected correction generator</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Not connected correction generator</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>3</td>
<td>The sum of all corrections done by all connected correction generators</td>
</tr>
</tbody>
</table>

Limitations

- A maximum number of 5 correction generators can be connected simultaneously.
- Connected correction generators do not survive a controller restart.
- Sharp corners and backward execution should be avoided when using a correction generator, since correction is added in the path coordinate system.
1 Instructions

1.48 CorrCon - Connects to a correction generator

Path Offset
Continued

Syntax

CorrCon
    [ Descr ':= ' ] < variable (VAR) of corrdescr > ';' 

Related information

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<td>Removes all correction generators</td>
<td>CorrClear - Removes all correction generators on page 117</td>
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<tr>
<td>Correction generator descriptor</td>
<td>corrdescr - Correction generator descriptor on page 1488</td>
</tr>
</tbody>
</table>
1.49 CorrDiscon - Disconnects from a correction generator

Description

CorrDiscon is used to disconnect from a previously connected correction generator. The instruction can be used to remove corrections given earlier.

Basic examples

The following example illustrates the instruction CorrDiscon:

See also More examples on page 123.

Example 1

```c
VAR corrdescr id;
...
CorrCon id;
...
CorrDiscon id;
```

CorrDiscon disconnects from the previously connected correction generator referenced by the descriptor id.

Arguments

CorrDiscon Descr

Descr

Data type: corrdescr

Descriptor of the correction generator.

More examples

For more examples of the instruction CorrDiscon, see CorrCon - Connects to a correction generator on page 118.

Syntax

```c
CorrDiscon

[ Descr ':= ' ] < variable (VAR) of corrdescr > ';
```

Related information

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<tr>
<td>Removes all correction generators</td>
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</tr>
<tr>
<td>Correction descriptor</td>
<td>corrdescr - Correction generator descriptor on page 1488</td>
</tr>
</tbody>
</table>
1 Instructions

1.50 CorrWrite - Writes to a correction generator

Path Offset

1.50 CorrWrite - Writes to a correction generator

Description

CorrWrite is used to write offsets in the path coordinate system to a correction generator.

Basic examples

The following example illustrates the instruction CorrWrite:

Example 1

```
VAR corrdescr id;
VAR pos offset;
...
CorrWrite id, offset;
```

The current offsets, stored in the variable offset, are written to the correction generator referenced by the descriptor id.

Arguments

```
CorrWrite Descr Data
```

**Descr**

Data type: corrdescr
Descriptor of the correction generator.

**Data**

Data type: pos
The offset to be written.

More examples

For more examples of the instruction CorrWrite, see CorrCon - Connects to a correction generator on page 118.

Limitations

The best performance is achieved on straight paths. As the speed and angles between consecutive linear paths increase, the deviation from the expected path will also increase. The same applies to circles with decreasing circle radius.

Syntax

```
CorrWrite
  [ Descr ':=' ] < variable (VAR) of corrdescr > ','
  [ Data ':=' ] < expression (IN) of pos > ';
```

Related information

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## Instructions

### 1.50 CorrWrite - Writes to a correction generator

Path Offset

Continued

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<td>CorrRead - Reads the current total offsets on page 1093</td>
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<tr>
<td>Removes all correction generators</td>
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</tr>
<tr>
<td>Correction generator descriptor</td>
<td>corrdescr - Correction generator descriptor on page 1488</td>
</tr>
</tbody>
</table>
DeactEventBuffer is used to deactivate the use of the event buffer in current motion program task.

The instructions DeactEventBuffer and ActEventBuffer should be used when combining an application using finepoints and a continuous application where signals needs to be set in advance due to slow process equipment.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

The following example illustrates the instruction DeactEventBuffer:

Example 1

```
.. DeactEventBuffer;
! Use an application that use finepoints, such as SpotWelding
 ..
! Activate the event buffer again
ActEventBuffer;
! Now it is possible to use an application that needs
! to set signals in advance, such as Dispense
 ..
```

The DeactEventBuffer deactivates the configured event buffer. When using an application with finepoints, the start of the robot from the finepoint will be faster. When activating the the event buffer with ActEventBuffer, it is possible to set signals in advance for an application with slow process equipment.

The deactivation of an event buffer applies for the next executed robot movement instruction of any type and is valid until a ActEventBuffer instruction is executed.

The instruction will wait until the robot and external axes has reached the stop point (ToPoint of current move instruction) before the deactivation of the event buffer. Therefore it is recommended to program the movement instruction preceding DeactEventBuffer with a fine point.

The default value (ActEventBuffer) is automatically set
- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Continues on next page
Limitations

DeactEventBuffer cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart or Step.

Syntax

DeactEventBuffer ';'"'

Related information

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</table>
1.52 DeactUnit - Deactivates a mechanical unit

Usage

DeactUnit is used to deactivate a mechanical unit.

It can be used to determine which unit is to be active when, for example, common drive units are used.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Examples

The following examples illustrate the instruction DeactUnit:

Example 1

```
DeactUnit orbit_a;
```

Deactivation of the orbit_a mechanical unit.

Example 2

```
MoveL p10, v100, fine, tool1;
DeactUnit track_mation;
MoveL p20, v100, z10, tool1;
MoveL p30, v100, fine, tool1;
ActUnit track_mation;
MoveL p40, v100, z10, tool1;
```

The unit track_mation will be stationary when the robot moves to p20 and p30. After this, both the robot and track_mation will move to p40.

Example 3

```
MoveL p10, v100, fine, tool1;
DeactUnit orbit1;
ActUnit orbit2;
MoveL p20, v100, z10, tool1;
```

The unit orbit1 is deactivated and orbit2 is activated.

Arguments

DeactUnit MechUnit

MechUnit

*Mechanical Unit*

*Data type: mecunit*

The name of the mechanical unit that is to be deactivated.

Program execution

When the robot’s and external axes’ actual path is ready, the path on current path level is cleared and the specified mechanical unit is deactivated. This means that it will neither be controlled nor monitored until it is re-activated.

If several mechanical units share a common drive unit, deactivation of one of the mechanical units will also disconnect that unit from the common drive unit.
Limitations

Instruction `DeactUnit` cannot be used when one of the mechanical unit is in independent mode.

If this instruction is preceded by a move instruction, that move instruction must be programmed with a stop point (zonedata `fine`), not a fly-by point, otherwise restart after power failure will not be possible.

`DeactUnit` cannot be executed in a RAPID routine connected to any of following special system events: PowerOn, Stop, QStop, Restart or Step.

It is possible to use `ActUnit - DeactUnit` on StorePath level, but the same mechanical units must be active when doing RestoPath as when StorePath was done. If such operation the Path Recorder and the path on the base level will be intact, but the path on the StorePath level will be cleared.

Syntax

```plaintext
DeactUnit
    [MechUnit '='] < variable (VAR) of mecunit> ';
```

Related information

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</tr>
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</table>
1 Instructions

1.53 Decr - Decrements by 1

Usage

Decr is used to subtract 1 from a numeric variable or persistent.

Basic examples

The following example illustrates the instruction Decr:

See also More examples on page 130.

Example 1

Decr reg1;

1 is subtracted from reg1, that is reg1:=reg1-1.

Arguments

<table>
<thead>
<tr>
<th>Decr Name</th>
<th>Dname</th>
</tr>
</thead>
</table>

Name

Data type: num

The name of the variable or persistent to be decremented.

Dname

Data type: dnum

The name of the variable or persistent to be decremented.

More examples

More examples of the instruction Decr are illustrated below.

Example 1

VAR num no_of_parts:=0;
...
TPReadNum no_of_parts, "How many parts should be produced? ";
WHILE no_of_parts>0 DO
    produce_part;
    Decr no_of_parts;
ENDWHILE

The operator is asked to input the number of parts to be produced. The variable no_of_parts is used to count the number that still have to be produced.

Example 2

VAR dnum no_of_parts:=0;
...
TPReadDnum no_of_parts, "How many parts should be produced? ";
WHILE no_of_parts>0 DO
    produce_part;
    Decr no_of_parts;
ENDWHILE

The operator is asked to input the number of parts to be produced. The variable no_of_parts is used to count the number that still have to be produced.
1.53 Decr - Decrements by 1

**Syntax**

```
Decr
    [ Name ':=' ] < var or pers (INOUT) of num >
    | [ Dname ':=' ] < var or pers (INOUT) of dnum > ;
```

**Related information**

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1 Instructions

1.54 DropSensor - Drop object on sensor

**Machine Synchronization**

1.54 DropSensor - Drop object on sensor

**Usage**

DropSensor is used to disconnect from the current object and the program is ready for the next.
DropSensor is used for sensor synchronization, but not for analog synchronization.

**Basic example**

```
MoveL *, v1000, z10, tool, \WObj:=wobj0;
SyncToSensor Ssync1\Off;
MoveL *, v1000, fine, tool, \WObj:=wobj0;
DropSensor Ssync1;
MoveL *, v1000, z10, tool, \WObj:=wobj0;
```

**Arguments**

DropSensor MechUnit

MechUnit

*Mechanical Unit*

Data type: mecunit

The moving mechanical unit to which the robot position in the instruction is related.

**Program execution**

Dropping the object means that the encoder unit no longer tracks the object. The object is removed from the object queue and cannot be recovered.

**Limitations**

If the instruction is issued while the robot is actively using the sensor object then the motion stops. The instruction must be issued after the robot has passed the last synchronized robtarget.

The instruction may be issued only after a non synchronized movement has been used in the preceding motion instructions with either a fine point or several (>1) corner zones.

**Syntax**

```
DropSensor
[ MechUnit ' := ' ] < variable (VAR) of mecunit> ' ; '
```

**Related information**

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</table>
1.55 DropWObj - Drop work object on conveyor

Usage

DropWObj (Drop Work Object) is used to disconnect from the current object and the program is ready for the next object on the conveyor.

Basic examples

The following example illustrates the instruction DropWObj:

Example 1

MoveL *, v1000, z10, tool, \WObj:=wobj_on_cnv1;
MoveL *, v1000, fine, tool, \WObj:=wobj0;
DropWObj wobj_on_cnv1;
MoveL *, v1000, z10, tool, \WObj:=wobj0;

Arguments

DropWObj WObj

WObj

Work Object

Data type: wobjdata

The moving work object (coordinate system) to which the robot position in the instruction is related. The mechanical unit conveyor is to be specified by the ufmc in the work object.

Program execution

Dropping the work object means that the encoder unit no longer tracks the object. The object is removed from the object queue and cannot be recovered.

Limitations

If the instruction is issued while the robot is actively using the conveyor coordinated work object, then the motion stops.

The instruction may be issued only after a fixed work object has been used in the preceding motion instructions with either a fine point or several (>1) corner zones.

Syntax

DropWObj

[ WObj ':='] < persistent (PERS) of wobjdata>'

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</table>
1 Instructions

1.56 EOffsOff - Deactivates an offset for additional axes

Usage

EOffsOff (External Offset Off) is used to deactivate an offset for additional axes. The offset for additional axes is activated by the instruction EOffsSet or EOffsOn and applies to all movements until some other offset for additional axes is activated or until the offset for additional axes is deactivated. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction EOffsOff:

Example 1

EOffsOff;

Deactivation of the offset for additional axes.

Example 2

MoveL p10, v500, z10, tool1;
EOffsOn \ExeP:-p10, p11;
MoveL p20, v500, z10, tool1;
MoveL p30, v500, z10, tool1;
EOffsOff;
MoveL p40, v500, z10, tool1;

An offset is defined as the difference between the position of each axis at p10 and p11. This displacement affects the movement to p20 and p30, but not to p40.

Program execution

Active offsets for additional axes are reset.

Syntax

EOffsOff ';'

Related information

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</table>
1.57 EOffsOn - Activates an offset for additional axes

**Usage**

EOffsOn *(External Offset On)* is used to define and activate an offset for additional axes using two positions.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following examples illustrate the instruction EOffsOn:

See also *More examples on page 136*.

**Example 1**

MoveL p10, v500, z10, tool1;
EOffsOn \ExeP:=p10, p20;

Activation of an offset for additional axes. This is calculated for each axis based on the difference between positions p10 and p20.

**Example 2**

MoveL p10, v500, fine \Inpos := inpos50, tool1;
EOffsOn *;

Activation of an offset for additional axes. Since a stop point that is accurately defined has been used in the previous instruction, the argument \ExeP does not have to be used. The displacement is calculated on the basis of the difference between the actual position of each axis and the programmed point (*) stored in the instruction.

**Arguments**

EOffsOn [\ExeP] ProgPoint

\[ \ExeP \]

*Executed Point*

Data type: robtarget

The new position, used for calculation of the offset. If this argument is omitted, the current position of the axes at the time of the program execution is used.

**ProgPoint**

*Programmed Point*

Data type: robtarget

The original position of the axes at the time of programming.

**Program execution**

The offset is calculated as the difference between \ExeP and ProgPoint for each additional axis. If \ExeP has not been specified, the current position of the axes at the time of the program execution is used instead. Since it is the actual position of the axes that is used, the axes should not move when EOffsOn is executed.

Continues on next page
1 Instructions

1.57 EOffsOn - Activates an offset for additional axes

This offset is then used to displace the position of additional axes in subsequent positioning instructions and remains active until some other offset is activated (the instruction EOffsSet or EOffsOn) or until the offset for additional axes is deactivated (the instruction EOffsOff).

Only one offset for each individual additional axis can be activated at the same time. Several EOffsOn, on the other hand, can be programmed one after the other and, if they are, the different offsets will be added.

The additional axes offset is automatically reset:
- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

More examples

More examples of how to use the instruction EOffsOn are illustrated below.

Example 1

```
SearchL sen1, psearch, p10, v100, tool1;
PDispOn \ExeP:=psearch, *, tool1;
EOffsOn \ExeP:=psearch, *
```

A search is carried out in which the searched position of both the robot and the additional axes is stored in the position psearch. Any movement carried out after this starts from this position using a program displacement of both the robot and the additional axes. This is calculated based on the difference between the searched position and the programmed point (*) stored in the instruction.

Syntax

```
EOffsOn
[ '\ExeP ':= ' < expression (IN) of robtarget> ',' ]
[ ProgPoint ':= ' ] < expression (IN) of robtarget> ';
```

Related information

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</tr>
</tbody>
</table>
1.58 EOffsSet - Activates an offset for additional axes using known values

Usage

$E\text{OffsSet}$ (External Offset Set) is used to define and activate an offset for additional axes using known values.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction $E\text{OffsSet}$:

Example 1

```plaintext
VAR extjoint eax_a_p100 := [100, 0, 0, 0, 0, 0];
...
EOffsSet eax_a_p100;
```

Activation of an offset $eax_a_p100$ for additional axes, meaning (provided that the logical additional axis "a" is linear) that:

- The ExtOffs coordinate system is displaced 100 mm for the logical axis "a" (see figure below).
- As long as this offset is active, all positions will be displaced 100 mm in the direction of the x-axis.

The following figure shows displacement of an additional axis.

![Diagram showing displacement of an additional axis](image)

Arguments

$E\text{OffsSet} \ E\text{AxOffs}$

$E\text{AxOffs}$

*External Axes Offset*

Data type: extjoint

The offset for additional axes is defined as data of the type $\text{extjoint}$, expressed in:

- mm for linear axes
- degrees for rotating axes

Continues on next page
Program execution

The offset for additional axes is activated when the `EOffsSet` instruction is executed and remains active until some other offset is activated (the instruction `EOffsSet` or `EOffsOn`) or until the offset for additional axes is deactivated (the instruction `EOffsOff`).

Only one offset for additional axes can be activated at the same time. Offsets cannot be added to one another using `EOffsSet`.

The additional axes offset is automatically reset:
- when using the restart mode `Reset RAPID`
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to `main`
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Syntax

```
EOffsSet
   [ EAxOffs ' := ' ] < expression (IN) of extjoint> ' ; '
```

Related information

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<td>Definition of data of the type <code>extjoint</code></td>
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</tr>
<tr>
<td>Coordinate systems</td>
<td><code>Technical reference manual - RAPID Overview</code></td>
</tr>
</tbody>
</table>
1.59 EraseModule - Erase a module

Usage

EraseModule is used to remove a module from the program memory during execution.

There are no restrictions on how the module was loaded. It could have been loaded manually, from the configuration, or with a combination of the instructions Load, StartLoad, and WaitLoad.

The module cannot be defined as Shared in the configuration.

Basic examples

The following example illustrates the instruction EraseModule:

Example 1

```c
EraseModule "PART_A";
```

Erase the program module PART_A from the program memory.

Arguments

EraseModule ModuleName

ModuleName

Data type: string

The name of the module that should be removed. Please note that this is the name of the module, not the name of the file.

Program execution

The program execution waits for the program module to finish the removal process before the execution proceeds with the next instruction.

When the program module is removed the rest of the program modules will be linked.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_MODULE</td>
<td>The file in the EraseModule instruction cannot be removed because it was not found.</td>
</tr>
</tbody>
</table>

Limitations

It is not allowed to remove a program module that is executing.

Trap routines, system I/O events, and other program tasks cannot execute during the removal process.

Avoid ongoing robot movements during the removal.

Program stop during execution of EraseModule instruction results in guard stop with motors off and error message “20025 Stop order timeout” on the FlexPendant.

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1.59 EraseModule - Erase a module

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Syntax

EraseModule

[ModuleName'=']<expression (IN) of string>''

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1.60 ErrLog - Write an error message

Usage

ErrLog is used to display an error message on the FlexPendant and write it in the event log. Error number and five error arguments must be stated. The message is stored in the process domain in the robot log. ErrLog can also be used to display warnings and information messages.

Basic examples

The following examples illustrate the instruction ErrLog:

Example 1

In case you do not want to make your own .xml file, you can use ErrorId 4800 like in the example below:

```plaintext
VAR errstr my_title := "myerror";
VAR errstr str1 := "errortext1";
VAR errstr str2 := "errortext2";
VAR errstr str3 := "errortext3";
VAR errstr str4 := "errortext4";
ErrLog 4800, my_title, str1,str2,str3,str4;
```

On the FlexPendant the message will look like this:

Event Message: 4800
myerror
errortext1
errorest2
errorest3
errorest4

Example 2

An ErrorId must be declared in an .xml file. The number must be between 5000-9999. The error message is written in the .xml file and the arguments to the message is sent in by the ErrLog instruction. The ErrorId in the .xml file is the same stated in the ErrLog instruction.

NOTE: If using an ErrorId between 5000-9999 you have to install your own xml file.

Example of message in .xml file:

```xml
<Message number="5210" eDefine="ERR_INPAR_RDONLY">
  <Title>Parameter error</Title>
  <Description>Task:<arg format="%s" ordinal="1" /> /p />
  Symbol <arg format="%s" ordinal="2" /> is read-only /p />
  Context:<arg format="%s" ordinal="3" /> /p />
</Description>
</Message>
```

Example of instruction:

```plaintext
MODULE MyModule
PROC main()
  VAR num errorid := 5210;
```
1 Instructions

1.60 ErrLog - Write an error message

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VAR errstr arg := "P1";
ErrLog errorid, ERRSTR_TASK, arg, ERRSTR_CONTEXT, ERRSTR_UNUSED,
ERRSTR_UNUSED;
ErrLog errorid \W, ERRSTR_TASK, arg,
ERRSTR_CONTEXT, ERRSTR_UNUSED, ERRSTR_UNUSED;
ENDPROC
ENDMODULE

On the FlexPendant the message will look like this:
Event Message: 5210
Parameter error
Task: T_ROB1
Symbol P1 is read-only.
Context: MyModule/main/ErrLog

The first ErrLog instruction generates an error message. The message is stored in the robot log in the process domain. It is also shown on the FlexPendant display.
The second instruction is a warning. A message is stored in the robot log only.
The program will in both cases continue its execution when the instruction is done.

Arguments

| ErrLog ErrorID | \W | [ \I ] Argument1 Argument2 Argument3 Argument4 Argument5 |
|---------------|---------|----------------|----------------|----------------|----------------|

ErrorId

Data type: num
The number of a specific error that is to be monitored. The error number must be in interval 4800-4814 if using the preinstalled xml file, and between 5000 - 9999 if using an own xml file.

[ \W ]

Warning
Data type: switch
Gives a warning that is stored in the robot event log only (not shown directly on the FlexPendant display).

[ \I ]

Information
Data type: switch
Gives an information message that is stored in the event log only (not shown directly on the FlexPendant display).

If none of the arguments \W or \I are specified then the instruction will generate an error message directly on the flexpendant and also store it in the event log.

Argument1

Data type: errstr
First argument in the error message. Any string or predefined data of type errstr can be used.

Continues on next page
Argument 2

Data type: errstr
Second argument in the error message. Any string or predefined data of type errstr can be used.

Argument 3

Data type: errstr
Third argument in the error message. Any string or predefined data of type errstr can be used.

Argument 4

Data type: errstr
Fourth argument in the error message. Any string or predefined data of type errstr can be used.

Argument 5

Data type: errstr
Fifth argument in the error message. Any string or predefined data of type errstr can be used.

Program execution

An error message (max 5 lines) is displayed on the FlexPendant and written in the event log.

In the case of argument \W or argument \I a warning or an information message is written in the event log.

ErrLog generates program errors between 4800-4814 if using the xml file that are installed by the system, and between 5000-9999 if installing own xml file. The error generated depends on the ErrorID indicated.

The message is stored in the process domain in the event log.

How to install an own xml file is described in Application manual - RobotWare Add-Ins, see Related information below.

Limitations

Total string length (Argument1-Argument5) is limited to 195 characters.

Syntax

```
ErrLog
    [ErrorId ':='] < expression (IN) of num> ',
    [ "\W"] | ["\I"] ',
    [Argument1 ':='] < expression (IN) of errstr> ',
    [Argument2 ':='] < expression (IN) of errstr> ',
    [Argument3 ':='] < expression (IN) of errstr> ',
    [Argument4 ':='] < expression (IN) of errstr> ',
    [Argument5 ':='] < expression (IN) of errstr> ';'
```

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1.60 ErrLog - Write an error message

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1.61 ErrRaise - Writes a warning and calls an error handler

Usage

ErrRaise is used to create an error in the program and then call the error handler of the routine. A warning is written in the event log. ErrRaise can also be used in the error handler to propagate the current error to the error handler of the calling routine.

Error name, error number, and five error arguments must be stated. The message is stored in the process domain in the robot log.

Basic examples

The following examples illustrate the instruction ErrRaise:

Example 1

In case you do not want to make your own .xml file, you can use ErrorId 4800 like in the example below:

```rapid
MODULE MyModule
    VAR errnum ERR_BATT:-1;
    PROC main()
        VAR num errorid := 4800;
        VAR errstr my_title := "Backup battery status";
        VAR errstr str1 := "Backup battery is fully charged";
        BookErrNo ERR_BATT;
        ErrRaise "ERR_BATT", errorid, my_title, ERRSTR_TASK, str1,
            ERRSTR_CONTEXT,ERRSTR_EMPTY;
        ERROR
            IF ERRNO = ERR_BATT THEN
                TRYNEXT;
            ENDIF
        ENDPROC
    ENDMODULE
```

On the FlexPendant the message will look like this (warning and/or an error):

- Event Message: 4800
- Backup battery status
- Task: main
- Backup battery is fully charged
- Context: MyModule/main/ErrRaise

An error number must be booked with the instruction BookErrNo. Corresponding string is stated as the first argument, ErrorName, in the ErrRaise.

ErrRaise creates an error and then calls the error handler. If the error is taken care of, a warning is generated in the event log, in the process domain. Otherwise a fatal error is generated and the program stops.

ErrRaise can also be used in an error handler in a subroutine. In this case the execution continues in the error handler of the calling routine.
An ErrorId must be declared in an .xml file. The number must be between 5000 - 9999. The error message is written in the .xml file and the arguments to the message are sent in by the ErrRaise instruction. The ErrorId in the .xml file is the same stated in the ErrRaise instruction.

**NOTE:** If using an ErrorId between 5000-9999 you have to install your own xml file.

Example of message in .xml file:

```xml
<Message number="7055" eDefine="SYS_ERR_ARL_INPAR_RDONLY">
  <Title>Parameter error</Title>
  <Description>Task:<arg format="%s" ordinal="1" />
  Symbol <arg format="%s" ordinal="2" /> is read-only
  Context:<arg format="%s" ordinal="3" /></Description>
</Message>
```

Example of instruction:

```rapid
MODULE MyModule
  VAR errnum ERR_BATT := -1;
  PROC main()
    VAR num errorid := 7055;
    BookErrNo ERR_BATT;
    ErrRaise "ERR_BATT", errorid, ERRSTR_TASK, ERRSTR_CONTEXT, ERRSTRUNUSED, ERRSTR_UNUSED;
    ERROR
      IF ERRNO = ERR_BATT THEN
        TRYNEXT;
      ENDIF
  ENDPROC
ENDMODULE
```

On the FlexPendant the message will look like this (warning and/or an error):

**Event Message: 7055**

**Backup battery status**

**Task: main**

**Backup battery is fully charged**

**Context: MyModule/main/ErrRaise**

An error number must be booked with the instruction BookErrNo. Corresponding string is stated as the first argument, ErrorName, in the ErrRaise.

ErrRaise creates an error and then calls the error handler. If the error is taken care of, a warning is generated in the event log, in the process domain. Otherwise a fatal error is generated and the program stops.

ErrRaise can also be used in an error handler in a subroutine. In this case the execution continues in the error handler of the calling routine.

**Arguments**

ErrRaise ErrorName ErrorId Argument1 Argument2 Argument3 Argument4 Argument5
1.61 **ErrRaise** - Writes a warning and calls an error handler

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**ErrorName**

Data type: *string*

An error number must be booked using the instruction **BookErrNo**. Corresponding variable is stated as **ErrorName**.

**ErrorId**

Data type: *num*

The number of a specific error that is to be monitored. The error number must be in interval 4800-4814 if using the preinstalled xml file, and between 5000 - 9999 if using an own xml file.

**Argument1**

Data type: *errstr*

First argument in the error message. Any string or predefined data of type **errstr** can be used.

**Argument2**

Data type: *errstr*

Second argument in the error message. Any string or predefined data of type **errstr** can be used.

**Argument3**

Data type: *errstr*

Third argument in the error message. Any string or predefined data of type **errstr** can be used.

**Argument4**

Data type: *errstr*

Fourth argument in the error message. Any string or predefined data of type **errstr** can be used.

**Argument5**

Data type: *errstr*

Fifth argument in the error message. Any string or predefined data of type **errstr** can be used.

**Program execution**

**ErrRaise** generates program warnings between 4800-4814 if using the xml file that are installed by the system, and between 5000-9999 if installing an own xml file. The error generated depends on the **ErrorId** indicated. A warning is written in the robot message log in the domain process.

When the **ErrRaise** is executed the behavior depends on where it is executed:

- When executing instruction in the routine body, a warning is generated, and the execution continues in the error handler.
- When executing instruction in an error handler, the old warning is skipped, a new one is generated, and the control is raised to calling instruction.

*Continues on next page*
More examples

More examples of how to use the instruction `ErrRaise` are illustrated below.

Example 1

```plaintext
VAR errnum ERR_BATT:=-1;
VAR errnum ERR_NEW_ERR:=-1;

PROC main()
    testerrraise;
ENDPROC

PROC testerrraise()
    BookErrNo ERR_BATT;
    BookErrNo ERR_NEW_ERR;
    ErrRaise "ERR_BATT",7055,ERRSTR_TASK,ERRSTR_CONTEXT,
            ERRSTR_UNUSED,ERRSTR_UNUSED,ERRSTR_UNUSED;
    ERROR
    IF ERRNO = ERR_BATT THEN
        ErrRaise "ERR_NEW_ERR",7156,ERRSTR_TASK,ERRSTR_CONTEXT,
                ERRSTR_UNUSED,ERRSTR_UNUSED, ERRSTR_UNUSED;
    ENDIF
ENDPROC

Generate new warning 7156 from error handler. Raise control to calling routine and stop execution.
```

Limitations

Total string length (Argument1-Argument5) is limited to 195 characters.

Syntax

```
ErrRaise
    [ErrorName ':=' ] < expression (IN) of string> ','
    [ErrorId ':=' ] < expression (IN) of num> ','
    [Argument1 ':=' ] < expression (IN) of errstr> ','
    [Argument2 ':=' ] < expression (IN) of errstr> ','
    [Argument3 ':=' ] < expression (IN) of errstr> ','
    [Argument4 ':=' ] < expression (IN) of errstr> ','
    [Argument5 ':=' ] < expression (IN) of errstr> ';
```

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1.62 ErrWrite - Write an error message

Usage

ErrWrite (Error Write) is used to display an error message on the FlexPendant and write it in the event log. It can also be used to display warnings and information messages.

Basic examples

The following examples illustrate the instruction ErrWrite:

Example 1

ErrWrite "PLC error", "Fatal error in PLC" \RL2:="Call service";
Stop;

A message is stored in the robot log. The message is also shown on the FlexPendant display.

Example 2

ErrWrite \W, "Search error", "No hit for the first search";
RAISE try_search_again;

A message is stored in the robot log only. Program execution then continues.

Arguments

ErrWrite [ \W ] | [\I] Header Reason [ \RL2] [ \RL3] [ \RL4]

[ \W ]

Warning
Data type: switch

Gives a warning that is stored in the robot error message log only (not shown directly on the FlexPendant display).

[ \I ]

Information
Data type: switch

Gives an information message that is stored in the event log only (not shown directly on the FlexPendant display).

If none of the arguments \W or \I are specified then the instruction will generate an error message directly on the flexpendant and also store it in the event log.

Header

Data type: string

Error message heading (max. 46 characters).

Reason

Data type: string

Reason for error.

[ \RL2]

Reason Line 2

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1.62 ErrWrite - Write an error message

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Data type: string
Reason for error.

[ \RL3 ]

*Reason Line 3*
Data type: string
Reason for error.

[ \RL4 ]

*Reason Line 4*
Data type: string
Reason for error.

Program execution

An error message (max. 5 lines) is displayed on the FlexPendant and written in the robot message log.

In the case of argument \( W \) or argument \( I \) a warning or an information message is written in the event log.

*ErrWrite* generates the program error no. 80001 for an error, no. 80002 for a warning (\( W \)) and no. 80003 for an information message (\( I \)).

Limitations

Total string length (Header+Reason+\RL2+\RL3+\RL4) is limited to 195 characters.

Syntax

```markdown
ErrWrite

[ '\'W \] | [ '\' I \] ','
[ Header ':-' ] < expression (IN) of string>','
[ Reason ':-' ] < expression (IN) of string>
[ '\'RL2 ':-' < expression (IN) of string> ]
[ '\'RL3 ':-' < expression (IN) of string> ]
[ '\'RL4 ':-' < expression (IN) of string> ] ';'```

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1.63 EXIT - Terminates program execution

Usage

EXIT is used to terminate program execution. Program restart will then be blocked, that is the program can only be restarted from the first instruction of the main routine.

The EXIT instruction should be used when fatal errors occur or when program execution is to be stopped permanently. The Stop instruction is used to temporarily stop program execution. After execution of the instruction EXIT the program pointer is gone. To continue program execution, the program pointer must be set.

Basic examples

The following example illustrates the instruction EXIT:

Example 1

ErrWrite "Fatal error","Illegal state";
EXIT;

Program execution stops and cannot be restarted from that position in the program.

Syntax

EXIT ' ; '

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1.64 ExitCycle - Break current cycle and start next

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1.64 ExitCycle - Break current cycle and start next

Usage

ExitCycle is used to break the current cycle and move the program pointer (PP) back to the first instruction in the main routine.

If the program is executed in continuous mode, it will start to execute the next cycle.

If the execution is in cycle mode, the execution will stop at the first instruction in the main routine.

Basic examples

The following example illustrates the instruction ExitCycle:

Example 1

VAR num cyclecount:=0;
VAR intnum error_intno;

PROC main()
    IF cyclecount = 0 THEN
      CONNECT error_intno WITH error_trap;
      ISignalDI di_error,1,error_intno;
    ENDIF
    cyclecount:=cyclecount+1;
    ! start to do something intelligent
    ...
ENDPROC

TRAP error_trap
    TPWrite "ERROR, I will start on the next item";
    ExitCycle;
ENDTRAP

This will start the next cycle if the signal di_error is set.

Program execution

Execution of the instruction ExitCycle in a program task controlling mechanical units results in the following in the actual task:

• On-going robot movements stops.
• All robot paths that are not performed at all path levels (both normal and StorePath level) are cleared.
• All instructions that are started but not finished at all execution levels (both normal and trap level) are interrupted.
• The program pointer is moved to the first instruction in the main routine.
• The program execution continues to execute the next cycle.
Execution of the instruction **ExitCycle** in some other program task, not controlling mechanical units, results in the following in the actual task:

- All instructions that are started but not finished on all execution levels (both normal and trap level) are interrupted.
- The program pointer is moved to the first instruction in the main routine.
- The program execution continues to execute the next cycle.

All other modal things in the program and system are **not affected by** ExitCycle such as:

- The actual value of variables or persistents.
- Any motion settings such as **StorePath-RestoPath** sequence, world zones, and so on.
- Open files, directories, and so on.
- Defined interrupts, and so on.

When using **ExitCycle** in routine calls and the entry routine is defined with “Move PP to Routine ...” or “Call Routine ...”, **ExitCycle** breaks the current cycle and moves the program pointer back to the first instruction in the entry routine (instead of the main routine as specified previously).

### Syntax

`ExitCycle';'`

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1.65 FitCircle - Fits a circle to 3D-points

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## Usage

*FitCircle* is used to fit a circle to a set of 3D-points.

## Basic examples

The following examples illustrate the instruction *FitCircle*.

### Example 1

```plaintext
VAR pos points{3}:=
[[2.000264140454799, -1.948606082287765, 3],
 [10.666326255802462, 1.399713485871053, 3],
 [9.609499187363362, 2.265033879249959, 3]];
VAR num radius;
VAR pos center;
VAR pos normal;
FitCircle points, center, radius, normal;
```

With only three points specified, *FitCircle* calculates a circle that passes exactly through all the points. In this example, the resulting circle is:

- center = [7, -2, 3]
- radius = 5
- normal = [0, 0, 1]

In this simple example, all the 3D-points have the same z-coordinate and therefore the identified circle must be in the xy-plane. In the general case, the method will identify the plane that contains the circle. The plane is described by the returned normal, which is a unit vector perpendicular to the circle.

The circle and the input points are shown in the figure below.

![Circle with points](attachment://circle_with_points.png)

### Example 2

```plaintext
VAR pos points{10}:= [...
```

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1.65 FitCircle - Fits a circle to 3D-points

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VAR pos center;
VAR num radius;
VAR pos normal;
VAR num rms;
VAR num maxErr;
VAR num indexWorst;

FitCircle points, center, radius, normal \RMS:=rms \MaxErr:=maxErr
\IndexWorst:=indexWorst;

In this case a circle is fitted to ten points that do not lie on a circle. The result is a
circle that fits the points in a least-squares sense. To simplify the example, the
points are all in a plane parallel to the yz-plane.

The resulting circle is:

center = [-7.2, -2.92489, 7.96317]

radius = 4.88656

normal = [1, 0, 0]

The error parameters of the fit are:

rms = 0.2387

maxErr = 0.3418

indexWorst = 8

Continues on next page
The circle and the input points are shown in the figure below.

**Arguments**

FitCircle Points [[NumPoints]] Center Radius Normal [[RMS]] [[MaxErr]]

Points

Data type: array of pos

Points is an array containing the 3D-points for the circle fit.

[[NumPoints]]

Data type: num

With the optional argument NumPoints it is possible to specify how many of the points that shall be used. If omitted, then all points in the array Points are used.

Center

Data type: pos

The center of the resulting circle.

Radius

Data type: num

The radius of the resulting circle.

Normal

Data type: pos

A unit-length vector that is perpendicular to the plane of the identified circle.

[[RMS]]

Data type: num

Optional argument that contains the root-mean-square error of the circle fit.
Datatype: num
Optional argument that contains the maximum distance between the resulting circle and the input points.

[IndexWorst]
Datatype: num
Optional argument that contains the index of the point that has the maximum distance to the circle.

Program execution
CircleFit fits a circle to a set of 3D-points.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

| ERR_ARRAY_SIZE       | Wrong dimensions or wrong values on optional arguments are used. |

Limitations
The number of 3D-points must be between 3 and 100.

Syntax
CircleFit
[ Points '=>' [ array {*} expression (IN) of dnum ] '],' [ 'IndexWorst '=>' [ variable (VAR) of num ] ]
[ 'MaxErr '=>' [ variable (VAR) of num ] ]
[ 'RMS '=>' [ variable (VAR) of num ] ]
[ 'Normal '=>' [ variable (VAR) of pos ] ]
[ 'Center '=>' [ variable (VAR) of pos ] ]
[ 'Radius '=>' [ variable (VAR) of num ] ]
[ 'NumPoints '=>' [ expression (IN) of num ] ]

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1.66 FOR - Repeats a given number of times

Usage
FOR is used when one or several instructions are to be repeated a number of times.

Basic examples
The following examples illustrate the instruction FOR:
See also More examples on page 159.

Example 1
FOR i FROM 1 TO 10 DO
   routine1;
ENDFOR
Repeats the routine1 procedure 10 times.

Arguments
FOR Loop counter FROM Start value TO End value [STEP Step value] DO ... ENDFOR

Loop counter
Identifier
The name of the data that will contain the value of the current loop counter. The data is declared automatically.
If the loop counter name is the same as any data that already exists in the actual scope, the existing data will be hidden in the FOR loop and not affected in any way.

Start value
Data type: Num
The desired start value of the loop counter. (usually integer values)

End value
Data type: Num
The desired end value of the loop counter. (usually integer values)

Step value
Data type: Num
The value by which the loop counter is to be incremented (or decremented) each loop. (usually integer values)
If this value is not specified, the step value will automatically be set to 1 (or -1 if the start value is greater than the end value).

Program execution
1 The expressions for the start, end, and step values are evaluated.
2 The loop counter is assigned the start value.
3 The value of the loop counter is checked to see whether its value lies between the start and end value, or whether it is equal to the start or end value. If the
value of the loop counter is outside of this range, the FOR loop stops and
program execution continues with the instruction following ENDFOR.

4 The instructions in the FOR loop are executed.
5 The loop counter is incremented (or decremented) in accordance with the
   step value.
6 The FOR loop is repeated, starting from point 3.

More examples

More examples of how to use the instruction FOR are illustrated below.

Example 1

FOR i FROM 10 TO 2 STEP -2 DO
    a(i) := a{i-1};
ENDFOR

The values in an array are adjusted upwards so that
a\{10\}:=a\{9\}, a\{8\}:=a\{7\}
and so on.

Limitations

The loop counter (of data type num) can only be accessed from within the FOR loop
and consequently hides other data and routines that have the same name. It can
only be read (not updated) by the instructions in the FOR loop.
Decimal values for start, end, or stop values, in combination with exact termination
conditions for the FOR loop, cannot be used (undefined whether or not the last loop
is running).

Remarks

If the number of repetitions is to be repeated as long as a given expression is
evaluated to a TRUE value, the WHILE instructions should be used instead.

Syntax

FOR <loop variable> FROM <expression> TO <expression>
    [ STEP <expression> ] DO
        <statement list>
ENDFOR

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expressions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Repeats as long as...</td>
<td>WHILE - Repeats as long as ... on page 962</td>
</tr>
<tr>
<td>Identifiers</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1 Instructions

1.67 FricIdInit - Initiate friction identification

Advanced Shape Tuning

1.67 FricIdInit - Initiate friction identification

Usage

FricIdInit marks the starting point of a sequence of move instructions that will be repeated to calculate the robots internal friction.

Example

Basic example where a circle movement is used to calculate the robots internal friction for this movement:

```rapid
PERS num friction_levels(6);

! Start of the friction calculation sequence
FricIdInit;

! Execute the move sequence
MoveC p10, p20, Speed, z0, Tool;
MoveC p30, p40, Speed, z0, Tool;

! Repeat the sequence and calculate the friction
FricIdEvaluate friction_levels;

! Activate compensation for the calculated friction levels
FricIdSetFricLevels friction_levels;
```

Prerequisites

The system parameter Friction FFW On must be set to TRUE. Otherwise the instruction FricIdInit will do nothing.

Limitations

- FricIdInit only works for TCP robots.
- Can only be executed from motion tasks.
- The robot must move on the basic path level.
- Friction tuning cannot be combined with synchronized movement. That is, SyncMoveOn is not allowed between FricIdInit and FricIdEvaluate.
- The movement sequence for which friction tuning is done must begin and end with a finepoint. If not, finepoints will automatically be inserted during the tuning process.

Syntax

FricIdInit ';;'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced robot motion</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.68 FricIdEvaluate - Evaluate friction identification

Usage

FricIdEvaluate makes the robot repeat the movement between the instructions FricIdInit and FricIdEvaluate while calculating the friction for each axis of the robot.

Example

Basic example where a circle movement is used to calculate the robots internal friction for this movement:

```
PERS num friction_levels{6};

! Start of the friction calculation sequence
FricIdInit;

! Execute the move sequence
MoveC p10, p20, Speed, z0, Tool;
MoveC p30, p40, Speed, z0, Tool;

! Repeat the sequence and calculate the friction
FricIdEvaluate friction_levels;

! Activate compensation for the calculated friction levels
FricIdSetFricLevels friction_levels;
```

Arguments

FricIdEvaluate FricLevels [\MechUnit] [\BwdSpeed] [\NoPrint]
   [\FricLevelMax] [\FricLevelMin] [\OptTolerance]

FricLevels

Friction levels
Data type: array of num

When FricIdEvaluate is finished, the array FricLevels will contain the tuned friction levels for all axes of the robot. This array must be declared to have as many elements as the robot has axes. Note that the instruction FricIdSetFricLevels must be called for these values to have effect.

[\MechUnit]

Mechanical unit
Data type: mecunit

The argument MechUnit is optional. If it is omitted, friction tuning will be done for the mechanical unit represented by the predefined RAPID variable ROB_ID, which is a reference to the TCP robot in the current program task. Friction compensation is only possible for TCP robots.

[\BwdSpeed]

Backward speed
Data type: speeddata

Continues on next page
After each iteration in the tuning process, the robot moves backward along the programmed path. By default the backward movement is done at the programmed speed. To speed up the process, the optional argument BwdSpeed can be used to specify a higher speed during the backward movement. This will not influence the tuning result.

**\[\text{NoPrint}\]**

Data type: switch

If the argument NoPrint is used, no text is written on the FlexPendant about the progress of the iterations of the friction identification.

**\[\text{FricLevelMax}\]**

*Friction level max*

Data type: num

Normally, the optimal friction value is found by trying values between 1% and 500% of the configured friction value. In rare cases this can generate an error message (Joint speed error). To avoid this, use the argument FricLevelMax and set it to a value lower than 500. For example, if FricLevelMax is set to 400, values between 1% and 400% are tested.

Allowed values are 101-500.

**\[\text{FricLevelMin}\]**

*Friction level min*

Data type: num

Normally, the optimal friction value is found by trying values between 1% and 500% of the configured friction value. To set a higher starting value than 1% use the argument FricLevelMin. For example, if FricLevelMin is set to 80, values between 80% and 500% are tested.

Allowed values are 1-99.

**\[\text{OptTolerance}\]**

*Optimization tolerance*

Data type: num

Normally, the optimal friction value is found by trying values until a small tolerance is achieved. To speed up the process this value can be increased. Increasing this value might give a less accurate result.

Allowed values are 1-10. Default value is 1.

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRICTUNE_FATAL</td>
<td>An error occurs during the friction tuning.</td>
</tr>
</tbody>
</table>
Prerequisites

The system parameter Friction FFW On must be set to TRUE. Otherwise the instruction FricIdEvaluate will do nothing.

Limitations

- FricIdEvaluate only works for TCP robots.
- FricIdEvaluate can only be executed from motion tasks.
- The robot must move on the basic path level.
- For a MultiMove system, friction tuning can only be done for one robot at a time. Several robots can execute FricIdEvaluate simultaneously, but they will automatically stand still and wait for their turn as long as another robot is busy doing friction tuning.
- Friction tuning cannot be combined with synchronized movement. That is, SyncMoveOn is not allowed between FricIdInit and FricIdEvaluate.
- The movement sequence for which friction tuning is done must begin and end with a finepoint. If not, finepoints will automatically be inserted during the tuning process.

Syntax

FricIdEvaluate

[ FricLevels ':=' ] < persistent array {*} (PERS) of num >
[ [ '\' MechUnit ':' =< variable (VAR) of mecunit > ] ]
[ [ '\' BwdSpeed ':' =< expression (IN) of speeddata > ] ]
[ [ '\' NoPrint ] ]
[ [ '\' FricLevelMax ':' =< expression (VAR) of num > ] ]
[ [ '\' FricLevelMin ':' =< expression (VAR) of num > ] ]
[ [ '\' OptTolerance ':' =< expression (VAR) of num > ] ] ';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced robot motion</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1 Instructions

1.69 FricIdSetFricLevels - Set friction levels after friction identification

Advanced Shape Tuning

1.69 FricIdSetFricLevels - Set friction levels after friction identification

Usage

FricIdSetFricLevels is used for setting the friction level for each axis of a mechanical unit.

Example

Basic example where a circle movement is used to calculate the robots internal friction for this movement:

```
PERS num friction_levels[6];

! Start of the friction calculation sequence
FricIdInit;

! Execute the move sequence
MoveC p10, p20, Speed, z0, Tool;
MoveC p30, p40, Speed, z0, Tool;

! Repeat the sequence and calculate the friction
FricIdEvaluate friction_levels;

! Activate compensation for the calculated friction levels
FricIdSetFricLevels friction_levels;
```

Arguments

FricIdSetFricLevels FricLevels [\MechUnit]

FricLevels

Friction levels

Data type: array of num

The array FricLevels specifies the friction level for each axis in percent of the default friction. The values must be in the interval 0-500.

[\MechUnit]

Mechanical unit

Data type: mecuinit

The argument MechUnit is optional. If it is omitted, the friction levels will be set for the mechanical unit represented by the predefined RAPID variable ROB_ID. Friction compensation is only possible for TCP robots.

Program execution

The settings of the friction levels will remain active until:

• Program execution is started from the beginning (PP to Main)
• Another call to FricIdSetFricLevels is made
• A new program is loaded
• The controller is restarted using the restart mode Reset system.
**Prerequisites**

The system parameter *Friction FFW On* must be set to TRUE. Otherwise the instruction `FricIdSetFricLevels` will do nothing.

**Limitations**

- `FricIdSetFricLevels` only works for TCP robots.

**Syntax**

```plaintext
FricIdSetFricLevels
    [ FricLevels ':='] < array {*} (IN) of num >
    [' MechUnit ':='] < variable (VAR) of mecunit >
';'
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced robot motion</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.70 GetDataVal - Get the value of a data object

**Usage**

GetDataVal (*Get Data Value*) makes it possible to get a value from a data object that is specified with a string variable.

**Basic examples**

The following examples illustrate the instruction `GetDataVal`:

**Example 1**

```rapid
VAR datapos block;
VAR string name;
VAR num valuevar;
...
SetDataSearch "num" \Object:="my.*" \InMod:="mymod";
WHILE GetNextSym(name,block) DO
  GetDataVal name\Block:=block,valuevar;
  TPWrite name+" \Num:=valuevar;
ENDWHILE
```

This session will print out all `num` variables that begin with `my` in the module `mymod` with its value to the FlexPendant.

**Example 2**

```rapid
VAR num NumArrConst_copy{2};
...
GetDataVal "NumArrConst", NumArrConst_copy;
TPWrite "Pos1 = " \Num:=NumArrConst_copy{1};
TPWrite "Pos2 = " \Num:=NumArrConst_copy{2};
```

This session will print out the `num` variables in the array `NumArrConst`.

**Arguments**

`GetDataVal Object [\Block] [\TaskRef] [\TaskName] Value`

**Object**

Data type: string

The name of the data object.

**[\Block]**

Data type: datapos

The enclosed block to the data object. This can only be fetched with the `GetNextSym` function.

If this argument is omitted, the value of the visible data object in the current program execution scope will be fetched.

**[\TaskRef]**

*Task Reference*

Data type: taskid
The program task identity in which to search for the data object specified. When using this argument, you may search for PERS or TASKPERS declarations in other tasks, any other declarations will result in an error.

For all program tasks in the system the predefined variables of the data type taskid will be available. The variable identity will be “taskname”+“Id”, for example, for the T_ROB1 task the variable identity will be T_ROB1Id.

\[
\text{TaskName}
\]

Data type: string

The program task name in which to search for the data object specified. When using this argument, you may search for PERS or TASKPERS declarations in other tasks, any other declarations will result in an error.

Value

Data type: anytype

Variable for storage of the get value. The data type must be the same as the data type for the data object to find. The get value can be fetched from a constant, variable, or persistent but must be stored in a variable.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SYM_ACCESS</td>
<td>• The data object is non-existent.</td>
</tr>
<tr>
<td></td>
<td>• The data object is routine data or routine parameter and is not located in the</td>
</tr>
<tr>
<td></td>
<td>current active routine.</td>
</tr>
<tr>
<td></td>
<td>• Searching in other tasks for other declarations then PERS or TASK PERS.</td>
</tr>
<tr>
<td>ERR_INVDIM</td>
<td>The data object and the variable used in argument Value have different dimensions.</td>
</tr>
<tr>
<td>ERR_SYMBOL_TYPE</td>
<td>The data object and the variable used in argument Value is of different types.</td>
</tr>
<tr>
<td></td>
<td>If using ALIAS datatypes, you will also get this ERROR, even though the types</td>
</tr>
<tr>
<td></td>
<td>might have the same base data type.</td>
</tr>
<tr>
<td>ERR_TASKNAME</td>
<td>If the program task name in argument \TaskName cannot be found in the system,</td>
</tr>
<tr>
<td></td>
<td>the system variable ERRNO is set to ERR_TASKNAME.</td>
</tr>
</tbody>
</table>

When using the arguments TaskRef or TaskName you may search for PERS or TASK PERS declarations in other tasks, any other declarations will result in an error and the system variable ERRNO is set to ERR_SYM_ACCESS. Searching for a PERS declared as LOCAL in other tasks will also result in an error and the system variable ERRNO is set to ERR_SYM_ACCESS.

Limitations

For a semivalue data type, it is not possible to search for the associated value data type. For example, if searching for dionum, no search hit for signals signaldi will be obtained and if searching for num, no search hit for signals signalgi or signalai will be obtained.

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1 Instructions

1.70 GetDataVal - Get the value of a data object

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It is not possible to get the value of a variable declared as LOCAL in a built in RAPID module.

Syntax

GetDataVal
  [ Object ' := ' ] < expression (IN) of string >
  ['\Block' := '<variable (VAR) of datapos>']
  ['\TaskRef' := '<variable (VAR) of taskid>']
  ['\TaskName' := '<expression (IN) of string> ']'
  [ Value ' := ' ] <variable (VAR) of anytype>']';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Define a symbol set in a search session</td>
<td>SetDataSearch - Define the symbol set in a search sequence on page 588</td>
</tr>
<tr>
<td>Get next matching symbol</td>
<td>GetNextSym - Get next matching symbol on page 1167</td>
</tr>
<tr>
<td>Set the value of a data object</td>
<td>SetDataVal - Set the value of a data object on page 593</td>
</tr>
<tr>
<td>Set the value of many data objects</td>
<td>SetAllDataVal - Set a value to all data objects in a defined set on page 584</td>
</tr>
<tr>
<td>The related data type datapos</td>
<td>datapos - Enclosing block for a data object on page 1490</td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.71 GetGroupSignalInfo - Read information about a digital group signal

Usage

GetGroupSignalInfo is used to read out information about a digital group signal from I/O.

Basic examples

The following example illustrates the instruction GetGroupSignalInfo.

Example 1

```rapid
VAR dnum DValue;
VAR string label;
VAR string devicename;

GetGroupSignalInfo go1 \MaxDValue:=DValue \Label:=label \
DeviceName:=devicename;
```

Read out maximum signal value that can be set to the signal go1, the signal identification label and the device name the signal is assigned to.

Arguments

GetGroupSignalInfo Signal [\MaxDValue] [\Label] [\DeviceName]

Signal

Data type: signalxx
The signal identifier according to the program (data type signalgo or signalgi) to get information about.

\MaxDValue

Data type: dnum
The MaxDValue is the maximum value that can be set to the signal. It is based on the device mapping of the signal.

\Label

Data type: string
The Label is the signal identification label specified.

\DeviceName

Data type: string
The DeviceName is the device the signal is assigned to.

Program execution

The instruction reads out information about a digital group signal from I/O.

Continues on next page
1 Instructions

1.71 GetGroupSignalInfo - Read information about a digital group signal

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Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>

Syntax

GetGroupSignalInfo
[ Signal ':= ' ] < variable (VAR) of anytype >
[ '\' MaxDvalue ':= ' < variable (VAR) of dnum >]
[ '\' Label ':= ' < variable (VAR) of string >]
[ '\' DeviceName ':= ' < variable (VAR) of string > ] ';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read attribute of a system parameter</td>
<td>ReadCfgData - Reads attribute of a system parameter on page 484</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.72 GetJointData - Get joint specific data

Usage

GetJointData is used to read out joint specific data from a specified mechanical unit. The information that can be read for the specified axis is the position, speed, torque, and estimated external torque.

Basic examples

The following example illustrates the instruction GetJointData.

Example 1

VAR num position;
VAR num speed;
VAR num torque;
VAR num exttorque;
...
GetJointData \MechUnit:=ROB_1, 1 \Position:=position \Speed:=speed 
\Torque:=torque \ExtTorque:=exttorque;

The current position, speed, torque, and estimated external torque of the first axis of ROB_1 is read.

Arguments


[\MechUnit]

Mechanical Unit
Data type: mecunit
The name of the mechanical unit for which an axis is to be read. If this argument is omitted, the axis for the connected robot is read.

Axis

Data type: num
The number of the axis to be read (1 - 6).

[\Position]

Data type: num
The current position of the stated axis of the robot or external axis on the arm side. The value is in degrees for a rotating axis and mm for a linear axis.
At least one of the optional parameters \Position, \Speed, \Torque, or \ExtTorque must be used.

[\Speed]

Data type: num
The current speed of the stated axis of the robot or external axis on the arm side. The value is in degrees/second for a rotating axis and mm/second for a linear axis.
At least one of the optional parameters \Position, \Speed, \Torque, or \ExtTorque must be used.

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1 Instructions

1.72 GetJointData - Get joint specific data

RobotWare - OS
Continued

[
\Torque
]

Data type: num

The current torque in Nm of the of the stated axis of the robot or external axis on the arm side.

At least one of the optional parameters \Position, \Speed, \Torque, or \ExtTorque must be used.

[
\ExtTorque
]

Data type: num

The current estimated external torque in Nm of the of the stated axis of the robot or external axis on the arm side.

At least one of the optional parameters \Position, \Speed, \Torque, or \ExtTorque must be used.

Program execution

The instruction reads position, speed, torque, and estimated external torque of the robot and external axes.

The read values can also be seen when using TuneMaster using test signal numbers 4000, 4001, 4002, and 4003.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>ERR_AXIIS_PAR</th>
<th>Parameter axis in instruction is wrong.</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
</tbody>
</table>

Syntax

GetJointData

['\' MechUnit ':=< variable (VAR) of mecunit> ',']
[Axis ':=< expression (IN) of num>]
[\ 'Position ':= < variable (VAR) of num> ]
[ '\ Speed ':=< variable (VAR) of num> ]
[ \ 'Torque ':=< variable (VAR) of num> ]
[ '\ ExtTorque ':=< variable (VAR) of num> ]';
1.73 GetSysData - Get system data

**Usage**

GetSysData fetches the value and the optional symbol name for the current system data of specified data type.

With this instruction it is possible to fetch data and the name of the current active Tool, Work Object, PayLoad or Total Load for the robot in actual or connected motion task, or any named motion task.

**Basic examples**

The following examples illustrate the instruction GetSysData:

**Example 1**

```plaintext
PERS tooldata curtoolvalue := [TRUE, [[0, 0, 0], [1, 0, 0, 0]], [2, [0, 0, 2], [1, 0, 0, 0], 0, 0, 0]];
VAR string curtoolname;
GetSysData curtoolvalue;
```

Copy current active tool data value to the persistent variable `curtoolvalue`.

**Example 2**

```plaintext
GetSysData curtoolvalue \ObjectName := curtoolname;
```

Also copy current active tool name to the variable `curtoolname`.

**Example 3**

```plaintext
PERS loaddata curload;
PERS loaddata piece:=[2.8,[-38.2,-10.1,-73.6],[1,0,0,0],0,0,0];
PERS loaddata
   tool2piece:=[13.1,[104.5,13.5,115.9],[1,0,0,0],0,0,0.143];
PERS tooldata tool2 := [TRUE, [[138.695,150.023,98.9783], [0.709396,-0.704707,-0.00856676,0.00851007]], [10,[105.2,-3.8,118.7], [1,0,0,0],0,0,0.123]];
VAR string name;
.. IF GetModalPayloadMode() = 1 THEN
   GripLoad piece;
   MoveL p3, v1000, fine, tool2;
   ..
   ..
   ! Get current payload
   GetSysData curload \ObjectName := name;
ELSE
   MoveL p30, v1000, fine, tool2\TLoad:=tool2piece;
   ..
   ..
   ! Get current total load
   GetSysData curload \ObjectName := name;
ENDIF
```

If ModalPayLoadMode is 1, copy current active payload and name to the variable name.

If ModalPayLoadMode is 0, copy current total load and name to the variable name.

*Continues on next page*
1 Instructions

1.73 GetSysData - Get system data

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Continued

Arguments

GetSysData [\TaskRef] [\TaskName] DestObject[\ObjectName]

[\TaskRef]

Task Reference

Data type: taskid

The program task identity from which the data of the current active system data should be read.

For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", e.g. for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string

The program task name from which the current active system data should be read.

If none of the arguments \TaskRef or \TaskName are specified then the current task is used.

DestObject

Data type: anytype

Persistent variable for storage of current active system data value.

The data type of this argument also specifies the type of system data (Tool, Work Object, or PayLoad/Total Load) to fetch. If using TLoad optional argument on movement instructions, the Total Load is fetched instead of the PayLoad, if a loaddata datatyp is used.

<table>
<thead>
<tr>
<th>Data type</th>
<th>Type of system data</th>
</tr>
</thead>
<tbody>
<tr>
<td>tooldata</td>
<td>Tool</td>
</tr>
<tr>
<td>wobjdata</td>
<td>Work Object</td>
</tr>
<tr>
<td>loaddata</td>
<td>Payload/Total Load</td>
</tr>
</tbody>
</table>

Array or record component cannot be used.

[\ObjectName]

Data type: string

Optional argument (variable or persistent) to also fetch the current active system data name.

Program execution

When running the instruction GetSysData the current data value is stored in the specified persistent variable in argument DestObject.

If argument \ObjectName is used, the name of the current data is stored in the specified variable or persistent in argument ObjectName.

Current system data for Tool, Work Object or Total load is activated by execution of any move instruction. Payload is activated by execution of the instruction GripLoad.

Continues on next page
Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NOT_MOvetask</td>
<td>The arguments \TaskRef or \TaskName specifies a non-motion task.</td>
</tr>
<tr>
<td></td>
<td>Note</td>
</tr>
<tr>
<td></td>
<td>No error will be generated if the arguments \TaskRef or \TaskName specify the non-motion task that executes this function GetSysData (reference to my own non-motion task). The current system data will then be fetched from the connected motion task.</td>
</tr>
<tr>
<td>ERR_TASKNAME</td>
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Syntax

GetSysData

```plaintext
["\TaskRef" := <variable (VAR) of taskid>]
["\TaskName" := <expression (IN) of string>]
[ DestObject' := ] <persistent (PERS) of anytype>
["\ObjectName" := <variable or persistent (INOUT) of string>]';
```

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1.74 GetTrapData - Get interrupt data for current trap routine

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1.74 GetTrapData - Get interrupt data for current trap routine

Usage

GetTrapData is used in a trap routine to obtain all information about the interrupt that caused the trap routine to be executed.

To be used in trap routines generated by instruction IError, before use of the instruction ReadErrData.

Basic examples

The following example illustrates the instruction GetTrapData:

See also More examples on page 176.

Example 1

VAR trapdata err_data;
GetTrapData err_data;

Store interrupt information in the non-value variable err_data.

Arguments

GetTrapData TrapEvent

TrapEvent

Data type: trapdata

Variable for storage of the information about what caused the trap to be executed.

More examples

More examples of the instruction GetTrapData are illustrated below.

Example 1

VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
VAR trapdata err_data;
...
TRAP trap_err
GetTrapData err_data;
ReadErrData err_data, err_domain, err_number, err_type;
ENDTRAP

When an error is trapped to the trap routine trap_err, the error domain, the error number, and the error type are saved into appropriate non-value variables of the type trapdata.

Limitation

This instruction can only be used in a trap routine.

Syntax

GetTrapData

[TrapEvent ':='] <variable (VAR) of trapdata>'

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1.75 GOTO - Goes to a new instruction

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1.75 GOTO - Goes to a new instruction

**Usage**

GOTO is used to transfer program execution to another line (a label) within the same routine.

**Basic examples**

The following example illustrates the instruction GOTO:

**Example 1**

```
GOTO next;
...
next:
```

Program execution continues with the instruction following next.

**Example 2**

```
reg1 := 1;
next:
...
reg1 := reg1 + 1;
IF reg1<=5 GOTO next;
```

The execution will be transferred to `next` four times (for `reg1=2, 3, 4, 5`).

**Example 3**

```
IF reg1>100 THEN
   GOTO highvalue
ELSE
   GOTO lowvalue
ENDIF
lowvalue:
...
GOTO ready;
highvalue:
...
ready:
```

If `reg1` is greater than 100, the execution will be transferred to the label `highvalue`, otherwise the execution will be transferred to the label `lowvalue`.

**Arguments**

```
GOTO Label
```

*Label*

*Identifier*

The label from where program execution is to continue.

**Limitations**

It is only possible to transfer program execution to a label within the same routine.

*Continues on next page*
It is only possible to transfer program execution to a label within an **IF** or **TEST** instruction if the **GOTO** instruction is also located within the same branch of that instruction.

It is only possible to transfer program execution to a label within a **FOR** or **WHILE** instruction if the **GOTO** instruction is also located within that instruction.

**Syntax**

```
GOTO <identifier>';'
```

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1.76 GripLoad - Defines the payload for a robot

Usage

GripLoad is used to define the payload which the robot holds in its gripper.

Description

GripLoad specifies which load the robot is carrying. Specified load is used by the control system so that the robot movements can be controlled in the best possible way.

The payload is connected/disconnected using the instruction GripLoad, which adds or subtracts the weight of the payload to the weight of the gripper.

WARNING

It is important to always define the actual tool load and, when used, the payload of the robot (for example, a gripped part). Incorrect definitions of load data can result in overloading of the robot mechanical structure. There is also a risk that the speed in manual reduced speed mode can be exceeded.

When incorrect load data is specified, it can often lead to the following consequences:

- The robot may not use its maximum capacity.
- Impaired path accuracy including a risk of overshooting.
- Risk of overloading the mechanical structure.

The controller continuously monitors the load and writes an event log if the load is higher than expected. This event log is saved and logged in the controller memory.

Basic examples

The following examples illustrate the instruction GripLoad.

Example 1

```
Set doGripper;
!wait to grip
WaitTime 0.3;
GripLoad piece1;
```

Connection of the payload, piece1, specified at the same time as the robot grips the load.

Example 2

```
Reset doGripper;
!wait to release
WaitTime 0.3;
GripLoad load0;
```

Disconnection of a payload, specified at the same time as the robot releases a payload.
Arguments

**GripLoad Load**

**Load**

**Data type:** *loaddata*

The load data that describes the current payload.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the *loaddata* in the *GripLoad* instruction is not considered, and only the *loaddata* in the current *tooldata* is used.

Program execution

The specified load applies for the next executed movement instruction until a new *GripLoad* instruction is executed.

The specified load affects the performance of the robot.

The default load (*load0*), 0 kg, is automatically set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to *main*
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

The payload is updated for the mechanical unit that is controlled from current program task. If *GripLoad* is used from a non-motion task, the payload is updated for the mechanical unit controlled by the connected motion task.

Syntax

```plaintext
GripLoad [Load ':='] <persistent (PERS) of loaddata>';'
```

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1.77 HollowWristReset - Reset hollow wrist

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1.77 HollowWristReset - Reset hollow wrist

Usage

HollowWristReset (Reset hollow wrist) resets the position of the wrist joints on hollow wrist manipulators, such as IRB 5402 and IRB 5403. The instruction makes it possible to avoid rewinding the wrist joints 4 and 5 after they have been wound up one or more revolutions. After executing a HollowWristReset instruction, the wrist joints may continue to wind up in the same direction.

Description

HollowWristReset makes it easier to make application programs. You do not have to ensure that the wrist position is within ±2 revolutions at the time of programming, and it may save cycle time because the robot does not have to spend time rewinding the wrist. There is a limitation of ±144 revolutions for winding up joints 4 and 5 before the wrist position is reset by HollowWristReset. The robot programmer must be aware of this limitation and take it into consideration when planning the robot programs. To ensure that the 144 revolution limit is not exceeded after running a wrist-winding program several times, you should always let the robot come to a complete stop and reset the absolute position in every program (or cycle/routine/module and so on as necessary). Note that all axes must remain stopped during the execution of the HollowWristReset instruction. As long as these limitations are taken into consideration, joints 4 and 5 can wind indefinitely and independently of joint 6 during program execution.

Use HollowWristReset instead of IndReset to reset the hollow wrist as this instruction preserves the joint limits for joint 6 to prevent too much twisting of the paint tubes/cables.

Basic examples

The following example illustrates the instruction HollowWristReset:

Example 1

MoveL p10,v800,fine,paintgun1\WObj:=workobject1;
HollowWristReset;

All active axes are stopped by a stop point and the wrist is reset.

Limitations

All active axes must be stopped while the HollowWristReset instruction is executed.

The wrist joints must be reset before any of them reach the ±144 revolution limit (51840 degrees/904 rad).

Whenever a program stop, emergency stop, power failure stop, and so on occurs, the controller retains the path context to be able to return to the path and let the robot continue program execution from the point on the path at which it was stopped. In manual mode, if the manipulator has been moved out of the path between a stop and a restart, the operator is informed by the following message...
on the FlexPendant: Not on path! Robot has been moved after program stop. Should the robot return to the path on Start? Yes/No/Cancel. This provides an opportunity of returning to the path before restart. In automatic mode, the robot automatically returns to the path.

HollowWristReset removes the path context. This means that it is not possible to return to the path in case of a program restart if the HollowWristReset instruction has been executed in the meantime. If this instruction is executed manually (service routine) it should only be executed at a time when returning to the path is not required. That is, after a program is completely finished, or an instruction is completely finished in step-by-step execution and the manipulator is not moved out of the path by jogging, and so on.

Syntax

`HollowWristReset ';'`

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1.78 IDelete - Cancels an interrupt

**Usage**

IDelete (*Interrupt Delete*) is used to cancel (delete) an interrupt subscription. If the interrupt is to be only temporarily disabled, the instruction ISleep or IDisable should be used.

**Basic examples**

The following example illustrates the instruction IDelete:

**Example 1**

```
IDelete feeder_low;
```

The interrupt *feeder_low* is cancelled.

**Arguments**

IDelete Interrupt

**Interrupt**

Data type: intnum

The interrupt identity.

**Program execution**

The definition of the interrupt is completely erased. To define it again it must first be re-connected to the trap routine.

It is recommended to precede IDelete with a stop point. Otherwise the interrupt will be deactivated before the end point of the movement path is reached.

Interrupts do not have to be erased; this is done automatically when

- a new program is loaded
- the program is restarted from the beginning
- the program pointer is moved to the start of a routine

**Syntax**

```
IDelete [ Interrupt ':= ' ] < variable (VAR) of intnum > ';
```

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### 1.79 IDisable - Disables interrupts

#### Usage

IDisable (*Interrupt Disable*) is used to disable all interrupts temporarily. It may, for example, be used in a particularly sensitive part of the program where no interrupts may be permitted to take place if they disturb normal program execution.

#### Basic examples

The following example illustrates the instruction IDisable:

**Example 1**

```plaintext
IDisable;
FOR i FROM 1 TO 100 DO
    character[i]:=ReadBin(sensor);
ENDFOR
IEnable;
```

No interrupts are permitted while reading from the sensor. When it has finished reading, interrupts are once more permitted.

#### Program execution

Interrupts that occur during the time in which an IDisable instruction is in effect are placed in a queue. When interrupts are permitted once more, then the interrupt(s) immediately begin generating, executed in “first in - first out” order in the queue.

**IEnable** is active by default. **IEnable** is automatically set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost
- after executing one cycle (passing main) or executing ExitCycle.

#### Syntax

```plaintext
IDisable;
```

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</table>
1.80 IEnable - Enables interrupts

**Usage**

IEnable(Interrupt Enable) is used to enable interrupts during program execution.

**Basic examples**

The following example illustrates the instruction IEnable:

**Example 1**

```plaintext
IDisable;
FOR i FROM 1 TO 100 DO
    character[i]:=ReadBin(sensor);
ENDFOR
IEnable;
```

No interrupts are permitted while reading from the sensor. When it has finished reading, interrupts are once more permitted.

**Program execution**

Interrupts which occur during the time in which an IDisable instruction is in effect are placed in a queue. When interrupts are permitted once more (IEnable), the interrupt(s) then immediately begin generating, executed in "first in - first out" order in the queue. Program execution then continues in the ordinary program and interrupts which occur after this are dealt with as soon as they occur.

Interrupts are always permitted when a program is started from the beginning. Interrupts disabled by the ISleep instruction are not affected by the IEnable instruction.

**Syntax**

IEnable';'

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1.81 IError - Orders an interrupt on errors

**Usage**

IError (Interrupt Errors) is used to order and enable an interrupt when an error occurs.

Error, warning, or state change can be logged with IError.

**Basic examples**

The following example illustrates the instruction IError:

See also More examples on page 188.

**Example 1**

```plaintext
VAR intnum err_int;
...
PROC main()
  CONNECT err_int WITH err_trap;
  IError COMMON_ERR, TYPE_ALL, err_int;

Orders an interrupt in RAPID and execution of the trap routine err_trap each time an error, warning, or state change is generated in the system.
```

**Arguments**

IError ErrorDomain [\ErrorId] ErrorType Interrupt

**ErrorDomain**

*Data type:* errdomain

The error domain that is to be monitored. See predefined data of type errdomain. To specify any domain use COMMON_ERR.

**[ \ErrorId ]**

*Data type:* num

Optional, the number of a specific error that is to be monitored. The error number must be specified without the first digit (error domain) of the complete error number. For example, 10008 Program restarted, must be specified as 0008 or only 8.

**ErrorType**

*Data type:* errtype

The type of event such as error, warning, or state change that is to be monitored. See predefined data of type errtype. To specify any type use TYPE_ALL.

**Interrupt**

*Data type:* intnum

The interrupt identity. This should have been previously connected to a trap routine by means of the instruction CONNECT.

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1.81 IError - Orders an interrupt on errors

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Continued

Program execution

The corresponding trap routine is automatically called when an error occurs in the specified domain of the specified type and optionally with the specified error number. When this has been executed, program execution continues from where the interrupt occurred.

More examples

More examples of the instruction IError are illustrated below.

VAR intnum err_interrupt;
VAR trapdata err_data;
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
PROC main()
  CONNECT err_interrupt WITH trap_err;
  IError COMMON_ERR, TYPE_ERR, err_interrupt;
  ...
  IDelete err_interrupt;
  ...
ENDPROC
TRAP trap_err
  GetTrapData err_data;
  ReadErrData err_data, err_domain, err_number, err_type;
  ! Set domain no 1 ... 11
  SetGO go_err1, err_domain;
  ! Set error no 1 ... 9999
  SetGO go_err2, err_number;
ENDTRAP

When an error occurs (only error, not warning or state change) the error number is retrieved in the trap routine, and its value is used to set 2 groups of digital output signals.

Limitation

It is not possible to order an interrupt on internal errors.

In a task of type normal, the event will be thrown away during a program stop, which means that not all events can be fetched in a normal task. To fetch all events the task must be of static or semi-static type.

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

VAR intnum err_interrupt;
PROC main ( )
  CONNECT err_interrupt WITH err_trap;
  IError COMMON_ERR, TYPE_ERR, err_interrupt;
  WHILE TRUE DO
    :
    :
ENDWHILE

Continues on next page
Interrupts are activated at the beginning of the program. These instructions in the beginning are then kept outside the main flow of the program.

VAR intnum err_interrupt;
PROC main ( )
    CONNECT err_interrupt WITH err_trap;
    IError COMMON_ERR, TYPE_ERR, err_interrupt;
    :
    :
    IDelete err_interrupt;
ENDPROC

The interrupt is deleted at the end of the program and is then reactivated. Note, in this case, that the interrupt is inactive for a short period.

Syntax

IError
[ErrorDomain ':='] <expression (IN) of errdomain>
['\'ErrorId':=' <expression (IN) of num>','
[ErrorType ':='] <expression (IN) of errtype> ','
[Interrupt ':='] <variable (VAR) of intnum>';'

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1.82 IF - If a condition is met, then ...; otherwise ...

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1.82 IF - If a condition is met, then ...; otherwise ...

Usage

IF is used when different instructions are to be executed depending on whether a condition is met or not.

Basic examples

Basic examples of the instruction IF are illustrated below.

See also More examples on page 191.

Example 1

IF reg1 > 5 THEN
    Set do1;
    Set do2;
ENDIF

The signals do1 and do2 are set only if reg1 is greater than 5.

Example 2

IF reg1 > 5 THEN
    Set do1;
    Set do2;
ELSE
    Reset do1;
    Reset do2;
ENDIF

The signals do1 and do2 are set or reset depending on whether reg1 is greater than 5 or not.

Arguments

IF Condition THEN ...
    {ELSEIF Condition THEN ...}
    [ELSE ...]
ENDIF

Condition

Data type: bool

The condition that must be satisfied for the instructions between THEN and ELSE/ELSEIF to be executed.

Program execution

The conditions are tested in sequential order, until one of them is satisfied. Program execution continues with the instructions associated with that condition. If none of the conditions are satisfied, program execution continues with the instructions following ELSE. If more than one condition is met, only the instructions associated with the first of those conditions are executed.

Continues on next page
More examples

More examples of how to use the instruction IF are illustrated below.

Example 1

```
IF counter > 100 THEN
  counter := 100;
ELSEIF counter < 0 THEN
  counter := 0;
ELSE
  counter := counter + 1;
ENDIF
```

Counter is incremented by 1. However, if the value of counter is outside the limit 0–100, counter is assigned the corresponding limit value.

Syntax

```
IF <conditional expression> THEN
  <statement list>
{ ELSEIF <conditional expression> THEN
  <statement list> | <EIT> }
[ ELSE
  <statement list> ]
ENDIF
```

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1 Instructions

1.83 Incr - Increments by 1

**Usage**

Incr is used to add 1 to a numeric variable or persistent.

**Basic examples**

The following example illustrates the instruction Incr:

See also More examples on page 192.

Example 1

Incr reg1;
1 is added to reg1, i.e. reg1:=reg1+1.

**Arguments**

<table>
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<th>Incr Name</th>
<th>Dname</th>
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Name

- **Data type: num**
  - The name of the variable or persistent to be changed.

Dname

- **Data type: dnum**
  - The name of the variable or persistent to be changed.

**More examples**

More examples of the instruction Incr are illustrated below.

Example 1

```plaintext
VAR num no_of_parts:=0;
...
WHILE stop_production=0 DO
  produce_part;
  Incr no_of_parts;
  TFWrite "No of produced parts= 
  Num:=no_of_parts;
ENDWHILE
```

The number of parts produced is updated each cycle on the FlexPendant. Production continues to run as long as the input signal stop_production is not set.

Example 2

```plaintext
VAR dnum no_of_parts:=0;
...
WHILE stop_production=0 DO
  produce_part;
  Incr no_of_parts;
  TFWrite "No of produced parts= 
  Dnum:=no_of_parts;
ENDWHILE
```

Continues on next page
The number of parts produced is updated each cycle on the FlexPendant. Production continues to run as long as the input signal `stop_production` is not set.

**Syntax**

```
Incr
[ Name ':= ' ] < var or pers (INOUT) of num >
[ Dname' :=' ] < var or pers (INOUT) of dnum > ;'
```

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1 Instructions

1.84 IndAMove - Independent absolute position movement

**Independent Axis**

### Usage

IndAMove(*Independent Absolute Movement*) is used to change an axis to independent mode and move the axis to a specific position.

An independent axis is an axis moving independently of other axes in the robot system. As program execution immediately continues, it is possible to execute other instructions (including positioning instructions) during the time the independent axis is moving.

If the axis is to be moved within a revolution, the instruction IndRMove should be used instead. If the move is to occur a short distance from the current position, the instruction IndDMove must be used.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

### Basic examples

The following example illustrates the instruction IndAMove:

See also *More examples on page 196*.

#### Example 1

```plaintext
IndAMove Station_A,2\ToAbsPos:=p4,20;
```

**Axis** 2 of **Station_A** is moved to the position p4 at the speed 20 degrees/s.

### Arguments

IndAMove MecUnit Axis [\ToAbsPos] | [\ToAbsNum] Speed [\Ramp]

**MecUnit**

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

**Axis**

Data type: num

The number of the current axis for the mechanical unit (1-6)

[\ToAbsPos]

*To Absolute Position*

Data type: robtarget

Axis position specified as a robtarget. Only the component for this specific Axis is used. The value is used as an absolute position value in degrees (mm for linear axes).

The axis position will be affected if the axis is displaced using the instruction EOffsSet or EOffsOn.

For robot axes the argument \ToAbsNum is to be used instead.

[\ToAbsNum]

*To Absolute Numeric value*
1.84 IndAMove - Independent absolute position movement

**Independent Axis**

Continued

Data type: `num`

Axis position defined in degrees (mm for linear axis).

Using this argument, the position will NOT be affected by any displacement, for example, `EOffsSet` or `PDispOn`.

Same function as `\ToAbsPos` but the position is defined as a numeric value to make it easy to manually change the position.

### Speed

Data type: `num`

Axis speed in degrees/s (mm/s for linear axis).

\[\text{\textbackslash Ramp}\]

Data type: `num`

Decrease acceleration and deceleration from maximum performance (1-100%, 100%=maximum performance).

### Program execution

When `IndAMove` is executed the specified axis moves with the programmed speed to the specified axis position. If `\Ramp` is programmed there will be a reduction of acceleration/deceleration.

To change the axis back to normal mode the `IndReset` instruction is used. In connection with this the logical position of the axis can be changed so that a number of revolutions are erased from the position, for example, to avoid rotating back for the next movement.

The speed can be altered by executing another `IndAMove` instruction (or another `IndXMove` instruction). If a speed in the opposite direction is selected the axis stops and then accelerates to the new speed and direction.

For stepwise execution of the instruction the axis is set in independent mode only. The axis begins its movement when the next instruction is executed and continues as long as program execution takes place. For more information see RAPID reference manual - RAPID overview, section Motion and I/O principles - Positioning during program execution - Independent axes.

When the program pointer is moved to the start of the program or to a new routine all axes are automatically set to normal, without changing the measurement system (equivalent to executing the instruction `IndReset\Old`).

---

**Note**

An `IndAMove` instruction after an `IndCMove` operation can result in the axis spinning back to the movement performed in the `IndCMove` instruction. To prevent this, use an `IndReset` instruction before the `IndAMove`, or use an `IndRMove` instruction.
1 Instructions

1.84 IndAMove - Independent absolute position movement

**Independent Axis**

**Continued**

### Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction `IndAMove` are illustrated below.

**Example 1**

```plaintext
ActUnit Station_A;
weld_stationA;
IndAMove Station_A,1\ToAbsNum:=90,20\Ramp:=50;
ActUnit Station_B;
weld_stationB_1;
WaitUntil IndInpos(Station_A,1) = TRUE;
WaitTime 0.2;
DeactUnit Station_A;
weld_stationB_2;
```

*Station_A* is activated and the welding is started in station A.

*Station_A* (axis 1) is then moved to the 90 degrees position while the robot is welding in station B. The speed of the axis is 20 degrees/s. The speed is changed with acceleration/deceleration reduced to 50% of max performance.

When station A reaches this position it is deactivated, and reloading can take place in the station at the same time as the robot continues to weld in station B.

### Limitations

Axes in independent mode cannot be jogged. If an attempt is made to execute the axis manually, the axis will not move and an error message will be displayed.

Execute an `IndReset` instruction or move the program pointer to main to leave independent mode.

If a power fail occurs when an axis is in independent mode the program cannot be restarted. An error message is displayed and the program must be started from the beginning.

The instruction is not advisable for coupled robot wrist axes (see *RAPID reference manual* - *RAPID overview*, section *Motion and I/O principles - Positioning during program execution - Independent axes*).

### Syntax

```plaintext
IndAMove

[MecUnit ':='] <variable (VAR) of mecunit>','
[Axis ':='] <expression (IN) of num>
['\'\' ToAbsPos ':='] <expression (IN) of robtarget>]
['\'\' ToAbsNum ':='] <expression (IN) of num>'],'
[Speed ':='] <expression (IN) of num>
['\'\' Ramp ':='] <expression (IN) of num>];'
```

*Continues on next page*
### Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</tbody>
</table>
1.85 IndCMove - Independent continuous movement

Independent Axis

**Usage**

IndCMove (Independent Continuous Movement) is used to change an axis to independent mode and start the axis moving continuously at a specific speed. An independent axis is an axis moving independently of other axes in the robot system. As program execution continues immediately it is possible to execute other instructions (including positioning instructions) during the time the independent axis is moving.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following example illustrates the instruction IndCMove:

See also More examples on page 199.

**Example 1**

IndCMove Station_A,2,-30.5;
Axis 2 of Station_A starts to move in a negative direction at a speed of 30.5 degrees/s.

**Arguments**

IndCMove MecUnit Axis Speed [\Ramp]

**MecUnit**

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

**Axis**

Data type: num

The number of the current axis for the mechanical unit (1-6).

**Speed**

Data type: num

Axis speed in degrees/s (mm/s for linear axis).

The direction of movement is specified with the sign of the speed argument.

[\Ramp]

Data type: num

Decrease acceleration and deceleration from maximum performance (1-100%,100%=maximum performance).

**Program execution**

When IndCMove is executed the specified axis starts to move with the programmed speed. The direction of movement is specified as the sign of the speed argument. If \Ramp is programmed there will be a reduction of acceleration/deceleration.

Continuing on the next page
To change the axis back to normal mode the \texttt{IndReset} instruction is used. The logical position of the axis can be changed in connection with this - a number of full revolutions can be erased, for example, to avoid rotating back for the next movement.

The speed can be changed by executing a further \texttt{IndCMove} instruction. If a speed in the opposite direction is ordered the axis stops and then accelerates to the new speed and direction. To stop the axis, speed argument 0 can be used. It will then still be in independent mode.

During stepwise execution of the instruction the axis is set in independent mode only. The axis starts its movement when the next instruction is executed and continues as long as program execution continues. For more information see \textit{RAPID reference manual - RAPID overview, section Motion and I/O principles - Positioning during program execution - Independent axes}.

When the program pointer is moved to the beginning of the program or to a new routine, all axes are set automatically to normal mode without changing the measurement system (equivalent to executing the instruction \texttt{IndReset\Old}).

### Error handling

The following recoverable errors can be generated. The errors can be handled in an \textit{ERROR} handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
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</table>

### More examples

More examples of the instruction \texttt{IndCMove} are illustrated below.

\begin{verbatim}
IndCMove Station_A,2,20;
WaitUntil IndSpeed(Station_A,2 \InSpeed) = TRUE;
WaitTime 0.2;
MoveL p10, v1000, fine, tool1;
IndCMove Station_A,2,-10\Ramp:=50;
MoveL p20, v1000, z50, tool1;
IndRMove Station_A,2 \ToRelPos:=p1 \Short,10;
MoveL p30, v1000, fine, tool1;
WaitUntil IndInpos(Station_A,2 ) = TRUE;
WaitTime 0.2;
IndReset Station_A,2 \RefPos:=p40\Short;
MoveL p40, v1000, fine, tool1;
\end{verbatim}

Axis 2 of Station_A starts to move in a positive direction at a speed of 20 degrees/s. When this axis has reached the selected speed the robot axes start to move.

When the robot reaches position \texttt{p10} the external axis changes direction and rotates at a speed of 10 degrees/s. The change of speed is performed with acceleration/deceleration reduced to 50% of maximum performance. At the same time, the robot executes towards \texttt{p20}.

Axis 2 of Station_A is then stopped as quickly as possible in position \texttt{p1} within the current revolution.
When axis 2 has reached this position, and the robot has stopped in position p30, axis 2 returns to normal mode again. The measurement system offset for this axis is changes a whole number of axis revolutions so that the actual position is as close as possible to p40.

When the robot is then moved to position p40, axis 2 of Station_A will be moved by the instruction MoveL p40 via the shortest route to position p40 (max ±180 degrees).

Limitations

The resolution of the axis position worsens the further it is moved from its logical zero position (usually the middle of the working area). To achieve high resolution again the logical working area can be set to zero with the instruction IndReset. For more information see RAPID reference manual - RAPID overview, section Motion and I/O Principles - Positioning during program execution - Independent axes.

Axes in independent mode cannot be jogged. If an attempt is made to execute the axis manually, the axis will not move, and an error message will be displayed. Execute an IndReset instruction or move the program pointer to main to leave independent mode.

If a power fail occurs when the axis is in independent mode the program cannot be restarted. An error message is displayed, and the program must be started from the beginning.

The instruction is not advisable for coupled robot wrist axes (see RAPID Reference Manual- RAPID overview, section Motion and I/O principles - Positioning during program execution- Independent Axes).

Syntax

IndCMove
[MecUnit ':='] <variable (VAR) of mecunit>,'
[Axis ':='] <expression (IN) of num>,'
[Speed ':='] <expression (IN) of num>
['\' Ramp ':='] <expression (IN) of num>];'

Related information

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### 1.85 IndCMove - Independent continuous movement

**Independent Axis Continued**

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</table>
1 Instructions

1.86 IndDMove - Independent delta position movement

**Independent Axis**

## 1.86 IndDMove - Independent delta position movement

### Usage

IndDMove (*Independent Delta Movement*) is used to change an axis to independent mode and move the axis to a specific distance.

An independent axis is an axis moving independently of other axes in the robot system. As program execution continues immediately it is possible to execute other instructions (including positioning instructions) during the time the independent axis is moving.

If the axis is to be moved to a specific position, the instruction IndAMove or IndRMove must be used instead.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

### Basic examples

The following example illustrates the instruction IndDMove:

See also More examples on page 203.

**Example 1**

```
IndDMove Station_A,2,-30,20;
```

Axis 2 of Station_A is moved 30 degrees in a negative direction at a speed of 20 degrees/s.

### Arguments

IndDMove MecUnit Axis Delta Speed \[ \text{Ramp} \]

**MecUnit**

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

**Axis**

Data type: num

The number of the current axis for the mechanical unit (1-6).

**Delta**

Data type: num

The distance which the current axis is to be moved, expressed in degrees (mm for linear axes). The sign specifies the direction of movement.

**Speed**

Data type: num

Axis speed in degrees/s (mm/s for linear axis).

\[ \text{Ramp} \]

Data type: num

Continues on next page
Decrease acceleration and deceleration from maximum performance (1-100%, 100%=maximum performance).

Program execution

When IndDMove is executed the specified axis moves with the programmed speed to the specified distance. The direction of movement is specified as the sign of the Delta argument. If \( \text{Ramp} \) is programmed there will be a reduction of acceleration/deceleration.

If the axis is moving the new position is calculated from the momentary position of the axis when the instruction IndDMove is executed. If an IndDMove instruction with distance 0 is executed and the axis is already moving position, the axis will stop and then move back to the position which the axis had when the instruction was executed.

To change the axis back to normal mode the IndReset instruction is used. The logical position of the axis can be changed in connection with this - a number of full revolutions can be erased from the position, for example, to avoid rotating back for the next movement.

The speed can be changed by running a further IndDMove instruction (or another IndXMove instruction). If a speed in the opposite direction is selected the axis stops and then accelerates to the new speed and direction.

During stepwise execution of the instruction the axis is set in independent mode only. The axis starts its movement when the next instruction is executed and continues as long as program execution continues. For more information see RAPID reference manual - RAPID overview, section Motion and I/O principles - Positioning during program execution - Independent axes.

When the program pointer is moved to the beginning of the program, or to a new routine, all axes are automatically set to normal mode without changing the measurement system (equivalent to running the instruction IndReset \( \text{Old} \)).

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction IndDMove are illustrated below.

Example 1

IndAMove ROB_1,6\ToAbsNum:=90,20;
WaitUntil IndInpos(ROB_1,6) = TRUE;
WaitTime 0.2;
IndDMove Station_A,2,-30,20;
WaitUntil IndInpos(ROB_1,6) = TRUE;
WaitTime 0.2;
IndDMove ROB_1,6,400,20;
1 Instructions

1.86 IndDMove - Independent delta position movement

Axis 6 of the robot is moved to the following positions:

- 90 degrees
- 60 degrees
- 460 degrees (1 revolution + 100 degrees)

Limitations

Axes in independent mode cannot be jogged. If an attempt is made to execute the axis manually the axis will not move, and an error message will be displayed. Execute an IndReset instruction or move the program pointer to main to leave independent mode.

If a loss of power fail occurs when the axis is in independent mode the program cannot be restarted. An error message is displayed, and the program must be started from the beginning.

The instruction is not advisable for coupled robot wrist axes (see RAPID reference manual - RAPID overview, section Motion and I/O principles - Positioning during program execution - Independent axes.

Syntax

```
IndDMove
    [MecUnit ' := '][VAR of mecunit],'
    [Axis ' := '][expression of num],'
    [Delta ' := '][expression of num],'
    [Speed ' := '][expression of num]
    ['/'Ramp ' := '][expression of num];'
```

Related information

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<tbody>
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<tr>
<td>Independent Axis</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
<tr>
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</tr>
<tr>
<td>Reset the measurement system</td>
<td>IndReset - Independent reset on page 205</td>
</tr>
<tr>
<td>Other independent axis movement</td>
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</tr>
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</tr>
<tr>
<td>Check the speed status for independent axes</td>
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<tr>
<td>Activating independent joints</td>
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</tr>
</tbody>
</table>
1.87 IndReset - Independent reset

Usage

IndReset (Independent Reset) is used to change an independent axis back to normal mode. At the same time, the measurement system for rotational axes can be moved a number of axis revolutions.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction IndReset:

See also More examples on page 207.

IndCMove Station_A,2,5;
MoveL *,v1000, fine, tool1;
IndCMove Station_A,2,0;
WaitUntil IndSpeed(Station_A,2)\ZeroSpeed);
WaitTime 0.2
IndReset Station_A,2;

Axis 2 of Station_A is first moved in independent mode and then changed back to normal mode. The axis will keep its position.

Note

The current independent axis and the normal axes should not move when the instruction IndReset is executed. That is why previous position is a stop point, and an IndCMove instruction is executed at zero speed. Furthermore, a pause of 0.2 seconds is used to ensure that the correct status has been achieved.

Arguments

IndReset MecUnit Axis \[\RefPos\] [\RefNum] [\Short] [\Fwd] [\Bwd] \Old

MecUnit

Mechanical Unit
Data type: mecunit
The name of the mechanical unit.

Axis

Data type: num
The number of the current axis for the mechanical unit (1-6).

[ \RefPos ]

Reference Position
Data type: robtarget
Reference axis position specified as a robtarget. Only the component for this specific Axis is used. The position must be inside the normal working range.
For robot axes, the argument \RefNum is to be used instead.
The argument is only to be defined together with the argument \Short, \Fwd or \Bwd. It is not allowed together with the argument \Old.

\RefNum

**Reference Numeric value**

- **Data type:** num
- Reference axis position defined in degrees (mm for linear axis). The position must be inside the normal working range.

The argument is only to be defined together with the argument \Short, \Fwd or \Bwd. It is not allowed together with the argument \Old.

- **Same function as \RefPos but the position is defined as a numeric value to make it easy to change the position manually.**

\Short

- **Data type:** switch
- The measurement system will change a whole number of revolutions on the axis side so that the axis will be as close as possible to the specified \RefPos or \RefNum position. If a positioning instruction with the same position is executed after \IndReset the axis will travel the shortest route, less than ±180 degrees, to reach the position.

\Fwd

- **Forward**
- **Data type:** switch
- The measurement system will change a whole number of revolutions on the axis side so that the reference position will be on the positive side of the specified \RefPos or \RefNum position. If a positioning instruction with the same position is executed after \IndReset, the axis will turn in a positive direction less than 360 degrees to reach the position.

\Bwd

- **Backward**
- **Data type:** switch
- The measurement system will change a whole number of revolutions on the axis side so that the reference position will be on the negative side of the specified \RefPos or \RefNum position. If a positioning instruction with the same position is executed after \IndReset, the axis will turn in a negative direction less than 360 degrees to reach the position.

\Old

- **Data type:** switch
- Keeps the old position.

*Continues on next page*
1 Instructions

1.87 IndReset - Independent reset

Independent Axis

Continued

Note

Resolution is decreased in positions far away from zero.
If no argument \Short, \Fwd, \Bwd or \Old is specified - \Old is used as default value.

Program execution

When IndReset is executed it changes the independent axis back to normal mode. At the same time the measurement system for the axis can be moved by a whole number of axis revolutions.
The instruction may also be used in normal mode to change the measurement system.

Note

The position is used only to adjust the measurement system - the axis will not move to the position.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable \ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
<tr>
<td>ERR_AXIS_MOVING</td>
<td>The axis is moving.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction IndReset are illustrated below.

Example 1

IndAMove Station_A,1\ToAbsNum:=750,50;
WaitUntil IndInpos(Station_A,1);
WaitTime 0.2;
IndReset Station_A,1 \RefNum:=0 \Short;
IndAMove Station_A,1\ToAbsNum:=750,50;
WaitUntil IndInpos(Station_A,1);
WaitTime 0.2;
IndReset Station_A,1 \RefNum:=300 \Short;

Axis 1 in Station_A is first moved independently to the 750 degrees position (2 revolutions and 30 degrees). At the same time as it changes to normal mode the logical position is set to 30 degrees.
Axis 1 in Station_A is subsequently moved to the 750 degrees position (2 revolutions and 30 degrees). At the same time as it changes to normal mode the logical position is set to 390 degrees (1 revolution and 30 degrees).

Continues on next page
The instruction may only be executed when all active axes running in normal mode are standing still. All active axes in every mechanical unit connected to the same motion planner need to stand still. The independent mode axis which is going to be changed to normal mode must also be stationary. For axes in normal mode this is achieved by executing a move instruction with the argument fine. The independent axis is stopped by an IndCMove with Speed:=0 (followed by a wait period of 0.2 seconds), IndRMove, IndAMove, or IndDMove instruction.

The resolution of positions is decreased when moving away from logical position 0. An axis which progressively rotates further and further from the position 0 should thus be set to zero using the instruction IndReset with an argument other than Old.

The measurement system cannot be changed for linear axes.

To ensure a proper start after IndReset of an axis with a relative measured measurement system (synchronization switches) an extra time delay of 0.12 seconds must be added after the IndReset instruction.

Only robot axis 6 can be used as independent axis. The IndReset instruction can also be used for axis 4 on IRB 1600, 2600 and 4600 models (not for ID version). If IndReset is used on robot axis 4 then axis 6 must not be in the independent mode.

If this instruction is preceded by a move instruction, that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

IndReset cannot be executed in a RAPID routine connected to any of following special system events: PowerOn, Stop, QStop, Restart or Step.

IndReset only switches the independent state for an axis. It cannot be used to stop an independent movement. To stop an independent movement it has to reach a stop condition or the user has to for example move PP to main.

### Syntax

```
IndReset
    [MecUnit ':'='] <variable (VAR) of mecunit>','
    [Axis ':'='] <expression (IN) of num>
    ['' RefPos ':'=' <expression (IN) of robtarget>] |
    ['' RefNum ':'=' <expression (IN) of num>] |
    ['' Short] | ['' Fwd] | ['' Bwd] | ['' Old']';
```

### Related information

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1.88 IndRMove - Independent relative position movement

**Independent Axis**

**Usage**

IndRMove *(Independent Relative Movement)* is used to change a rotational axis to independent mode and move the axis to a specific position within one revolution. An independent axis is an axis moving independently of other axes in the robot system. As program execution continues immediately it is possible to execute other instructions (including positioning instructions) during the time the independent axis is moving.

If the axis is to be moved to an absolute position (several revolutions) or if the axis is linear, the instruction IndAMove is used instead. If the movement is to take place a certain distance from the current position the instruction IndDMove must be used.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following example illustrates the instruction IndRMove:

See also *More examples on page 212.*

**Example 1**

IndRMove Station_A,2\ToRelPos:=p5 \Short,20;

Axis 2 of Station_A is moved the shortest route to position p5 within one revolution (maximum rotation ± 180 degrees) at a speed of 20 degrees/s.

**Arguments**

| IndRMove MecUnit Axis | [\ToRelPos] | | [\ToRelNum] \[\Short\] | | [\Fwd] [Bwd] | Speed | [\Ramp] |

MecUnit

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

Axis

Data type: num

The number of the current axis for the mechanical unit (1-6).

[ \ToRelPos ]

*To Relative Position*

Data type: robtarget

Axis position specified as a robtarget. Only the component for this specific Axis is used. The value is used as a position value in degrees within one axis revolution. This means that the axis moves less than one revolution.

The axis position will be affected if the axis is displaced using the instruction EOffsSet or EOffsOn.
For robot axes the argument \ToRelNum is to be used instead.

\[ \text{To Relative Numeric value} \]
Data type: num
Axis position defined in degrees.
Using this argument the position will NOT be affected by any displacement, e.g. EOffsSet or PDispOn.
Same function as \ToRelPos but the position is defined as a numeric value to make it easy to change the position manually.

\[ \text{Short} \]
Data type: switch
The axis is moved the shortest route to the new position. This means that the maximum rotation will be 180 degrees in any direction. The direction of movement therefore depends on the current location of the axis.

\[ \text{Fwd} \]
\text{Forward}
Data type: switch
The axis is moved in a positive direction to the new position. This means that the maximum rotation will be 360 degrees and always in a positive direction (increased position value).

\[ \text{Bwd} \]
\text{Backward}
Data type: switch
The axis is moved in a negative direction to the new position. This means that the maximum rotation will be 360 degrees and always in a negative direction (decreased position value).
If \Short, \Fwd or \Bwd argument is omitted, \Short is used as default value.

\[ \text{Speed} \]
Data type: num
Axis speed in degrees/s.

\[ \text{Ramp} \]
Data type: num
Decrease acceleration and deceleration from maximum performance (1-100%, 100% = maximum performance).

\text{Program execution}

When IndRMove is executed the specified axis moves with the programmed speed to the specified axis position, but only a maximum of one revolution. If \Ramp is programmed there will be a reduction of acceleration/deceleration.

To change the axis back to normal mode the IndReset instruction is used. The logical position of the axis can be changed in connection with this - a number of
full revolutions can be erased from the position, for example, to avoid rotating back for the next movement.

The speed can be changed by running a further IndRMove instruction (or another IndXMove instruction). If a speed in the opposite direction is selected the axis stops and then accelerates to the new speed and direction.

During stepwise execution of the instruction the axis is set in independent mode only. The axis starts its movement when the next instruction is executed and continues as long as program execution continues. For more information see RAPID reference manual - RAPID overview, section Motion and I/O principles - Positioning during program execution- Independent axes.

When the program pointer is moved to the beginning of the program or to a new routine, all axes are automatically set to normal mode without changing the measurement system (equivalent to running the instruction IndReset \Old).

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction IndRMove are illustrated below.

Example 1

IndRMove Station_A,1\ToRelPos:=p5 \Fwd,20\Ramp:=50;

Axis 1 of Station_A starts to move in a positive direction to the position p5 within one revolution (maximum rotation 360 degrees) at a speed of 20 degrees/s. The speed is changed with acceleration/deceleration reduced to 50% of maximum performance.

IndAMove Station_A,1\ToAbsNum:=90,20;
WaitUntil IndInpos(Station_A,1 ) = TRUE;
IndRMove Station_A,1\ToRelNum:=80 \Fwd,20;
WaitTime 0.2;
WaitUntil IndInpos(Station_A,1 ) = TRUE;
WaitTime 0.2;
IndRMove Station_A,1\ToRelNum:=50 \Bwd,20;
WaitUntil IndInpos(Station_A,1 ) = TRUE;
WaitTime 0.2;
IndRMove Station_A,1\ToRelNum:=150 \Short,20;
WaitUntil IndInpos(Station_A,1 ) = TRUE;
WaitTime 0.2;
IndAMove Station_A,1\ToAbsNum:=10,20;

Axis 1 of Station_A is moved to the following positions:

- 90 degrees
- 440 degrees (1 revolution + 80 degrees)
- 410 degrees (1 revolution + 50 degrees)
## Limitations

Axes in independent mode cannot be jogged. If an attempt is made to execute the axis manually the axis will not move, and an error message will be displayed. Execute an IndReset instruction or move the program pointer to main to leave independent mode.

If a power fail occurs when the axis is in independent mode the program cannot be restarted. An error message is displayed, and the program must be started from the beginning.

The instruction is not advisable for coupled robot wrist axes (see RAPID reference manual- RAPID overview, section Motion and I/O principles - Positioning during program execution- Independent axes).

### Syntax

```plaintext
IndRMove

[MecUnit ':='] <variable (VAR) of mecunit>'
[Axis ':='] <expression (IN) of num>
['\'' ToRelPos ':=' <expression (IN) of robtargets>
['\'' ToRelNum ':=' <expression (IN) of num>]
['\'' Short] | ['\'' Fwd] | ['\'' Bwd>','
[Speed ':='] <expression (IN) of num>
['\'' Ramp ':=' <expression (IN) of num>]';'
```

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1 Instructions

1.89 InvertDO - Inverts the value of a digital output signal

Usage

InvertDO (Invert Digital Output) inverts the value of a digital output signal (0 -> 1 and 1 -> 0).

Basic examples

The following example illustrates the instruction InvertDO:

Example 1

InvertDO do15;
The current value of the signal do15 is inverted.

Arguments

InvertDO Signal

Signal

Data type: signaldo
The name of the signal to be inverted.

Program execution

The current value of the signal is inverted (see figure below).
The figure below shows inversion of digital output signal.

<table>
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<tr>
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<th>Execution of the instruction InvertDO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Execution of the instruction InvertDO</td>
</tr>
<tr>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected</td>
</tr>
<tr>
<td></td>
<td>to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

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1.89 InvertDO - Inverts the value of a digital output signal

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Continued

Syntax

InvertDO

[Signal ':='] <variable (VAR) of signaldo>'

Related information

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</tr>
</tbody>
</table>
1 Instructions

1.90 IOActivate - Activate an I/O device

RobotWare - OS

1.90 IOActivate - Activate an I/O device

Usage

IOActivate is used to activate an I/O device during program execution. I/O devices are automatically activated after start-up if they are defined in the system parameters. When required for some reason I/O devices can be deactivated or activated during program execution. The controller action when activating an I/O device depends on the defined Device Trust Level in the system parameters.

Basic examples

The following example illustrates the instruction IOActivate:

See also More examples on page 217.

Example 1

CONST string board1:="board1";
IOActivate board1, 5;
Activate an I/O device with name board1. Wait max. 5 s.

Arguments

IOActivate DeviceName MaxTime

DeviceName

Data type: string
A name of an I/O device (the I/O device name must be present in the system parameters).

MaxTime

Data type: num
The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the I/O device has finished the activation steps the error handler will be called, if there is one, with the error code ERR_IOACTIVATE. If there is no error handler the execution will be stopped. The I/O device activation steps will always continue regardless of MaxTime or error.
To activate an I/O device takes about 2-5 s.

Program execution

The specified I/O device starts the activation steps. The instruction is ready when the activation steps are finished. If the MaxTime runs out before the I/O device has finished the activation steps a recoverable error will be generated.

After a sequence of IODeactivate - IOActivate, all outputs on the current I/O device will be set to the old values (before IODeactivate).

Continues on next page
Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_IOACTIVATE</td>
<td>The time out time runs out before the I/O device is activated.</td>
</tr>
<tr>
<td>ERR_NAME_INVALID</td>
<td>The I/O device name does not exist</td>
</tr>
<tr>
<td>ERR_NETWORKSTATE</td>
<td>An IOActivate is done, but the I/O network is in error state or enters error state before the I/O device is activated.</td>
</tr>
</tbody>
</table>

More examples

IOActivate can also be used to check whether some I/O device is disconnected for some reason.

More examples of how to use the instruction `IO Activate` are illustrated below.

Example 1

```plaintext
VAR num max_retry:=0;
...
IOActivate "board1", 0;
SetDO board1_sig3, 1;
...
ERROR
  IF ERRNO = ERR_IOACTIVATE THEN
    IF RemainingRetries() > 0 THEN
      WaitTime 1;
      RETRY;
    ELSE
      RAISE;
    ENDIF
  ELSE
    ErrWrite "IOActivate error", "Not possible to activate I/O device board1";
    Stop;
  ENDIF
```

Before using signals on the I/O device `board1`, a test is done by trying to activate the I/O device with time-out after 0 sec. If the test fails a jump is made to the error handler. In the error handler the program execution waits for 1 sec. and a new retry is made. After 4 retry attempts the error `ERR_IOACTIVATE` is propagated to the caller of this routine.

Syntax

```plaintext
IOActivate
  [DeviceName ':='] <expression (IN) of string>','
  [MaxTime' ':='] <expression (IN) of num>';'
```

Related information

For information about Deactivating an I/O device See `IODeactivate - Deactivate an I/O device on page 219`
1 Instructions

1.90 IOActivate - Activate an I/O device

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</table>
1.91 IODeactivate - Deactivate an I/O device

Usage

IODeactivate is used to deactivate an I/O device during program execution. I/O devices are automatically activated after start-up if they are defined in the system parameters. When required for some reason, I/O devices can be deactivated or activated during program execution.

Note

It is not possible to deactivate an I/O device with Device Trust Level set to Deny Deactivate.

Basic examples

The following example illustrates the instruction IODeactivate:

See also More examples on page 220.

Example 1

CONST string board1:="board1";
IODeactivate board1, 5;
Deactivate an I/O device with name board1. Wait maximum 5 seconds.

Arguments

IODeactivate DeviceName MaxTime

DeviceName

Data type: string
A name of an I/O device (the device name must be present in the system parameters).

MaxTime

Data type: num
The maximum period of waiting time permitted expressed in seconds. If this time runs out before the I/O device has finished the deactivation steps the error handler will be called, if there is one, with the error code ERR_IODEACTIVATE. If there is no error handler the program execution will be stopped. The I/O device deactivation steps will always continue regardless of the MaxTime or error.

To deactivate an I/O device takes about 0-5 s.

Program execution

The specified I/O device starts the deactivation steps. The instruction is ready when the deactivation steps are finished. If the MaxTime runs out before the I/O device has finished the deactivation steps, a recoverable error will be generated. After deactivation of an I/O device, any setting of outputs on this unit will result in an error.
Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
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<tbody>
<tr>
<td>ERR_IODEACTIVATE</td>
<td>The waiting time expires before the I/O device is deacti-</td>
</tr>
<tr>
<td></td>
<td>vated.</td>
</tr>
<tr>
<td>ERR_NAME_INVALID</td>
<td>The I/O device name does not exist.</td>
</tr>
<tr>
<td>ERR_TRUSTLEVEL</td>
<td>The I/O device cannot be deactivated if the Device Trust</td>
</tr>
<tr>
<td></td>
<td>Level is set to Deny Deactivate.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction `IODeactivate` are illustrated below.

Example 1

```plaintext
PROC go_home()
    VAR num recover_flag :=0;
    ...
    ! Start to deactivate I/O device board1
    recover_flag := 1;
    IODeactivate "board1", 0;
    ! Move to home position
    MoveJ home, v1000, fine, tool1;
    ! Wait until deactivation of I/O device board1 is ready
    recover_flag := 2;
    IODeactivate "board1", 5;
    ...
    ERROR
    IF ERRNO = ERR_IODEACTIVATE THEN
        IF recover_flag = 1 THEN
            TRYNEXT;
        ELSEIF recover_flag = 2 THEN
            IF RemaningRetries() > 0 THEN
                RETRY;
            ELSE
                RAISE;
            ENDIF
        ENDIF
    ELSE
        ErrWrite "IODeactivate error", "Not possible to deactivate I/O device board1";
        Stop;
    ENDIF
ENDPROC
```

To save cycle time the I/O device `board1` is deactivated during robot movement to the `home` position. With the robot at the `home` position a test is done to establish whether or not the I/O device `board1` is fully deactivated. After the max. number of retries (4 with a waiting time of 5 s), the robot execution will stop with an error message.
The same principle can be used with `IOActivate` (this will save more cycle time compared with `IODeactivate`).

**Syntax**

```
IODeactivate
[DeviceName ':='] <expression (IN) of string>'','
[MaxTime ':='] <expression (IN) of num>'','
```

**Related information**

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</tr>
<tr>
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</tr>
</tbody>
</table>
1.92 IPers - Interrupt at value change of a persistent variable

Usage

IPers (Interrupt Persistent) is used to order and enable interrupts to be generated when the value of a persistent variable is changed.

Basic examples

The following examples illustrates the instruction IPers:

Example 1

VAR intnum perslint;
PERS num counter := 0;

PROC main()
    CONNECT perslint WITH iroutine1;
    IPers counter, perslint;
    ...
    IDelete perslint;
ENDPROC

TRAP iroutine1
    TPWrite "Current value of counter = " \Num:=counter;
ENDTRAP

Orders an interrupt which is to occur each time the persistent variable counter is changed. A call is then made to the iroutine1 trap routine.

Arguments

IPers [ \Single ] | [ \SingleSafe ] Name Interrupt

[ \Single ]

Data type: switch

Specifies whether the interrupt is to occur once or cyclically.

If the argument Single is set, the interrupt occurs once at the most. If the Single and SingleSafe arguments is omitted, an interrupt will occur each time its condition is satisfied.

[ \SingleSafe ]

Data type: switch

Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Name

Data type: anytype

Continues on next page
The persistent variable that is to generate interrupts.
All type of data could be used such as atomic, record, record component, array, or array element.

Interrupt

Data type: intnum
The interrupt identity. This should have previously been connected to a trap routine by means of the instruction CONNECT.

Program execution

When the persistent variable changes value a call is made to the corresponding trap routine. When this routine has been executed program execution continues from where the interrupt occurred.
If the persistent variable changes value during a program stop no interrupt will occur when the program starts again.

Limitations

The same variable for interrupt identity cannot be used more than once without first deleting it. See Instructions - ISignalDI.
If subscribed on data such as record component or array element specified in parameter Name, the interrupt will occur every time any part of the data is changed.
When executing the trap routine and reading the value of the persistent, there is no guarantee that the value read is the one that triggered the interrupt.

Syntax

IPers
[ ' Single ] | [ ' SingleSafe ] ','
[ Name ' := ' ] < persistent (PERS) of anytype > ','
[ Interrupt' := ' ] < variable (VAR) of intnum > ';'

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1.93 IRMQMessage - Orders RMQ interrupts for a data type
FlexPendant Interface, PC Interface, or Multitasking

1.93 IRMQMessage - Orders RMQ interrupts for a data type

Usage

IRMQMessage (Interrupt RAPID Message Queue Message) is used to order and enable interrupts for a specific data type when using RMQ function.

Basic examples

The following example illustrates the instruction IRMQMessage:
See also IRMQMessage - Orders RMQ interrupts for a data type on page 224.

Example 1

VAR intnum rmqint;
VAR string dummy;
...
PROC main()
  CONNECT rmqint WITH iroutine1;
  IRMQMessage dummy, rmqint;

Orders an interrupt which is to occur each time a new rmqmessage containing the data type string is received. A call is then made to the trap routine iroutine1.

Arguments

IRMQMessage InterruptDataType Interrupt

InterruptDataType

Data type: anytype
A reference to a variable, persistent or constant of a data type that will generate an interrupt when a rmqmessage with the specified data type is received.

Interrupt

Data type: intnum
The interrupt identity. This should have previously been connected to a trap routine by the instruction CONNECT.

Program execution

When the RMQ message with the specified data type is received, a call is made to the corresponding trap routine. When this has been executed, program execution continues from where the interrupt occurred.

All messages containing data of the same data type regardless of number of dimensions will be handled by the same interrupt. If using different dimensions, use RMQGetMsgHeader to adapt for this.

Any message containing data of a data type that no interrupt is connected to, will generate a warning.

The RMQSendWait instruction has the highest priority if a message is received and it fits the description for both the expected answer and a message connected to a trap routine with instruction IRMQMessage.

Not all data types can be used in argument InterruptDataType (see limitations).

Continues on next page
The interrupt is considered to be a safe interrupt. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

More examples

More examples of how to use the instruction IRMQMessage are illustrated below.

Example 1

MODULE ReceiverMod
VAR intnum intno1;
VAR rmqheader rmqheader1;
VAR rmqslot rmqslot1;
VAR rmqmessage rmqmessage1;

PROC main()
VAR string interrupt_on_str := stEmpty;
CONNECT intno1 WITH RecMsgs;
! Set up interrupts for data type string
IRMQMessage interrupt_on_str, intno1;

! Perform cycle
WHILE TRUE DO
...
ENDWHILE
ENDPROC
TRAP RecMsgs
VAR string receivestr;
VAR string client_name;
VAR num userdef;

! Get the message from the RMQ
RMQGetMessage rmqmessage1;
! Get information about the message
RMQGetMsgHeader rmqmessage1 \Header:=rmqheader1  
\SenderId:=rmqslot1 \UserDef:=userdef;

IF rmqheader1.datatype = "string" AND rmqheader1.ndim = 0 THEN
! Get the data received in rmqmessage1
RMQGetMsgData rmqmessage1, receivestr;
client_name := RMQGetSlotName(rmqslot1);
TPWrite "Rec string: " + receivestr;
TPWrite "User Def: " + ValToStr(userdef);
TPWrite "From: " + client_name;
ELSE
TPWrite "Faulty data received!"
ENDIF
The examples show how to set up interrupts for a specific data type. When a message is received, the trap routine `RecMsgs` is executed and the received data in the message is sent to the FlexPendant. If the data type received or the dimension of the data is different from the expected, this is sent to the FlexPendant.

## Limitations

It is not allowed to execute `IRMQMessage` in synchronous mode. That will cause a fatal runtime error.

It is not possible to setup interrupts, send or receive data instances of data types that are of non-value, semi-value types, or data type `motsetdata`.

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

```plaintext
VAR intnum rmqint;
PROC main ()
    VAR mytype dummy;
    CONNECT rmqint WITH iroutine1;
    IRMQMessage dummy, rmqint;
    WHILE TRUE DO
        ...
    ENDWHILE
ENDPROC
```

All activation of interrupts is done at the beginning of the program. These beginning instructions are then kept outside the main flow of the program.

```plaintext
VAR intnum rmqint;
PROC main ()
    VAR mytype dummy;
    CONNECT rmqint WITH iroutine1;
    IRMQMessage dummy, rmqint;
    ...;
    IDelete rmqint;
ENDPROC
```

The interrupt is deleted at the end of the program, and is then reactivated. Note, in this case, the interrupt is inactive for a short period.

## Syntax

`IRMQMessage`

- `[InterruptDataType ' := ' ] < reference (REF) of anytype >`
- `[Interrupt ' := ' ] < variable (VAR) of intnum >;`

## Related information

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<th>For information about</th>
<th>See</th>
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1.94 ISignalAI - Interrupts from analog input signal

Usage

ISignalAI (Interrupt Signal Analog Input) is used to order and enable interrupts from an analog input signal.

Basic examples

The following examples illustrate the instruction ISignalAI:

Example 1

```plaintext
VAR intnum sig1int;
PROC main()
    CONNECT sig1int WITH iroutine1;
    ISignalAI \Single, ail, AIO_BETWEEN, 1.5, 0.5, 0, sig1int;
```

Orders an interrupt which is to occur the first time the logical value of the analog input signal `ail` is between 0.5 and 1.5. A call is then made to the `iroutine1` trap routine.

Example 2

```plaintext
ISignalAI ail, AIO_BETWEEN, 1.5, 0.5, 0.1, sig1int;
```

Orders an interrupt which is to occur each time the logical value of the analog input signal `ail` is between 0.5 and 1.5, and the absolute signal difference compared to the stored reference value is bigger than 0.1.

Example 3

```plaintext
ISignalAI ail, AIO_OUTSIDE, 1.5, 0.5, 0.1, sig1int;
```

Orders an interrupt which is to occur each time the logical value of the analog input signal `ail` is lower than 0.5 or higher than 1.5, and the absolute signal difference compared to the stored reference value is bigger than 0.1.

Arguments

|---------------------|---------------------------------------------------------------|-------------------|

[\Single]

**Data type:** switch

Specifies whether the interrupt is to occur once or cyclically. If the argument `Single` is set, the interrupt occurs once at the most. If the `Single` and `SingleSafe` arguments is omitted, an interrupt will occur each time its condition is satisfied.

[\SingleSafe]

**Data type:** switch

Specifies that the interrupt is single and safe. For definition of single, see description of `Single` argument. A safe interrupt cannot be put in sleep with instruction `ISleep`. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Continues on next page
Signal

Data type: signalai

The name of the signal that is to generate interrupts.

Condition

Data type: aiotrigg

Specifies how HighValue and LowValue define the condition to be satisfied:

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AIO_ABOVE_HIGH</td>
<td>Signal will generate interrupts if above specified high value</td>
</tr>
<tr>
<td>2</td>
<td>AIO_BELOW_HIGH</td>
<td>Signal will generate interrupts if below specified high value</td>
</tr>
<tr>
<td>3</td>
<td>AIO_ABOVE_LOW</td>
<td>Signal will generate interrupts if above specified low value</td>
</tr>
<tr>
<td>4</td>
<td>AIO_BELOW_LOW</td>
<td>Signal will generate interrupts if below specified low value</td>
</tr>
<tr>
<td>5</td>
<td>AIO_BETWEEN</td>
<td>Signal will generate interrupts if between specified low and high values</td>
</tr>
<tr>
<td>6</td>
<td>AIO_OUTSIDE</td>
<td>Signal will generate interrupts if below specified low value or above specified high value</td>
</tr>
<tr>
<td>7</td>
<td>AIO_ALWAYS</td>
<td>Signal will always generate interrupts</td>
</tr>
</tbody>
</table>

HighValue

Data type: num

High logical value to define the condition.

LowValue

Data type: num

Low logical value to define the condition.

DeltaValue

Data type: num

Defines the minimum logical signal difference before generation of a new interrupt. The current signal value compared to the stored reference value must be greater than the specified DeltaValue before generation of a new interrupt.

[DPos]

Data type: switch

Specifies that only positive logical signal differences will give new interrupts.

[DNeg]

Data type: switch

Specifies that only negative logical signal differences will give new interrupts. If none of DPos and DNeg argument is used, both positive and negative differences will generate new interrupts.

Interrupt

Data type: intnum

The interrupt identity. This interrupt should have previously been connected to a trap routine by means of the instruction CONNECT.
1 Instructions

1.94 ISignalAI - Interrupts from analog input signal

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Continued

Program execution

When the signal fulfils the specified conditions (both Condition and DeltaValue) a call is made to the corresponding trap routine. When this has been executed, program execution continues from where the interrupt occurred.

Conditions for interrupt generation

Before the interrupt subscription is ordered, each time the signal is sampled, the value of the signal is read, saved, and later used as a reference value for the DeltaValue condition.

At the interrupt subscription time if specified DeltaValue = 0 and after the interrupt subscription time, the signal is sampled. The signal value is then compared to HighValue and LowValue according to Condition and with consideration to DeltaValue to decide if an interrupt should be generated or not. If the new read value satisfies the specified HighValue and LowValueCondition, but its difference compared to the last stored reference value is less or equal to the DeltaValue argument, no interrupt occurs. If the signal difference is not in the specified direction no interrupts will occur (argument \DPos or \DNeg).

The stored reference value for the DeltaValue condition is updated with a newly read value for later use at any sample if the following conditions are satisfied:

- Argument Condition with specified HighValue and LowValue (within limits)
- Argument DeltaValue (sufficient signal change in any direction independently of specified switch \DPos or \DNeg)

The reference value is only updated at the sample time, not at the interrupt subscription time.

An interrupt is also generated at the sample for update of the reference value if the direction of the signal difference is in accordance with the specified argument (any direction, \DPos0, or \DNeg).

When the \Single switch is used only one interrupt at the most will be generated. If the switch \Single (cyclic interrupt) is not used a new test of the specified conditions (both Condition and DeltaValue) is made at every sample of the signal value. A comparison is made between the current signal value and the last stored reference value to decide if an interrupt should be generated or not.
Condition for interrupt generation at interrupt subscription time

Sample before interrupt subscription

RefValue: = Current Value

Interrupt subscription

CurrentValue tested against Condition
HighValue and LowValue

False

False

DeltaValue = 0

True

True

Interrupt generated

Continue
Condition for interrupt generation at each sample after interrupt subscription

New Sample

CurrentValue checked against Condition HighValue and LowValue

No DPos or DNeg specified and
ABS(CurrentValue - RefValue) > DeltaValue

DPos specified and
(CurrentValue - RefValue) > DeltaValue

DNeg specified and
(RefValue - CurrentValue) > DeltaValue

RefValue = CurrentValue

ABS(CurrentValue - RefValue) > DeltaValue

RefValue = CurrentValue

Continue

Interrupt generated
Assuming the interrupt is ordered between sample 0 and 1, the following instruction will give the following results:

```c
ISignalAI ai1, AIO_BETWEEN, 6.1, 2.2, 1.0, sigint;
```

Sample 1 will generate an interrupt because the signal value is between **HighValue** and **LowValue** and the signal difference compared to Sample 0 is more than **DeltaValue**.

Sample 2 will generate an interrupt because the signal value is between **HighValue** and **LowValue** and the signal difference compared to Sample 1 is more than **DeltaValue**.

Samples 3, 4, 5 will not generate any interrupt because the signal difference is less than **DeltaValue**.

Sample 6 will generate an interrupt.

Samples 7 to 10 will not generate any interrupt because the signal is above **HighValue**.

Sample 11 will not generate any interrupt because the signal difference compared to Sample 6 is equal to **DeltaValue**.

Sample 12 will not generate any interrupt because the signal difference compared to Sample 6 is less than **DeltaValue**.
Example 2 of interrupt generation

Assuming the interrupt is ordered between sample 0 and 1, the following instruction will give the following results:

```plaintext
ISignalAI ai1, AIO_BETWEEN, 6.1, 2.2, 1.0 \DPos, sig1int;
```

A new reference value is stored at sample 1 and 2 because the signal is within limits and the absolute signal difference between the current value and the last stored reference value is greater than 1.0. No interrupt will be generated because the signal changes are in the negative direction.

Sample 6 will generate an interrupt because the signal value is between \text{HighValue} and \text{LowValue}, and the signal difference in the positive direction compared to sample 2 is more than \text{DeltaValue}.
Example 3 of interrupt generation

![Graph showing signal logical value over samples]

Assuming the interrupt is ordered between sample 0 and 1, the following instruction will give the following results:

```
ISignalAI \\Single, ai1, AIO_OUTSIDE, 6.1, 2.2, 1.0 \DPos, sig1int;
```

A new reference value is stored at sample 7 because the signal is within limits and the absolute signal difference between the current value and the last stored reference value is greater than 1.0.

Sample 8 will generate an interrupt because the signal value is above HighValue, and the signal difference in the positive direction compared to sample 7 is more than DeltaValue.

Continues on next page
Assuming the interrupt is ordered between sample 0 and 1, the following instruction will give the following results:

```plaintext
ISignalAI ai1, AIO_ALWAYS, 6.1, 2.2, 1.0 \DPos, sig1int;
```

A new reference value is stored at sample 1 and 2 because the signal is within limits and the absolute signal difference between the current value and the last stored reference value is greater than 1.0.

Sample 6 will generate an interrupt because the signal difference in the positive direction compared to sample 2 is more than DeltaValue.

Sample 7 and 8 will generate an interrupt because the signal difference in the positive direction compared to previous sample is more than DeltaValue.

A new reference value is stored at sample 11 and 12 because the signal is within limits, and the absolute signal difference between the current value and the last stored reference value is greater than 1.0.

**Error handling**

If there is a subscription of interrupt on an analog input signal, an interrupt will be given for every change in the analog value that satisfies the condition specified when ordering the interrupt subscription. If the analog value is noisy many interrupts can be generated even if only one or two bits in the analog value are changed.

To avoid generating interrupts for small changes of the analog input value, set the DeltaValue to a level greater than 0. Then no interrupts will be generated until a change of the analog value is greater than the specified DeltaValue.
The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed HighValue or LowValue argument for the specified analog input signal Signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

**Limitations**

The **HighValue** and **LowValue** arguments should be in the range: logical maximum value, logical minimum value defined for the signal.

**HighValue** must be above **LowValue**.

**DeltaValue** must be 0 or positive.

The limitations for the interrupt identity are the same as for **ISignalDI**.

**Syntax**

```plaintext
ISignalAI
[ ' Single ] | [ '" SingleSafe '" ] ','
[ Signal ':=' ] <variable (VAR) of signalai> ','
[ Condition ':=' ] <expression (IN) of aiotrigg> ','
[ HighValue ':=' ] <expression (IN) of num> ','
[ LowValue ':=' ] <expression (IN) of num> ','
[ DeltaValue ':=' ] <expression (IN) of num>
[['' DPos ] | ['' DNeg ] ',']
[ Interrupt ':=' ] <variable (VAR) of intnum> ';' 
```

**Related information**

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<th>See</th>
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</tr>
<tr>
<td>Interrupt from analog output signal</td>
<td>ISignalAO - Interrupts from analog output signal on page 238</td>
</tr>
<tr>
<td>Interrupt from digital input signal</td>
<td>ISignalDI - Orders interrupts from a digital input signal on page 242</td>
</tr>
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<td>Interrupt from digital output signal</td>
<td>ISignalDO - Interrupts from a digital output signal on page 245</td>
</tr>
<tr>
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</tr>
<tr>
<td>Related system parameters (filter)</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1 Instructions

1.95 ISignalAO - Interrupts from analog output signal

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1.95 ISignalAO - Interrupts from analog output signal

Usage

ISignalAO (Interrupt Signal Analog Output) is used to order and enable interrupts from an analog output signal.

Basic examples

The following examples illustrate the instruction ISignalAO:

Example 1

VAR intnum sig1int;
PROC main()
    CONNECT sig1int WITH iroutine1;
    ISignalAO \Single, ao1, AIO_BETWEEN, 1.5, 0.5, 0, sig1int;
Orders an interrupt which is to occur the first time the logical value of the analog output signal ao1 is between 0.5 and 1.5. A call is then made to the iroutine1 trap routine.

Example 2

ISignalAO ao1, AIO_BETWEEN, 1.5, 0.5, 0.1, sig1int;
Orders an interrupt which is to occur each time the logical value of the analog output signal ao1 is between 0.5 and 1.5, and the absolute signal difference compared to the previous stored reference value is bigger than 0.1.

Example 3

ISignalAO ao1, AIO_OUTSIDE, 1.5, 0.5, 0.1, sig1int;
Orders an interrupt which is to occur each time the logical value of the analog output signal ao1 is lower than 0.5 or higher than 1.5, and the absolute signal difference compared to the previous stored reference value is bigger than 0.1.

Arguments

ISignalAO [\Single] | [\SingleSafe] Signal Condition HighValue
LowValue DeltaValue [\DPos] | [\DNeg] Interrupt

[\Single]

Data type: switch

Specifies whether the interrupt is to occur once or cyclically. If the argument Single is set the interrupt occurs once at the most. If the Single and SingleSafe argument is omitted an interrupt will occur each time its condition is satisfied.

[\SingleSafe]

Data type: switch

Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Continues on next page
Signal

**Data type:** signalao

The name of the signal that is to generate interrupts.

Condition

**Data type:** aiotrigg

Specifies how **HighValue** and **LowValue** define the condition to be satisfied:

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AIO_ABOVE_HIGH</td>
<td>Signal will generate interrupts if above specified high value</td>
</tr>
<tr>
<td>2</td>
<td>AIO_BELOW_HIGH</td>
<td>Signal will generate interrupts if below specified high value</td>
</tr>
<tr>
<td>3</td>
<td>AIO_ABOVE_LOW</td>
<td>Signal will generate interrupts if above specified low value</td>
</tr>
<tr>
<td>4</td>
<td>AIO_BELOW_LOW</td>
<td>Signal will generate interrupts if below specified low value</td>
</tr>
<tr>
<td>5</td>
<td>AIO_BETWEEN</td>
<td>Signal will generate interrupts if between specified low and high values</td>
</tr>
<tr>
<td>6</td>
<td>AIO_OUTSIDE</td>
<td>Signal will generate interrupts if below specified low value or above specified high value</td>
</tr>
<tr>
<td>7</td>
<td>AIO_ALWAYS</td>
<td>Signal will always generate interrupts</td>
</tr>
</tbody>
</table>

**HighValue**

**Data type:** num

High logical value to define the condition.

**LowValue**

**Data type:** num

Low logical value to define the condition.

**DeltaValue**

**Data type:** num

Defines the minimum logical signal difference before generation of a new interrupt. The current signal value compared to the previous stored reference value must be greater than the specified **DeltaValue** before generation of a new interrupt.

**\[\text{DPos}\]**

**Data type:** switch

Specifies that only positive logical signal differences will give new interrupts.

**\[\text{DNeg}\]**

**Data type:** switch

Specifies that only negative logical signal differences will give new interrupts. If neither of the **\text{DPos}** and **\text{DNeg}** arguments are used, both positive and negative differences will generate new interrupts.

**Interrupt**

**Data type:** intnum

The interrupt identity. This interrupt should have previously been connected to a trap routine by means of the instruction **CONNECT**.

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1 Instructions

1.95 ISignalAO - Interrupts from analog output signal

Program execution

See instruction ISignalAI for information about:

- Program execution
- Condition for interrupt generation
- More examples

Same principles are valid for ISignalAO as for ISignalAI.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed HighValue or LowValue argument for the specified analog input signal Signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

Limitations

The HighValue and LowValue arguments should be in the range: logical maximum value, logical minimum value, defined for the signal.

HighValue must be above LowValue.

DeltaValue must be 0 or positive.

The limitations for the interrupt identity are the same as for ISignalDO.

Syntax

ISignalAO
[ \" Single ] | [ \" SingleSafe ] ','
[ Signal'=' ]<variable (VAR) of signalao>','
[ Condition'=' ]<expression (IN) of aiotrigg>','
[ HighValue'=' ]<expression (IN) of num>','
[ LowValue'=' ]<expression (IN) of num>','
[ DeltaValue'=' ]<expression (IN) of num>
[ [\'DPos] | [ \'DNeg] ',']
[ Interrupt'=' ]<variable (VAR) of intnum>';'

Related information

For information about | See |
--- | --- |
Summary of interrupts and interrupt management | Technical reference manual - RAPID Overview |
Definition of constants | aiotrigg - Analog I/O trigger condition on page 1465 |
Interrupt from analog input signal | ISignalAI - Interrupts from analog input signal on page 228 |
Interrupt from digital input signal | ISignalDI - Orders interrupts from a digital input signal on page 242 |

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</thead>
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</tr>
<tr>
<td>Interrupt identity</td>
<td>intnum - Interrupt identity on page 1516</td>
</tr>
<tr>
<td>Related system parameters (filter)</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1 Instructions

1.96 ISignalDI - Orders interrupts from a digital input signal

Usage

ISignalDI (Interrupt Signal Digital In) is used to order and enable interrupts from a digital input signal.

Basic examples

The following examples illustrate the instruction ISignalDI:

Example 1

VAR intnum sig1int;
PROC main()
  CONNECT sig1int WITH iroutine1;
  ISignalDI di1,1,sig1int;

Orders an interrupt which is to occur each time the digital input signal di1 is set to 1. A call is then made to the iroutine1 trap routine.

Example 2

ISignalDI di1,0,sig1int;

Orders an interrupt which is to occur each time the digital input signal di1 is set to 0.

Example 3

ISignalDI \Single, di1,1,sig1int;

Orders an interrupt which is to occur only the first time the digital input signal di1 is set to 1.

Arguments

ISignalDI [ \Single] | [ \SingleSafe] Signal TriggValue Interrupt

[ \Single ]

Data type: switch

Specifies whether the interrupt is to occur once or cyclically.

If the argument Single is set, the interrupt occurs once at the most. If the Single and SingleSafe arguments is omitted, an interrupt will occur each time its condition is satisfied.

[ \SingleSafe ]

Data type: switch

Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Signal

Data type: signaldi

Continues on next page
The name of the signal that is to generate interrupts.

**TriggValue**

*Data type: dionum*

The value to which the signal must change for an interrupt to occur.

The value is specified as 0 or 1 or as a symbolic value (e.g. high/low). The signal is edge-triggered upon changeover to 0 or 1.

*TriggValue 2 or symbolic value edge can be used for generation of interrupts on both positive flank (0 -> 1) and negative flank (1 -> 0).*

**Interrupt**

*Data type: intnum*

The interrupt identity. This should have previously been connected to a trap routine by means of the instruction CONNECT.

**Program execution**

When the signal assumes the specified value a call is made to the corresponding trap routine. When this has been executed, program execution continues from where the interrupt occurred.

If the signal changes to the specified value before the interrupt is ordered no interrupt occurs. Interrupts from a digital input signal at signal level 1 is illustrated in the figure below.

```
+----------------+  +----------------+
|                |  |                |
|  1             |  |  0             |
| Signal level   |  | Signal level   |
| Interrupt ordered | Interrupt ordered |

Interrupt occurs
```

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>
1 Instructions

1.96 ISignalDI - Orders interrupts from a digital input signal

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Continued

Limitations

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

```
VAR intnum sig1int;
PROC main ()
    CONNECT sig1int WITH iroutine1;
    ISignalDI di1, 1, sig1int;
    WHILE TRUE DO
        ...
    ENDWHILE
ENDPROC
```

All activation of interrupts is done at the beginning of the program. These beginning instructions are then kept outside the main flow of the program.

```
VAR intnum sig1int;
PROC main ()
    CONNECT sig1int WITH iroutine1;
    ISignalDI di1, 1, sig1int;
    ...
    IDelete sig1int;
ENDPROC
```

The interrupt is deleted at the end of the program and is then reactivated. Note, in this case, that the interrupt is inactive for a short period.

Syntax

```
ISignalDI
[ '"' Single ] | [ '"' SingleSafe ] ','
[ Signal ':=' ] < variable (VAR) of signaldi > ','
[ TriggValue' :=' ] < expression (IN) of dionum > ','
[ Interrupt' :=' ] < variable (VAR) of intnum > ';
```

Related information

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</tr>
</tbody>
</table>
1.97 ISignalDO - Interrupts from a digital output signal

Usage

ISignalDO (Interrupt Signal Digital Out) is used to order and enable interrupts from a digital output signal.

Basic examples

The following examples illustrate the instruction ISignalDO:

Example 1

VAR intnum sig1int;
PROC main()
    CONNECT sig1int WITH iroutine1;
    ISignalDO do1,1,sig1int;

Orders an interrupt which is to occur each time the digital output signal do1 is set to 1. A call is then made to the iroutine1 trap routine.

Example 2

ISignalDO do1,0,sig1int;

Orders an interrupt which is to occur each time the digital output signal do1 is set to 0.

Example 3

ISignalDO\Single, do1,1,sig1int;

Orders an interrupt which is to occur only the first time the digital output signal do1 is set to 1.

Arguments

ISignalDO [ \Single ] | [ \SingleSafe ] Signal TriggValue Interrupt

[ \Single ]

Data type: switch

Specifies whether the interrupt is to occur once or cyclically.

If the argument Single is set, the interrupt occurs once at the most. If the Single and SingleSafe arguments is omitted, an interrupt will occur each time its condition is satisfied.

[ \SingleSafe ]

Data type: switch

Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep.

The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Signal

Data type: signaldo

Continues on next page
1 Instructions

1.97 ISignalDO - Interrupts from a digital output signal

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Continued

The name of the signal that is to generate interrupts.

**TriggValue**

*Data type: dionum*

The value to which the signal must change for an interrupt to occur. The value is specified as 0 or 1 or as a symbolic value (e.g. high/low). The signal is edge-triggered upon changeover to 0 or 1.

**TriggValue 2 or symbolic value edge** can be used for generation of interrupts on both positive flank (0 -> 1) and negative flank (1 -> 0).

**Interrupt**

*Data type: intnum*

The interrupt identity. This should have previously been connected to a trap routine by means of the instruction **CONNECT**.

**Program execution**

When the signal assumes the specified value 0 or 1, a call is made to the corresponding trap routine. When this has been executed program execution continues from where the interrupt occurred.

If the signal changes to the specified value before the interrupt is ordered no interrupt occurs. Interrupts from a digital output signal at signal level 1 is illustrated in the figure below.

```
1
0
Signal level

Interrupt ordered

Interrupt occurs
```

```
1
0
Signal level

Interrupt ordered

Interrupt occurs
```

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction <strong>AliasIO</strong>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

Continues on next page
Limitations

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

```plaintext
VAR intnum sig1int;
PROC main ()
  CONNECT sig1int WITH iroutine1;
  ISignalDO do1, 1, sig1int;
  WHILE TRUE DO
    ...
  ENDDO
ENDPROC
```

All activation of interrupts is done at the beginning of the program. These beginning instructions are then kept outside the main flow of the program.

```plaintext
VAR intnum sig1int;
PROC main ()
  CONNECT sig1int WITH iroutine1;
  ... ISignalDO do1, 1, sig1int;
  IDelete sig1int;
ENDPROC
```

The interrupt is deleted at the end of the program and is then reactivated. Note, in this case, that the interrupt is inactive for a short period.

Syntax

```
ISignalDO
  [ '"' Single ] | [ '"' SingleSafe ] ','
  [ Signal ':=' ] < variable (VAR) of signaldo > ','
  [ TriggValue' :=' ] < expression (IN) of dionum > ','
  [ Interrupt' :=' ] < variable (VAR) of intnum > ';
```

Related information

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</tr>
<tr>
<td>Interrupt identity</td>
<td>intnum - Interrupt identity on page 1516</td>
</tr>
</tbody>
</table>
1.98 ISignalGI - Orders interrupts from a group of digital input signals

Usage

ISignalGI (Interrupt Signal Group Digital In) is used to order and enable interrupts from a group of digital input signals.

Basic examples

The following example illustrates the instruction ISignalGI:

Example 1

VAR intnum sig1int;
PROC main()
    CONNECT sig1int WITH iroutine1;
    ISignalGI gi1,sig1int;

Orders an interrupt when a digital input group signal changes value.

Arguments

ISignalGI [ \Single ] | [ \SingleSafe ] Signal Interrupt

[ \Single ]

Data type: switch

Specifies whether the interrupt is to occur once or cyclically.

If the argument Single is set, the interrupt occurs once at the most. If the Single and SingleSafe arguments is omitted, an interrupt will occur each time its condition is satisfied.

[ \SingleSafe ]

Data type: switch

Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

Signal

Data type: signalgi

The name of the group input signal that generates interrupts.

Interrupt

Data type: intnum

The interrupt identity. This should have previously been connected to a trap routine by means of the instruction CONNECT.
Program execution

When the group signal changes value a call is made to the corresponding trap routine. When this has been executed program execution continues from where the interrupt occurred.

If the signal changes before the interrupt is ordered no interrupt occurs.

When a digital group input signal is set to a value, this can generate several interrupts. The reason for this is that changes of the individual bits included in the group signal is not detected at the same time of the robot system. To avoid multiple interrupts for one group signal change, a filter time can be defined for the signal.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

Limitations

Maximum number of signals that can be used for a group is 32.

Numeric value condition cannot be used in the instruction to specify that an interrupt should occur on changes to that specific value. This must be handled in the user program by reading the group signal value at execution of the trap routine.

The interrupts are generated as bit interrupts, e.g. interrupts on single digital input signal change within the group. If the bits in the group signal change value with a delay between settings, several interrupts will be generated. Knowledge about how the I/O board works is necessary to get right function when using `ISignalGI`. If several interrupts are generated at group input settings, use instead `ISignalDI` on a strobe signal that are set when all bits in the group signal have been set.

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

```
VAR int num sig1int;
PROC main ()
    CONNECT sig1int WITH iroutine1;
    ISignalGI gi1, sig1int;
    WHILE TRUE DO
        ...
    ENDWHILE
ENDPROC
```

All activation of interrupts is done at the beginning of the program. These beginning instructions are then kept outside the main flow of the program.

```
VAR int num sig1int;
PROC main ()
    CONNECT sig1int WITH iroutine1;
```
1 Instructions

1.98 ISignalGI - Orders interrupts from a group of digital input signals

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Continued

ISignalGI gi1, siglint;
...
DELETE siglint;
ENDPROC

The interrupt is deleted at the end of the program and is then reactivated. It should be noted, in this case, that the interrupt is inactive for a short period.

Syntax

ISignalGI

["Single"] | ["SingleSafe"],
[Signal ":=" ] < variable (VAR) of signalgi>,
[Interrupt ":="] <variable (VAR) of intnum>;'

Related information

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<tr>
<td>Interrupt identity</td>
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<tr>
<td>Filter time</td>
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</tr>
</tbody>
</table>
1.99 ISignalGO - Orders interrupts from a group of digital output signals

**Usage**

ISignalGO *(Interrupt Signal Group Digital Out)* is used to order and enable interrupts from a group of digital output signals.

**Basic examples**

The following example illustrates the instruction ISignalGO:

**Example 1**

```rapid
VAR intnum sig1int;
PROC main()
    CONNECT sig1int WITH iroutine1;
    ISignalGO go1,sig1int;

Orders an interrupt when a digital output group signal change value.
```

**Arguments**

<table>
<thead>
<tr>
<th>ISignalGO [ \Single ]</th>
<th>[ \SingleSafe ] Signal Interrupt</th>
</tr>
</thead>
</table>

[ \Single ]

**Data type:** switch

Specifies whether the interrupt is to occur once or cyclically.

If the argument \Single is set, the interrupt occurs once at the most. If the \Single and \SingleSafe arguments is omitted, an interrupt will occur each time its condition is satisfied.

[ \SingleSafe ]

**Data type:** switch

Specifies that the interrupt is single and safe. For definition of single, see description of \Single argument. A safe interrupt cannot be put in sleep with instruction ISleep.

The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

**Signal**

**Data type:** signalgo

The name of the group output signal that generates interrupts.

**Interrupt**

**Data type:** intnum

The interrupt identity. This should have previously been connected to a trap routine by means of the instruction CONNECT.

Continues on next page
Program execution

When the group signal changes value a call is made to the corresponding trap routine. When this has been executed program execution continues from where the interrupt occurred.

If the signal changes before the interrupt is ordered no interrupt occurs.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

Limitations

Maximum number of signals that can be used for a group is 32.

Numeric value condition cannot be used in the instruction to specify that an interrupt should occur on changes to that specific value. This must be handled in the user program by reading the group signal value at execution of the trap routine.

The same variable for interrupt identity cannot be used more than once without first deleting it. Interrupts should therefore be handled as shown in one of the alternatives below.

```
VAR intnum sig1int;
PROC main ()
  CONNECT sig1int WITH iroutine1;
  ISignalGO go1, sig1int;
  WHILE TRUE DO
    ...
  ENDWHILE
ENDPROC
```

All activation of interrupts is done at the beginning of the program. These beginning instructions are then kept outside the main flow of the program.

```
VAR intnum sig1int;
PROC main ()
  CONNECT sig1int WITH iroutine1;
  ISignalGO go1, sig1int;
  ...
  IDelete sig1int;
ENDPROC
```

The interrupt is deleted at the end of the program and is then reactivated. Note, in this case, that the interrupt is inactive for a short period.

Syntax

```
ISignalGO
[ '" Single ] | [ '" SingleSafe ] ','
[ Signal '"::' ] < variable (VAR) of signalgo > ','
```
1.99 ISignalGO - Orders interrupts from a group of digital output signals

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[ Interrupt':=' ] < variable (VAR) of intnum > ';

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<td>Interrupt identity</td>
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</tr>
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</table>
1 Instructions

1.100 ISleep - Deactivates an interrupt

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1.100 ISleep - Deactivates an interrupt

Usage

ISleep(Interrupt Sleep) is used to deactivate an individual interrupt temporarily. During the deactivation time any generated interrupts of the specified type are discarded without any trap execution.

Basic examples

The following example illustrates the instruction ISleep. See also More examples on page 254.

Example 1

ISleep sig1int;
The interrupt sig1int is deactivated.

Arguments

ISleep Interrupt

Interrupt

Data type: intnum
The variable (interrupt identity) of the interrupt.

Program execution

Any generated interrupts of the specified type are discarded without any trap execution until the interrupt has been re-activated by means of the instruction IWatch. Interrupts which are generated while ISleep is in effect are ignored.

More examples

More examples of the instruction ISleep are illustrated below.

Example 1

VAR intnum timeint;
VAR iodev binfile;

PROC ISleep_example()
    CONNECT timeint WITH write_binfile;
    ITimer 6, timeint;
    !...
    ISleep timeint;
    WriteBin binfile, buffer, 30;
    WriteBin binfile, buffer2, 30;
    IWatch timeint;
    !...
ENDPROC

TRAP write_binfile
    WriteBin binfile, buffer3, 1;
ENDTRAP

Continues on next page
Writing to the binfile file is done every 6 seconds. The interrupts are not permitted when the communication from main is in progress.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_UNKINO</td>
<td>The interrupt number is unknown. Interrupts which have neither been ordered nor enabled are not permitted.</td>
</tr>
<tr>
<td>ERR_INOISSAFE</td>
<td>If trying to deactivate a safe interrupt temporarily with ISleep.</td>
</tr>
</tbody>
</table>

Syntax

ISleep

[ Interrupt ':='] < variable (VAR) of intnum > ';

Related information

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<td>Cancelling an interrupt</td>
<td>IDelete - Cancels an interrupt on page 184</td>
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1 Instructions

1.101 ITimer - Orders a timed interrupt

Usage
ITimer (Interrupt Timer) is used to order and enable a timed interrupt. This instruction can be used, for example, to check the status of peripheral equipment once every minute.

Basic examples
The following examples illustrate the instruction ITimer:
See also More examples on page 257.

Example 1
VAR intnum timeint;
PROC main()
  CONNECT timeint WITH iroutine1;
  ITimer 60, timeint;
Orders an interrupt that is to occur cyclically every 60 seconds. A call is then made to the trap routine iroutine1.

Example 2
ITimer \Single, 60, timeint;
Orders an interrupt that is to occur once, after 60 seconds.

Arguments
ITimer [ \Single ] | [ \SingleSafe ] Time Interrupt

[ \Single ]
Data type: switch
Specifies whether the interrupt is to occur once or cyclically.
If the argument Single is set, the interrupt occurs only once. If the Single and SingleSafe arguments is omitted, an interrupt will occur each time at the specified time.

[ \SingleSafe ]
Data type: switch
Specifies that the interrupt is single and safe. For definition of single, see description of Single argument. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed.

Time
Data type: num
The amount of time that must lapse before the interrupt occurs.
The value is specified in seconds. If Single or SingleSafe is set this time may not be less than 0.01 seconds. The corresponding time for cyclical interrupts is 0.1 seconds.
Interrupt

**Data type:** intnum

The variable (interrupt identity) of the interrupt. This should have previously been connected to a trap routine by means of the instruction CONNECT.

Program execution

The corresponding trap routine is automatically called at a given time following the interrupt order. When this has been executed program execution continues from where the interrupt occurred.

If the interrupt occurs cyclically a new computation of time is started from when the interrupt occurs.

More examples

More examples of the instruction ITimer are illustrated below.

**Example 1**

```plaintext
VAR intnum timeint;
VAR iodev binfile;

PROC ISleep_example()
   CONNECT timeint WITH write_binfile;
   ITimer 6, timeint;
   !...
   ISleep timeint;
   WriteBin binfile, buffer, 30;
   WriteBin binfile, buffer2, 30;
   IWatch timeint;
   !...
ENDPROC

TRAP write_binfile
   WriteBin binfile, buffer3, 1;
ENDTRAP
```

Writing to the binfile file is done every 6 seconds. The interrupts are not permitted when the communication from main is in progress.

Limitations

The same variable for interrupt identity cannot be used more than once without being first deleted. See Instructions - ISignalDI.

Syntax

```plaintext
ITimer
   [ '"' Single ] | [ '"' SingleSafe ] ','
   [ Time ':=' ] < expression (IN) of num >','
   [ Interrupt' :'=" ] < variable (VAR) of intnum > ';'
```

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1.101 ITimer - Orders a timed interrupt

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1.102 IVarValue - orders a variable value interrupt

Usage

**IVarValue (Interrupt Variable Value)** is used to order and enable an interrupt when the value of a variable accessed via the sensor interface has been changed. This instruction can be used, for example, to get seam volume or gap values from a seam tracker.

Basic examples

The following example illustrates the instruction `IVarValue`:

**Example 1**

```plaintext
LOCAL PERS num
   adptVlt{25} := [1, 1.2, 1.4, 1.6, 1.8, 2, 2.16667, 2.33333, 2.5, ...];
LOCAL PERS num
   adptWfd{25} := [2, 2.2, 2.4, 2.6, 2.8, 3, 3.16667, 3.33333, 3.5, ...];
LOCAL PERS num
   adptSpd{25} := 10, 12, 14, 16, 18, 20, 21.6667, 23.3333, 25[, ...];
LOCAL CONST num GAP_VARIABLE_NO := 11;
PERS num gap_value;
VAR intnum IntAdap;

PROC main()
! Setup the interrupt. The trap routine AdapTrp will be called
! when the gap variable with number 'GAP_VARIABLE_NO' in the
! sensor interface has been changed. The new value will be
! available in the PERS gp_value variable.
! Connect to the sensor device "sen1:" (defined in sio.cfg).
   SenDevice "sen1:"
   CONNECT IntAdap WITH AdapTrp;
   IVarValue "sen1:", GAP_VARIABLE_NO, gap_value, IntAdap;

   ! Start welding
   ArcL\On,*\v100,adaptSm,adaptWd,adaptWv,z10,tool\j\Track:=track;
   ArcL\On,*\v100,adaptSm,adaptWd,adaptWv,z10,tool\j\Track:=track;
ENDPROC

TRAP AdapTrap
   VAR num ArrInd;
   ! Scale the raw gap value received
   ArrInd := ArrIndx(gap_value);

   ! Update active welddata PERS variable 'adaptWd' with new data
   ! from the arrays of predefined parameter arrays. The scaled gap
   ! value is used as index in the voltage, wirefeed and
   ! speed arrays.
   adaptWd.weld_voltage := adptVlt{ArrInd};
   adaptWd.weld_wirefeed := adptWfd{ArrInd};
```

Continues on next page
adaptWd.weld_speed:=adptSpd{ArrInd};

!Request a refresh of AW parameters using the new data i adaptWd ArcRefresh;

ENDTRAP

Arguments

IVarValue device VarNo Value Interrupt [\Unit] [\DeadBand] [\ReportAtTool] [\APTR]

device

Data type: string
The I/O device name configured in sio.cfg for the sensor used.

VarNo

Data type: num
The number of the variable to be supervised.

Value

Data type: num
A PERS variable which will hold the new value of VarNo.

Interrupt

Data type: intnum
The variable (interrupt identity) of the interrupt. This should have previously been connected to a trap routine by means of the instruction CONNECT.

[\Unit]

Data type: num
Scale factor with which the sensor value for VarNo is multiplied before check and before it is saved in Value.

[\DeadBand]

Data type: num
If the value for VarNo, returned by the sensor, is within +/- DeadBand no interrupt is generated.

[\ReportAtTool]

Data type: switch
This optional argument is only available for sensors of look-ahead type, for example optical tracking sensors. The argument specifies that the value of the variable shall not be evaluated at once but when the robot TCP reaches the position, i.e. the look-ahead is compensated.

[\SpeedAdapt]

Data type: num
\SpeedAdapt is a scale factor used to change the process speed in Arc and Cap instructions. It is multiplied with the sensor value for VarNo according to:
process speed = \SpeedAdapt * value(VarNo)

Data type: switch
Specifies that the subscription of the variable should be coupled to the at-point tracker, for example WeldGuide, specified in the argument device.

Program execution
The corresponding trap routine is automatically called at a given time following the interrupt order. When this has been executed program execution continues from where the interrupt occurred.

Limitations
- The same variable for interrupt identity cannot be used more than five times without first being deleted.
- All interrupts that are setup with IVarValue must be setup again after a controller restart.

CAUTION
Too high interrupt frequency will stall the whole RAPID execution.

Syntax
IVarValue
[ device ':=' ] < expression (IN) of string> ','
[ VarNo ':=' ] < expression (IN) of num > ','
[ Value ':=' ] < persistent (PERS) of num > ','
[ Interrupt ':=' ] < variable (VAR) of intnum > ','
[ ' Unit ':=' ] < expression (IN) of num > ','
[ ' DeadBand ':=' ] < expression (IN) of num > ','
[ ' ReportAtTool ] ','
[ ' SpeedAdapt ':=' ] < expression (IN) of num > ','
[ ' APTR ] ';

Related information

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</tbody>
</table>
1 Instructions

1.103 IWatch - Activates an interrupt

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1.103 IWatch - Activates an interrupt

Usage

IWatch Interrupt Watch is used to activate an interrupt which was previously ordered but was deactivated with ISleep.

Basic examples

The following example illustrates the instruction IWatch:

See also More examples on page 262.

Example 1

IWatch sig1int;

The interrupt sig1int that was previously deactivated is activated.

Arguments

IWatch Interrupt

Interrupt

Data type: intnum

Variable (interrupt identity) of the interrupt.

Program execution

Re-activates interrupts of the specified type. Interrupts generated during the time the ISleep instruction was in effect are ignored.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_UNKINO</td>
<td>The interrupt number is unknown. Interrupts which have neither been ordered nor enabled are not permitted.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction IWatch are illustrated below.

Example 1

VAR intnum sig1int;
PROC main()

CONNECT sig1int WITH iroutine1;
ISignalDI di1,1,sig1int;
...
ISleep sig1int;
weldpart1;
IWatch sig1int;

During execution of the weldpart1 routine no interrupts are permitted from the signal di1.
1 Instructions

1.103 IWatch - Activates an interrupt

RobotWare - OS
Continued

Syntax

IWatch

[ Interrupt ':='] < variable (VAR) of intnum > ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary of interrupts</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Deactivating an interrupt</td>
<td>ISleep - Deactivates an interrupt on page 254</td>
</tr>
</tbody>
</table>
1 Instructions

1.104 Label - Line name

Usage

Label is used to name a line in the program. Using the GOTO instruction, this name can then be used to move program execution within the same routine.

Basic examples

The following example illustrates the instruction Label:

Example 1

GOTO next;
...
next:

Program execution continues with the instruction following next.

Arguments

Label:

Label

Identifier

The name you wish to give the line.

Program execution

Nothing happens when you execute this instruction.

Limitations

The label must not be the same as

- any other label within the same routine.
- any data name within the same routine.

A label hides global data and routines with the same name within the routine it is located in.

Syntax

<identifier>':'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identifiers</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Moving program execution to a label</td>
<td>GOTO - Goes to a new instruction on page 178</td>
</tr>
</tbody>
</table>
1.105 Load - Load a program module during execution

**Usage**

Load is used to load a program module into the program memory during execution. The loaded program module will be added to the already existing modules in the program memory.

A program or system module can be loaded in static (default) or dynamic mode.

Both static and dynamic loaded modules can be unloaded by the instruction UnLoad.

**Static mode**

The following table describes how different operations affect static loaded program or system modules.

<table>
<thead>
<tr>
<th>Type of module</th>
<th>Set PP to main from FlexPendant</th>
<th>Open new RAPID program</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Module</td>
<td>Not affected</td>
<td>Unloaded</td>
</tr>
<tr>
<td>System Module</td>
<td>Not affected</td>
<td>Not affected</td>
</tr>
</tbody>
</table>

**Dynamic mode**

The following table describes how different operations affect dynamic loaded program or system modules.

<table>
<thead>
<tr>
<th>Type of module</th>
<th>Set PP to main from FlexPendant</th>
<th>Open new RAPID program</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Module</td>
<td>Unloaded</td>
<td>Unloaded</td>
</tr>
<tr>
<td>System Module</td>
<td>Unloaded</td>
<td>Unloaded</td>
</tr>
</tbody>
</table>

**Basic examples**

The following examples illustrate the instruction `Load`:

See also *More examples on page 267*.

**Example 1**

Load \\Dynamic, diskhome \\File:="PART_A.MOD";

Loads the program module `PART_A.MOD` from the `diskhome` into the program memory. `diskhome` is a predefined string constant "HOME:". Load the program module in the dynamic mode.

**Example 2**

Load \\Dynamic, diskhome \\File:="PART_A.MOD";
Load \\Dynamic, diskhome \\File:="PART_B.MOD" \\CheckRef;

Loads the program module `PART_A.MOD` into the program memory, then `PART_B.MOD` is loaded. If `PART_A.MOD` contains references to `PART_B.MOD`, \\CheckRef can be used to check for unresolved references only when the last module is loaded. IF \\CheckRef is used on `PART_A.MOD`, a link error would occur and the module would not be loaded.

**Arguments**

Load [\\Dynamic] FilePath [\\File] [\\CheckRef]

*Continues on next page*
1 Instructions

1.105 Load - Load a program module during execution

Data type: switch

The switch enables load of a module in dynamic mode. Otherwise the load is in static mode.

FilePath

Data type: string

The file path and the file name to the file that will be loaded into the program memory. The file name shall be excluded when the argument \File is used.

File

Data type: string

When the file name is excluded in the argument FilePath then it must be defined with this argument.

CheckRef

Data type: switch

Check after loading of the module for unsolved references in the program task. If not used no check for unsolved references are done.

Program execution

Program execution waits for the program module to finish loading before proceeding with the next instruction.

Unresolved references will always be accepted for the loading operation, if parameter \CheckRef is not used, but it will be a run time error on execution of an unresolved reference.

After the program module is loaded it will be linked and initialized. The initialization of the loaded module sets all variables at module level to their unit values.

If any error from the loading operation, including unresolved references if use of switch \CheckRef, the loaded module will not be available any more in the program memory.

To obtain a good program structure that is easy to understand and maintain, all loading and unloading of program modules should be done from the main module which is always present in the program memory during execution.

For loading of program that contains a main procedure to a main program (with another main procedure), see example in More examples on page 267 below.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILNOTFND</td>
<td>The file specified in the Load instruction cannot be found.</td>
</tr>
<tr>
<td>ERR_IOERROR</td>
<td>There is a problem reading the file in the Load instruction.</td>
</tr>
<tr>
<td>ERR_PRGMEMFULL</td>
<td>The module cannot be loaded because the program memory is full.</td>
</tr>
</tbody>
</table>

Continues on next page
1.105 Load - Load a program module during execution

**RobotWare - OS**

Continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_LOADED</td>
<td>The module is already loaded into the program memory.</td>
</tr>
<tr>
<td>ERR_SYNTAX</td>
<td>The loaded module contains syntax errors.</td>
</tr>
<tr>
<td>ERR_LINKREF</td>
<td>• The loaded module result in fatal link errors.</td>
</tr>
<tr>
<td></td>
<td>• If <strong>Load</strong> is used with the switch <strong>\CheckRef</strong> to check for any reference error, and the program memory contains unresolved references.</td>
</tr>
</tbody>
</table>

If some of these errors occur, the actual module will be unloaded and will not be available in the **ERROR** handler.

**More examples**

More examples of how to use the instruction **Load** are illustrated below.

**More general examples**

**Load** \Dynamic, "HOME:/DOORDIR/DOOR1.MOD";

**Loads** the program module **DOOR1.MOD** from **HOME:** at the directory **DOORDIR** into the program memory. The program module is loaded in the dynamic mode.

**Load** "HOME:" \File:="DOORDIR/DOOR1.MOD";

Same as above but another syntax, and the module is loaded in the static mode.

**Load** \Dynamic, "HOME:/DOORDIR/DOOR1.MOD";

%"routine_x"%;

**UnLoad** "HOME:/DOORDIR/DOOR1.MOD";

**Procedure** **routine_x**, will be binded during execution (late binding).

**Loaded module contains a main procedure**

**car.mod:**

```plaintext
MODULE car
PROC main()
...
TEST part
CASE door_part:
    Load \Dynamic, "HOME:/door.mod";
    %door:main%;
    Unload "HOME:/door.mod";
CASE window_part:
    Load \Dynamic, "HOME:/window.mod";
    %window:main%;
    Unload \Save "HOME:/window.mod";
ENDTEST
ENDPROC
ENDMODULE
```

**door.mod:**

```plaintext
MODULE door
PROC main()
...
ENDPROC
```

Continues on next page
1 Instructions

1.105 Load - Load a program module during execution

RobotWare - OS
Continued

window.mod:
MODULE window
PROC main()
...
ENDPROC
ENDMODULE

The above example shows how you can load a module which includes a main procedure. This module can have been developed and tested separately and later loaded with Load or StartLoad... WaitLoad into the system using some type of main program framework. In this example car.mod, which loads other modules door.mod or window.mod.

In the module car.mod you load door.mod or window.mod located at "HOME:". Because the main procedures in door.mod and window.mod after the loading are considered LOCAL in the module by the system, the procedure calls are made in the following way: "%door:main%" or "%window: main%". This syntax is used when you want to get access to LOCAL procedures in other modules in this example procedure main in module door or module window.

Unloading the modules with \Save argument will again make the main procedures global in the saved program.

If you, when the module car or window are loaded in the system, set program pointer to main from any part of the program, the program pointer will always be set to the global main procedure in the main module, car.mod in this example.

Limitations
Avoid ongoing robot movements during the loading.

Syntax

Load
["'"Dynamic","]
["FilePath":=""]<expression (IN) of string>
["'"File":=""] <expression (IN) of string>
["'"CheckRef"];'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unload a program module</td>
<td>UnLoad - Unload a program module during execution on page 885</td>
</tr>
<tr>
<td>Load a program module in parallel with another program execution</td>
<td>StartLoad - Load a program module during execution on page 669</td>
</tr>
<tr>
<td></td>
<td>WaitLoad - Connect the loaded module to the task on page 932</td>
</tr>
<tr>
<td>Check program references</td>
<td>CheckProgRef - Check program references on page 76</td>
</tr>
</tbody>
</table>

Continues on next page
1 Instructions

1.105 Load - Load a program module during execution

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Continued

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Path references and the directory structure</td>
<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1 Instructions

1.106 LoadId - Load identification of tool or payload

**Usage**

LoadId (*Load Identification*) can be used for load identification of tool (also gripper tool if roomfix TCP) or payload (activates with instruction *GripLoad*) by executing a user defined RAPID program.

**Note**

An easier way to identify the tool load or payload is to use the interactive dialogue RAPID program *LoadIdentify*. This program can be started from the menu ProgramEditor/Debug/Call Routine.../LoadIdentify.

**Basic examples**

The following example illustrates the instruction *LoadId*:

See also *More examples on page 274.*

**Example 1**

```rapid
VAR bool invalid_pos := TRUE;
VAR jointtarget joints;
VAR bool valid_joints(12);
CONST speeddata low_ori_speed := [20, 5, 20, 5];
VAR bool slow_test_flag := TRUE;
PERS tooldata grip3 := [ TRUE, [[97.4, 0, 223.1], [0.924, 0, 0.383], 0], [0, [0, 0, 0], [1, 0, 0, 0], 0, 0, 0]]; ! Check if valid robot type
IF ParIdRobValid(TOOL_LOAD_ID) <> ROB_LOAD_VAL THEN
  EXIT;
ENDIF
! Check if valid robot position
WHILE invalid_pos = TRUE DO
  joints := CJointT();
  IF ParIdPosValid (TOOL_LOAD_ID, joints, valid_joints) = TRUE THEN
    ! Valid position
    invalid_pos := FALSE;
  ELSE
    ! Invalid position
    ! Adjust the position by program movements (horizontal tilt house)
    MoveAbsJ joints, low_ori_speed, fine, tool0;
  ENDIF
ENDWHILE
! Do slow test for check of free working area
! Load modules into the system
Load \Dynamic, "RELEASE:/system/mockit.sys";
Load \Dynamic, "RELEASE:/system/mockit1.sys";
IF slow_test_flag = TRUE THEN
  "%LoadId"% TOOL_LOAD_ID, MASS_WITH_AX3, grip3 \SlowTest;
ENDIF
```

Continues on next page
The following conditions should be fulfilled before load measurements with LoadId:

- Ensure that all loads are correctly mounted on the robot
- Check whether valid robot type with ParIdRobValid
- Check whether valid position with ParIdPosValid:
  - Axes 3, 5, and 6 not close to their corresponding working range
  - Tilthousing almost horizontal, i.e. that axis 4 is in zero position

The following data should be defined in system parameters and in arguments to LoadId before running LoadId

<table>
<thead>
<tr>
<th>Load identification modes / Defined data before LoadId</th>
<th>Moving TCP Mass Known</th>
<th>Moving TCP Mass Unknown</th>
<th>Roomfix TCP Mass Known</th>
<th>Roomfix TCP Mass Unknown</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upper arm load (System parameter)</td>
<td>Defined</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
</tr>
<tr>
<td>Mass in tool</td>
<td>Defined</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
</tr>
</tbody>
</table>

The table below illustrates the load identification of payload.

<table>
<thead>
<tr>
<th>Load identification modes / Defined data before LoadId</th>
<th>Moving TCP Mass Known</th>
<th>Moving TCP Mass Unknown</th>
<th>Roomfix TCP Mass Known</th>
<th>Roomfix TCP Mass Unknown</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upper arm load (System parameters)</td>
<td>Defined</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
</tr>
<tr>
<td>Load data in tool</td>
<td>Defined</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
</tr>
<tr>
<td>Mass in payload</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tool frame in tool</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
<td></td>
</tr>
<tr>
<td>User frame in work object</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Object frame in work object</td>
<td>Defined</td>
<td>Defined</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Operating mode and speed override:
  - Slow test in manual mode reduced speed
  - Load measurements in automatic mode (or manual mode full speed) with speed override 100%
1 Instructions

1.106 LoadId - Load identification of tool or payload

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Continued

ParIdType

Data type: paridnum

Type of load identification as defined in the table below.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TOOL_LOAD_ID</td>
<td>Identify tool load</td>
</tr>
<tr>
<td>2</td>
<td>PAY_LOAD_ID</td>
<td>Identify payload (ref. instruction GripLoad)</td>
</tr>
</tbody>
</table>

LoadIdType

Data type: loadidnum

Type of load identification as defined in the table below.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MASS_KNOWN</td>
<td>Known mass in tool or payload respectively. (Mass in specified Tool or PayLoad must be specified)</td>
</tr>
<tr>
<td>2</td>
<td>MASS_WITH_AX3</td>
<td>Unknown mass in tool or payload respectively. Identification of mass in tool or payload will be done with movements of axis 3</td>
</tr>
</tbody>
</table>

Tool

Data type: tooldata

Persistent variable for the tool to be identified. If argument \PayLoad is specified, the persistent variable for the tool in use.

For load identification of tool, the following arguments \PayLoad and \WObj should not be specified.

[ \ PayLoad ]

Data type: loaddata

Persistent variable for the payload to be identified.

This optional argument must always be specified for load identification of payload.

[ \ WObj ]

Data type: wobjdata

Persistent variable for the work object in use.

This optional argument must always be specified for load identification of payload with roomfix TCP.

Continues on next page
**[ \ ConfAngle ]**

**Data type:** num

Optional argument for specification of a specific configuration angle ± degrees to be used for the parameter identification.

![Diagram](http://example.com/diagram.png)

Load identification pos axis 6 in another configuration (Selected by ConfAngle)

Positive ConfAngle in degrees

*) Measurement movements in different configurations axis 6

Load identification pos axis 6 at start (Verified with ParIdPosValid)

Default is +90 degrees if this argument is not specified. Minimum ±30 degrees. Optimum ±90 degrees.

For 5-axis delta manipulators the configuration axis is axis 5. The configuration angle will give a delta movement of ±45 degrees from the standard input of 90 degrees.

**[ \ SlowTest ]**

**Data type:** switch

Optional argument to specify whether only slow test for checking of free working area should be done. See table below:

<table>
<thead>
<tr>
<th>LoadId ... \SlowTest</th>
<th>Run only slow test</th>
</tr>
</thead>
<tbody>
<tr>
<td>LoadId ...</td>
<td>Run only measurement and update tool or payload</td>
</tr>
</tbody>
</table>

**[ \ Accuracy ]**

**Data type:** num

Variable for output of calculated measurement accuracy in % for the whole load identification calculation (100% means maximum accuracy).

**Program execution**

The robot will carry out a large number of relative small transport and measurement movements on axes 5 and 6. For identification of mass, movements will also be made with axis 3.

After all measurements, movements, and load calculations the load data is returned in argument Tool or PayLoad. The following load data is calculated:

- Mass in kg (if mass is unknown otherwise not affected)
- Center of gravity x, y, z, and axes of moment
- Inertia ix, iy, iz in kgm

Continues on next page
1 Instructions

1.106 LoadId - Load identification of tool or payload

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Continued

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PID_MOVESTOP</td>
<td>At any error during the execution of the RAPID NOSTEPIN routine LoadId.</td>
</tr>
<tr>
<td>ERR_PID_RAISE_PP</td>
<td>The program pointer is raised to the user call of LoadId.</td>
</tr>
<tr>
<td>ERR_LOADID_FATAL</td>
<td></td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction LoadId are illustrated below.

Example 1

```plaintext
PERS tooldata grip3 := [ FALSE, [[97.4, 0, 223.1], [0.924, 0, 0.383, 0]], [6, [10, 10, 100], [0.5, 0.5, 0.5, 0.5], 1.2, 2.7, 0.5]];  
PERS loaddata piece5 := [ 5, [0, 0, 0], [1, 0, 0, 0], 0, 0, 0];  
PERS wobjdata wobj2 := [ TRUE, TRUE, "", [ [34, 0, -45], [0.5, -0.5, 0.5, -0.5] ], [ [0.56, 10, 68], [0.5, 0.5, 0.5, 0.5] ] ];  
VAR num load_accuracy;  
! Load modules into the system  
Load \Dynamic, "RELEASE:/system/mockit.sys";  
Load \Dynamic, "RELEASE:/system/mockit1.sys";  
! Do measurement and update all payload data except mass in piece5  
%"LoadId% %PAY_LOAD_ID, MASS_KNOWN, grip3 \PayLoad:=piece5  
\WObj:=wobj2 \Accuracy:=load_accuracy;  
TPWrite " Load accuracy for piece5 (%) = " \Num:=load_accuracy;  
! Unload modules  
UnLoad "RELEASE:/system/mockit.sys";  
UnLoad "RELEASE:/system/mockit1.sys";  

Load identification of payload piece5 with known mass in installation with roomfix TCP.
```

Limitations

Usually load identification of tool or payload for the robot is done with the service routine LoadIdentify. It is also possible to do this identification with this RAPID instruction LoadId. Before loading or executing the program with LoadId following modules must be loaded to the system:

```plaintext
Load \Dynamic, "RELEASE:/system/mockit.sys";  
Load \Dynamic, "RELEASE:/system/mockit1.sys";
```

Then it is possible to call LoadId with a late binding call (see example 1 above).

It is not possible to restart the load identification movements after any type of stop such as program stop, emergency stop, or power failure. The load identification movements must then be started from the beginning.

Syntax

```plaintext
LoadId  
[ ParIdType := ] <expression (IN) of paridnum> ,
```

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1 Instructions

1.106 LoadId - Load identification of tool or payload
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[ LoadIdType ':=' ] <expression (IN) of loadidnum> ','
[ Tool ':=' ] <persistent (PERS) of tooldata>
[ '"' PayLoad ':=' <persistent (PERS) of loaddata> ]
[ '"' WObj ':=' <persistent (PERS) of wobjdata> ]
[ '"' ConfAngle ':=' <expression (IN) of num> ]
[ '"' SlowTest ]
[ '"' Accuracy ':=' <variable (VAR) of num> ] ';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Predefined program Load Identify</td>
<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>Type of parameter identification</td>
<td>paridnum - Type of parameter identification on page 1548</td>
</tr>
<tr>
<td>Result of ParIdRobValid</td>
<td>paridvalidnum - Result of ParIdRobValid on page 1550</td>
</tr>
<tr>
<td>Type of load identification</td>
<td>loadidnum - Type of load identification on page 1530</td>
</tr>
<tr>
<td>Valid robot type</td>
<td>ParIdRobValid - Valid robot type for parameter identification on page 1263</td>
</tr>
<tr>
<td>Valid robot position</td>
<td>ParIdPosValid - Valid robot position for parameter identification on page 1260</td>
</tr>
</tbody>
</table>
1.107 MakeDir - Create a new directory

Usage

MakeDir is used to create a new directory. The user must have write and execute permission for the parent directory under which the new directory is created.

Basic examples

The following example illustrates the instruction MakeDir:

Example 1

MakeDir "HOME:/newdir";

This example creates a new directory, called newdir, under HOME:

Arguments

MakeDir Path

Path

Data type: string

The name of the new directory specified with full or relative path.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The directory cannot be created.</td>
</tr>
</tbody>
</table>

Syntax

MakeDir

[ Path':=\s' ] < expression (IN) of string>'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove a directory</td>
<td>RemoveDir - Delete a directory on page 500</td>
</tr>
<tr>
<td>Rename a file</td>
<td>RenameFile - Rename a file on page 503</td>
</tr>
<tr>
<td>Remove a file</td>
<td>RemoveFile - Delete a file on page 502</td>
</tr>
<tr>
<td>Copy a file</td>
<td>CopyFile - Copy a file on page 111</td>
</tr>
<tr>
<td>Check file type</td>
<td>IsFile - Check the type of a file on page 1214</td>
</tr>
<tr>
<td>Check file size</td>
<td>FileSize - Retrieve the size of a file on page 1143</td>
</tr>
<tr>
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</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
<tr>
<td>Path references and the directory structure</td>
<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1.108 ManLoadIdProc - Load identification of IRBP manipulators

Usage

ManLoadIdProc (Manipulator Load Identification Procedure) is used for load identification of payload for external manipulators by executing a user defined RAPID program.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Note

An easier way to identify the payload is to use the service routine ManLoadIdentify. This service routine can be started from the menu Program Editor, Debug, Call Routine, ManLoadIdentify.

Basic examples

The following examples illustrate the instruction ManLoadIdProc:

```plaintext
PERS loaddata myload := [6,[0,0,0],[1,0,0,0],0,0,0];
VAR bool defined;
ActUnit STN1;
ManLoadIdProc \ParIdType := IRBP_L
 \MechUnit := STN1
 \PayLoad := myload
 \ConfigAngle := 60
 \AlreadyActive
 \DefinedFlag := defined;
DeactUnit STN1;

Load identification of payload myload mounted on the mechanical unit STN1. The external manipulator is of type IRBP-L. The configuration angle is set to 60 degrees. The manipulator is activated before the load identification and deactivated after. After the identification myload has been updated and defined it is set to TRUE.
```

Arguments

ManLoadIdProc [\ParIdType] [\MechUnit] [\MechUnitName] [\AxisNumber] [\PayLoad] [\ConfigAngle] [\DeactAll] [\AlreadyActive] [\DefinedFlag] [DoExit]

[ \ ParIdType ]
Data type: paridnum
Type of parameter identification. Predefined constants are found under the datatype paridnum.

[ \ MechUnit ]
Data type: mecunit
Mechanical unit used for the load identification. Cannot be used together with argument \MechUnitName.
1 Instructions

1.108 ManLoadIdProc - Load identification of IRBP manipulators
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[ \ MechUnitName ]
Data type: string
Mechanical unit used for the load identification given as a string. Cannot be used
together with argument \MechUnit.

[ \ AxisNumber ]
Data type: num
Axis number within the mechanical unit, which holds the load to be identified.

[ \ PayLoad ]
Data type: loaddata
Variable for the payload to be identified. The component mass must be specified.
This variable will be updated after the identification is done.

[ \ ConfigAngle ]
Data type: num
Specification of a specific configuration angle ± degrees to be used for the
parameter identification.

Load identification pos for actual axis in
another configuration
(Selected by ConfigAngle)

Positive ConfigAngle in degrees

*) Measurement movements in different
configurations for actual axis
Load identification pos for actual axis at
start

Min. ± or - 30 degrees. Optimum ± or - 90 degrees.

[ \ DeactAll ]
Data type: switch
If this switch is used all mechanical units in the system will be deactivated before
identification is done. The mechanical unit to identify will then be activated. It cannot
be used together with argument \AlreadyActive.

[ \ AlreadyActive ]
Data type: switch
This switch is used if the mechanical unit to identify is active. It cannot be used
together with argument \DeactAll.

[ \ DefinedFlag ]
Data type: bool
This argument will be set to **TRUE** if the identification has been made, **FALSE** otherwise.

```
[ \ DoExit]
```

**Data type:** bool

If set to **TRUE** the load identification will end up with an **EXIT** command to force the user to set PP to main before continuing the execution. If not present or set to **FALSE** no **EXIT** will be done. Note that `ManLoadIdProc` always clears the current path.

**Program execution**

All arguments are optional. If an argument is not given the user will be asked for the value from the FlexPendant (except for `\DoExit`).

The user will always be asked to give the mass and if the manipulator is of type IRBP R, z in mm.

The mechanical unit will carry out a large number of relative small transport and measurement movements.

After all measurements, movements, and load calculations the load data is returned in argument `Payload` if used. The following load data is calculated.

<table>
<thead>
<tr>
<th>Manipulator type/ Calculated load data</th>
<th>IRBP-K</th>
<th>IRBP-L</th>
<th>IRBP-C</th>
<th>IRBP_T</th>
<th>IRBP-R</th>
<th>IRBP-A</th>
<th>IRBP-B</th>
<th>IRBP-D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parameter <code>Payload - cog.x, cog.y, cog.z in loaddata in mm</code></td>
<td>cog.x</td>
<td>cog.y</td>
<td>cog.x</td>
<td>cog.y</td>
<td>cog.x</td>
<td>cog.y</td>
<td>cog.x</td>
<td>cog.y</td>
</tr>
<tr>
<td>Parameter <code>Payload - ix, iy, iz in loaddata in kgm²</code></td>
<td>iz</td>
<td>iz</td>
<td>ix</td>
<td>iy</td>
<td>ix</td>
<td>iy</td>
<td>iz</td>
<td>iz</td>
</tr>
</tbody>
</table>

The calculated data will be displayed on the FlexPendant.

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PID_MOVESTOP</td>
<td>At any error during the execution of the RAPID NOSTEPIN routine <code>ManLoadIdProc</code>.</td>
</tr>
<tr>
<td>ERR_PID_RAISE_PP</td>
<td>The program pointer is raised to the user call of <code>ManLoadIdProc</code>.</td>
</tr>
<tr>
<td>ERR_LOADID_FATAL</td>
<td></td>
</tr>
</tbody>
</table>

**Limitations**

Usually load identification of load for the external manipulator is done with the service routine `ManLoadIdentify`. It is also possible to do this identification with this RAPID instruction `ManLoadIdProc`.

Any path in progress will be cleared before the load identification. The program pointer will be lost after the load identification if argument `\DoExit:=TRUE` is used.
1 Instructions

1.108 ManLoadIdProc - Load identification of IRBP manipulators

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It is not possible to restart the load identification movements after any type of stop, such as program stop, emergency stop, or power failure. The load identification movements must be again restarted from the beginning.

Syntax

ManLoadIdProc
[ ['ParIdType ':=' <expression (IN) of paridnum>]
[ 'MechUnit ':=' <variable (VAR) of mecunit> ]
[ ['MechUnitName ':=' <expression (IN) of string>]
[ 'AxisNumber ':=' <expression (IN) of num> ]
[ 'Payload ':=' <var or pers (INOUT) of loaddata>
[ 'ConfigAngle ':=' <expression (IN) of num>
[ 'DeactAll'] | ['AlreadyActive]
[ 'DefinedFlag ':=' <variable (VAR) of bool> ]
[ 'DoExit ':=' <expression (IN) of bool> ] ';' ]

Related information

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<td>paridnum - Type of parameter identification on page 1548</td>
</tr>
<tr>
<td>Mechanical unit</td>
<td>mecunit - Mechanical unit on page 1532</td>
</tr>
<tr>
<td>Payload</td>
<td>loaddata - Load data on page 1524</td>
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</tbody>
</table>
1.109 MatrixSolve - Solve a linear equation system

Usage

MatrixSolve is used to solve linear equation systems on the form $A \cdot x = b$.

Basic examples

The following examples illustrate the instruction MatrixSolve.

See also More examples on page 282.

Example 1

```plaintext
VAR dnum A1{3,3}:=[[5, 2, 7],[1, 10, -3]];
VAR dnum b1{3}:=[-22, 39, 54];
VAR dnum x1{3};
...
MatrixSolve A1, b1, x1;
```

The example above solves the linear equation system. The $x1$ array will have the value $[-10, 7, 2]$.

Example 2

```plaintext
VAR dnum A2{1,1} := [[5]];
VAR dnum b2{1}:=[35];
VAR dnum x2{1};
...
MatrixSolve A2, b2, x2;
```

The example above solves the trivial equation $5x = 35$. The answer is 7.

Arguments

MatrixSolve A [\A_m] [\A_n] b x

A

Data type: array of dnum

A is a matrix with the dimensions $m \times n$, where $m \geq n$. The letter $m$ describes the number of rows, and letter $n$ describes the number of columns of the matrix. If $m > n$, then the system of equations is overdetermined and a least-squares solution is returned.

[\A_m]

Data type: num

With the optional argument $\A_m$ it is possible to specify how many of the rows ($m$) in the matrix $A$ that should be used.

[\A_n]

Data type: num

With the optional argument $\A_n$ it is possible to specify how many of the columns ($n$) in the matrix $A$ that should be used.

b

Data type: array of dnum

Continues on next page
MatrixSolve - Solve a linear equation system

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1.109 MatrixSolve - Solve a linear equation system

Continued

b is an array with the same dimension as the rows (m) of the matrix A. If using an array with bigger dimension than the rows (m) of matrix A, the components above m will be set to 0.

Data type: array of dnum

x is an array with the same dimension as the columns (n) of the matrix A. This is an array variable where the result of the calculation is stored. If using an array with bigger dimension than the columns (n) of matrix A, the components above n will be set to 0.

Program execution

MatrixSolve is used to solve linear equation systems on the form A*x=b. If the system is overdetermined, then a least-squares solution is returned.

If using the optional arguments A_m and A_n it is possible to use the same matrix for many different calculations that use different sizes of the matrix.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>ERR_ARRAY_SIZE</th>
<th>Wrong dimensions or wrong values on optional arguments are used.</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_MATRIX_SINGULAR</td>
<td>The input matrix is singular.</td>
</tr>
</tbody>
</table>

More examples

More examples of the function MatrixSolve are illustrated below.

Example 1

```
VAR dnum A1{5,5}:=[[5,2,7,0,0], [-3,1,1,0,0], [1,10,-3,0,0]];
VAR dnum b1{8}:=[-22,39,54,0,0,0,0,0];
VAR dnum x1{8};
MatrixSolve A1 \A_m:=3 \A_n:=3, b1, x1;
```

The example above solves the linear equation system. The x1 array will have the value [-10, 7, 2, 0, 0, 0, 0, 0]. This example is the same as Example 1 on page 281. The only difference is that in this example it is illustrated how to use the optional arguments A_m and A_n and that bigger arrays than m and n can be used for arguments b and x. A_m and A_n can be used to limit the size of the matrix, so a big general matrix can be used to solve many different equation systems.

Limitations

When solving large matrixes the allocated memory may not be enough to complete the current calculation and an event log is reported. The allocated memory size is fixed and cannot be changed. Try solving smaller sizes of the matrix.

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1 Instructions

1.109 MatrixSolve - Solve a linear equation system

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Continued

Syntax

MatrixSolve

[ A ':=' ] < array {*} expression (IN) of dnum > ','
[ '\' A_m ':=' < expression (IN) of num > ]
[ '\' A_n ':=' < expression (IN) of num > ] ','
[ b ':=' ] < array {*} expression (IN) of dnum > ','
[ x ':=' ] < array variable {*} (VAR) of dnum > ';'

Related information

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<td>MatrixSolveQR - Computes a QR-factorization on page 284</td>
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<tr>
<td>Compute a singular value decomposition.</td>
<td>MatrixSVD - Computes a singular value decomposition on page 286</td>
</tr>
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</table>
1 Instructions

1.110 MatrixSolveQR - Computes a QR-factorization

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1.110 MatrixSolveQR - Computes a QR-factorization

Usage

MatrixSolveQR is used to compute a QR-factorization of an (m x n) matrix A.

Basic examples

The following example illustrates the instruction MatrixSolveQR.

Example 1

VAR dnum A4[3,3] := [[12,-51,4], [6,167,-68], [-4,24,-41]];
VAR dnum Q4[3,3];
VAR dnum R4[3,3];
MatrixSolveQR A4, Q4, R4;

Instruction MatrixSolveQR is used to compute a QR-factorization of an (m x n) matrix A4. The result of the calculation is:

Q4 := [[-0.857142857142857,0.394285714285714,0.331428571428571],
[-0.428571428571429,-0.902857142857143,-0.0342857142857143],
[0.285714285714286,-0.171428571428571,0.942857142857143]];
R4 := [[-14,-21,14], [0,-175,70], [0,0,-35]];

Arguments

MatrixSolveQR A [\A_m] [\A_n] Q R

A

Data type: array of dnum
A is a matrix with the dimensions m x n, where m is the number of rows, and n is the number of columns.

[\A_m]

Data type: num
With the optional argument A_m it is possible to specify how many of the rows m in the matrix A that shall be used.

[\A_n]

Data type: num
With the optional argument A_n it is possible to specify how many of the columns n in the matrix A that shall be used.

Q

Data type: array of dnum
Orthogonal (m x m) matrix. This is a matrix variable where the result of the calculation is stored.

R

Data type: array of dnum
(m x n) upper-triangular matrix. This is a matrix variable where the result of the calculation is stored.

Continues on next page
Program execution

MatrixSolveQR computes a QR-factorization of an \((m \times n)\) matrix \(A\) so that \(A = QR\), where \(Q\) is an \((m \times m)\) orthogonal matrix and \(R\) is an \((m \times n)\) upper triangular matrix.

If using the optional arguments \(A_m\) and \(A_n\) it is possible to use the same matrix for many different calculations that use different sizes of the matrix.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \(ERRNO\) will be set to:

| ERR_ARRAY_SIZE | Wrong dimensions or wrong values on optional arguments are used. |

Limitations

When solving large matrixes the allocated memory may not be enough to complete the current calculation and an event log is reported. The allocated memory size is fixed and cannot be changed. Try solving smaller sizes of the matrix.

Syntax

```c
MatrixSolveQR
    [ A ':=' ] < array {*}{*} expression (IN) of dnum > ','
    [ '\ A_m ':=' < expression (IN) of num > ]
    [ '\ A_n ':=' < expression (IN) of num > ]
    [ Q ':=' ] < array variable {*}{*} (VAR) of dnum > ','
    [ R ':=' ] < array variable {*}{*} (VAR) of dnum > ';
```

Related information

<table>
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<tr>
<td>Compute a singular value decomposition.</td>
<td>MatrixSVD - Computes a singular value decom- position on page 286</td>
</tr>
<tr>
<td>Mathematical instructions and functions.</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1 Instructions

1.111 MatrixSVD - Computes a singular value decomposition

**Usage**

MatrixSVD is used to compute a singular value decomposition (SVD).

The singular value decomposition (SVD) is a factorization of a real matrix, with many useful applications in signal processing and statistics.

**Basic examples**

The following example illustrates the instruction MatrixSVD.

**Example 1**

```plaintext
VAR dnum A3{7,5} := [[32, 5, 30, -47, 16], [41, 46, -36, 35, -33],
[-38, 47, -8, 44, 21], [42, -35, 42, 18, -47],
[13, 48, 30, 26, -23], [-41, 46, 42, -46, -46], [-22, -1, 16, -11, -41]];
VAR dnum U3{7,7};
VAR dnum S3{5};
VAR dnum V3{5,5};
MatrixSVD A3, U3, S3, V3;

Instruction MatrixSVD is used to compute a singular value decomposition. The result of the calculation is:

U3 := [ -0.24489453114765, -0.241308890179438, -0.0602284681243788,
-0.835993641906923, -0.0767894261551876, 0.240015157740137,
0.30426451994411], [0.36884312087718, -0.11165754164993,
0.807113814553714, -0.0174513269190971, -0.38355889149629,
0.23128998525022, 0.107870591684966], [0.421298684810973,
0.496825721418653, -0.0754892815524551, -0.038076666594926,
0.43352497940395, 0.0439085586237023, 0.615467956914505],
[0.026022505267863, -0.748510046516493, 0.145750281133738,
0.297910761636627, 0.491463032720705, 0.125969427524496,
0.267688931284032], [0.4990665677733, -0.19436365765786,
0.1145708386435, -0.0406351234561054, 0.210650943912061,
-0.684691075563818, -0.261683066617197], [0.364107267122289,
-0.191796131356257, -0.458813892825907, -0.058356500937226,
-0.12660540694026, 0.499569153226195, -0.285627591951972],
[0.145957672500732, -0.24906088904148, -0.30730264960591,
0.205089199291144, -0.597836567467733, -0.390807165865741,
0.521598216836665];
S3 := [128.223078192708, 106.345877619872, 86.7728120622664,
62.5176992467654, 42.2777876032412];
V3 := [-0.241697068016687, -0.44920980138353, 0.774566517264602,
-0.334347996967586, 0.16748495146732], [0.664865161158152,
0.281358669789186, 0.148180746944642, -0.63345002423402,
-0.235743880251818], [0.172346698575578, -0.571920245958167,
-0.53859865014224, -0.371678506044732, 0.46348787880432],
[0.541008847671309, 0.11456478277902, 0.291104463782398,
0.44920718755608, 0.638479004558623], [-0.420883460142759,
0.61549167032206, -0.0570844141501356, -0.38343235716582,
0.541985217686462];
```

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1 Instructions

1.111 MatrixSVD - Computes a singular value decomposition

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Continued

Arguments

MatrixSVD A [\A_m] [\A_n] U S V [\Econ]

A

Data type: array of dnum

A is a matrix with the dimensions m x n, where m is the number of rows, and n is the number of columns.

[\A_m]

Data type: num

With the optional argument \A_m it is possible to specify how many of the rows m in the matrix A that shall be used.

[\A_n]

Data type: num

With the optional argument \A_n it is possible to specify how many of the columns n in the matrix A that shall be used.

U

Data type: array of dnum

U is the left singular vectors of A, stored as an m x kk matrix, where kk is equal to the columns of the A matrix (or A_n) if the \Econ switch is used, otherwise it is the same as the rows of the A matrix (or A_m). This is a matrix variable where the result of the calculation is stored. If using a matrix with bigger dimension than the rows (m) and columns (n) of matrix A, the components above m and n will be set to 0.

S

Data type: array of dnum

S is an array with the dimension MIN(A m, A n) with values >= 0. This is an array variable where the result of the calculation is stored. If using an array with bigger dimension than needed, the components above n will be set to 0.

V

Data type: array of dnum

V is the right singular vectors of A stored as a n x n matrix.

[\Econ]

(Economy size)

Data type: switch

If \Econ is used and m > n, then only the n first singular vectors of U are calculated.

Program execution

MatrixSVD is used to compute a singular value decomposition (SVD) of the (m x n) input matrix A.

An SVD of a matrix A can be written as A=U*S*V^T, where U is (m x m) (left singular vectors), V is (n x n) (right singular vectors) and S is an (m x n) diagonal matrix with non-negative elements. The diagonal elements are the singular values of A.

Continues on next page
To save space, only the singular values of \( S \) are returned, and not the complete matrix. So \( S \) is represented as an array of length MIN(m, n). The singular values are always returned in decreasing order.

With \( m > n \), further space can be saved by only computing the \( n \) first singular vectors of \( U \). This is controlled by using the switch \( \text{\textbackslash Econ} \). Hence, if \( m > n \) and \( \text{\textbackslash Econ} \) is used, then \( U \) is \( (m \times n) \), otherwise \( U \) is \( (m \times m) \).

If using the optional arguments \( A_m \) and \( A_n \) it is possible to use the same matrix for many different calculations that use different sizes of the matrix.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \( \text{ERRNO} \) will be set to:

| ERR_ARRAY_SIZE         | Wrong dimensions or wrong values on optional arguments are used. |

### Limitations

When solving large matrices the allocated memory may not be enough to complete the current calculation and an event log is reported. The allocated memory size is fixed and cannot be changed. Try solving smaller sizes of the matrix.

### Syntax

\[
\begin{align*}
\text{MatrixSVD} & \\
[ A := ] & < \text{array \{\*\}{\*}} \text{expression (IN) of dnum} > , \\
[ \' \' A_m := ] & < \text{expression (IN) of num} > , \\
[ \' \' A_n := ] & < \text{expression (IN) of num} > , \\
[ U := ] & < \text{array variable \{\*\}{\*} (VAR) of dnum} > , \\
[ S := ] & < \text{array variable \{\*\} (VAR) of dnum} > , \\
[ V := ] & < \text{array variable \{\*\}{\*} (VAR) of dnum} > , \\
[ \' \' \text{Econ} ] & ;
\end{align*}
\]

### Related information

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</table>
1.112 MechUnitLoad - Defines a payload for a mechanical unit

Usage

MechUnitLoad is used to define a payload for an external mechanical unit, for example positioners. The payload for a robot is defined with the instruction GripLoad.

This instruction should be used for all mechanical units with dynamic model (ABB positioners and track motions) to achieve the best motion performance.

The MechUnitLoad instruction should always be executed after execution of the instruction ActUnit.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Description

MechUnitLoad specifies which loads the mechanical unit are carrying. Specified loads are used in the control system so that the movements of the mechanical unit can be controlled in the best possible way.

The payload is connected/disconnected using the instruction MechUnitLoad, which adds or subtracts the weight of the payload to the weight of the mechanical unit.

⚠️ WARNING

It is important to always define the actual tool load and, when used, the payload of the robot (for example, a gripped part). Incorrect definitions of load data can result in overloading of the robot mechanical structure. There is also a risk that the speed in manual reduced speed mode can be exceeded.

When incorrect load data is specified, it can often lead to the following consequences:

• The robot may not use its maximum capacity.
• Impaired path accuracy including a risk of overshooting.
• Risk of overloading the mechanical structure.

The controller continuously monitors the load and writes an event log if the load is higher than expected. This event log is saved and logged in the controller memory.

⚠️ WARNING

The above warning also applies when defining payloads for an external mechanical unit.
1 Instructions

1.1 MechUnitLoad - Defines a payload for a mechanical unit

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Continued

Basic examples

The following examples illustrate the instruction MechUnitLoad:

Illustration

The following figure shows axis 1 on a mechanical unit named STN1 of type IRBP L.

Example 1

ActUnit SNT1;
MechUnitLoad STN1, 1, load0;

Activate mechanical unit STN1 and define the payload load0 corresponding to no load (at all) mounted on axis 1.

Example 2

ActUnit STN1;
MechUnitLoad STN1, 1, fixture1;

Activate mechanical unit STN1 and define the payload fixture1 corresponding to the fixture mounted on axis 1.

Example 3

ActUnit STN1;
MechUnitLoad STN1, 1, workpiece1;

Activate mechanical unit STN1 and define the payload workpiece1 corresponding to fixture and work piece mounted on axis 1.

Arguments

MechUnitLoad MechUnit AxisNo Load

MechUnit

Mechanical Unit

Data type: mecanit

The name of the mechanical unit.

AxisNo

Axis Number

Data type: num

The axis number within the mechanical unit that holds the load. Axis numbering starts from 1.

Load

Data type: loaddata

Continues on next page
The load data that describes the current payload to be defined, that is, the fixture or the fixture together with work piece depending on if the work piece is mounted on the mechanical unit or not.

Program execution

The specified load applies for the next executed movement instruction until a new MechUnitLoad instruction is executed.

After execution of MechUnitLoad, when the robot and additional axes have come to a standstill, the specified load is defined for the specified mechanical unit and axis. This means that the payload is controlled and monitored by the control system.

The default payload when using the restart mode Reset system for a certain mechanical unit type, is the predefined maximal payload for this mechanical unit type.

When another payload is used, the actual payload for the mechanical unit and axis should be redefined with this instruction. This should always be done after activation of the mechanical unit.

The defined payload will survive a restart. The defined payload will also survive a restart of the program after manual activation of other mechanical units from the jogging window.

The following graphic shows a payload mounted on the end-effector of a mechanical unit (end-effector coordinate system for the mechanical unit).

<table>
<thead>
<tr>
<th>A</th>
<th>End-effector</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Fixture and work piece</td>
</tr>
<tr>
<td>C</td>
<td>Center of gravity for the payload (fixture + work piece)</td>
</tr>
<tr>
<td>D</td>
<td>Mechanical unit</td>
</tr>
</tbody>
</table>
More examples

More examples of how to use the instruction MechUnitLoad are illustrated below.

Illustration

The following figure shows a mechanical unit named INTERCH of type IRBP K with three axes (1, 2, and 3).

Example 1

MoveL homeside1, v1000, fine, gun1;
...
ActUnit INTERCH;

The whole mechanical unit INTERCH is activated.

Example 2

MechUnitLoad INTERCH, 2, workpiece1;

Defines payload workpiece1 on the mechanical unit INTERCH axis 2.

Example 3

MechUnitLoad INTERCH, 3, workpiece2;

Defines payload workpiece2 on the mechanical unit INTERCH axis 3.

Example 4

MoveL homeside2, v1000, fine, gun1;

The axes of the mechanical unit INTERCH move to the switch position homeside2 with mounted payload on both axes 2 and 3.

Example 5

ActUnit STN1;
MechUnitLoad STN1, 1, workpiece1;

The mechanical unit STN1 is activated. Defines payload workpiece1 on the mechanical unit STN1 axis 1.

Limitations

If this instruction is preceded by a move instruction, that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

Continues on next page
MechUnitLoad cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart or Step.

**Syntax**

MechUnitLoad

- \[\text{MechUnit} ':=' \] <variable (VAR) of mecunit> ','
- \[\text{AxisNo} ':=' \] <expression (IN) of num> ','
- \[\text{Load} ':=' \] <persistent (PERS) of loaddata> ';'

**Related information**

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<td>Define payload for the robot</td>
<td>GripLoad - Defines the payload for a robot on page 180</td>
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1 Instructions

1.113 MotionProcessModeSet - Set motion process mode

Advanced Robot Motion

1.113 MotionProcessModeSet - Set motion process mode

Usage

MotionProcessModeSet is used to set the motion process mode (Motion Process Mode) for a TCP robot.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any motion tasks.

Basic examples

The following example illustrates the instruction MotionProcessModeSet:

```
MotionProcessModeSet OPTIMAL_CYCLE_TIME_MODE;
! Do cycle-time critical movement
.. 
MotionProcessModeSet ACCURACY_MODE;
! Do cutting with high accuracy
.. 
```

Changing the motion process mode used for the TCP robot in run time.

Arguments

MotionProcessModeSet Mode

Mode

Data type: motionprocessmode

The motion process mode to be used. It is an integer constant of data type motionprocessmode.

Program execution

The motion process mode applies for the TCP robot until a new MotionProcessModeSet instruction is executed, see Related information on page 295.

The default configured value for motion process mode is automatically set:

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Continues on next page
Predefined data

The following symbolic constants of the data type `motionprocessmode` are predefined and can be used to specify the integer in argument `Mode`.

The default mode is defined by the system parameter `Use Motion Process Mode` in type `Robot`, topic `Motion`.

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<thead>
<tr>
<th>Symbolic constant</th>
<th>Constant value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPTIMAL_CYCLE_TIME_MODE</td>
<td>1</td>
<td>This mode gives the shortest possible cycle time.</td>
</tr>
<tr>
<td>LOW_SPEED_ACCURACY_MODE</td>
<td>2</td>
<td>This mode improves path accuracy mainly for large robots.</td>
</tr>
<tr>
<td>LOW_SPEED_STIFF_MODE</td>
<td>3</td>
<td>This mode is recommended for low speed contact applications where maximum servo stiffness is important.</td>
</tr>
<tr>
<td>ACCURACY_MODE</td>
<td>4</td>
<td>This mode improves path accuracy mainly for small robots.</td>
</tr>
<tr>
<td>MPM_USER_MODE_1</td>
<td>5</td>
<td>User defined modes.</td>
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<td>MPM_USER_MODE_2</td>
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<td></td>
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<tr>
<td>MPM_USER_MODE_3</td>
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<td></td>
</tr>
<tr>
<td>MPM_USER_MODE_4</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>PRESS_TENDING_MODE</td>
<td>9</td>
<td>Primarily intended for flexible grippers in press tending applications.</td>
</tr>
<tr>
<td>COLLABORATIVE_MODE</td>
<td>10</td>
<td>Intended for GoFa robots</td>
</tr>
</tbody>
</table>

Limitations

The mode can only be changed when the robot is standing still, otherwise a fine point is enforced.

Syntax

```
MotionProcessModeSet
    [Mode ':='] <expression (IN) of motionprocessmode> ';'
```

Related information

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<th>See</th>
</tr>
</thead>
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<td>parameters.</td>
<td></td>
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<tr>
<td>Tuning servos.</td>
<td>TunServo - Tuning servos on page 860</td>
</tr>
</tbody>
</table>
1 Instructions

1.114 MotionSup - Deactivates/Activates motion supervision

Usage

MotionSup (Motion Supervision) is used to deactivate or activate the motion supervision function for robot movements during program execution. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Description

Motion supervision is the name of a collection of functions for high sensitivity, model-based supervision of the robot. It contains the function for joint load supervision, joint collision supervision, and collision detection. Because the supervision is designed to be very sensitive it may trip if there are large process forces acting on the robot.

If the load is not correctly defined, use the load identification service routine to specify it. If large external process forces are present in most parts of the application, such as during deburring, then use the system parameters to raise the supervision level of the motion supervision until it no longer triggers. If, the external forces are only temporary, such as during the closing of a large spotweld gun, then the MotionSup instruction should be used to raise the supervision level (or turn the function off) for those parts of the application where the disturbance acts.

Basic examples

The following example illustrates the instruction MotionSup:

Example 1

! If the motion supervision is active in the system parameters,
! then it is active by default during program execution
...
! If motion supervision is deactivated in the system parameters
! then it cannot be activated using the MotionSup instruction
...
! Deactivate motion supervision during program execution
MotionSup \Off;
...
! Activate motion supervision again during program execution
MotionSup \On;
...
! Tune the supervision level to 200% (makes the function less
! sensitive) of the level in
! the system parameters
MotionSup \On \TuneValue:= 200;
...
! Activate motion supervision again.
! No back off at a motion collision
MotionSup \On \NoBackoff;

Continues on next page
1.114 MotionSup - Deactivates/Activates motion supervision

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MotionSup[\On]</td>
<td>switch</td>
<td>Activate the motion supervision function during program execution.</td>
</tr>
<tr>
<td>MotionSup[\Off]</td>
<td>switch</td>
<td>Deactivate the motion supervision function during program execution.</td>
</tr>
<tr>
<td>\TuneValue</td>
<td>num</td>
<td>Tuning the motion supervision sensitivity level in percent (1 - 300%) of the system parameter level. A higher level gives more robust sensitivity. This argument can only be combined with argument \On.</td>
</tr>
<tr>
<td>\NoBackoff</td>
<td>switch</td>
<td>If this switch is used, the robot does not back off at a motion collision. This argument can only be combined with argument \On.</td>
</tr>
</tbody>
</table>

**Program execution**

The specified motion supervision applies for the next executed movement instruction until a new MotionSup instruction is executed.

If the motion supervision function is active both in the system parameters and in the RAPID program, and the motion supervision is triggered because of a collision, then

- the robot will stop as quickly as possible
- the robot will back up to remove any residual forces (if \NoBackoff switch has not been used on last MotionSup instruction)
- the program execution will stop with an error message

If motion supervision is active in system parameters it is then active by default during program execution (TuneValue:=100, and back up to remove any residual forces). These values are set automatically

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

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1 Instructions

1.114 MotionSup - Deactivates/Activates motion supervision

**Collision Detection**

**Continued**

**Limitations**

- Motion supervision is never active for external axes or when one or more joints are run in independent joint mode. When using the robot in the soft servo mode it may be necessary to turn the motion supervision off to avoid accidental tripping.

- If motion supervision is deactivated in the system parameters, then it cannot be activated using the MotionSup instruction.

**Syntax**

```
MotionSup
[ '\' On ] | [ '\' Off ]
[ '\' Tunevalue' := '< expression (IN) of num> ]
[ '\' NoBackoff ] ;'
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<td>motsetdata - Motion settings data on page 1534</td>
</tr>
<tr>
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<td>Technical reference manual - RAPID Overview</td>
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<td>Tuning using system parameters</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>LoadIdentify, load identification service routine</td>
<td>Operating manual - OmniCore</td>
</tr>
</tbody>
</table>
1.115 MoveAbsJ - Moves the robot to an absolute joint position

Usage

MoveAbsJ (Move Absolute Joint) is used to move the robot and external axes to an absolute position defined in axes positions.

Examples of use:

- the end point is a singular point
- for ambiguous positions on the IRB 6400C, e.g. for movements with the tool over the robot

The final position of the robot during a movement with MoveAbsJ is neither affected by the given tool and work object nor by active program displacement. The robot uses this data to calculate the load, TCP velocity, and the corner path. The same tools can be used in adjacent movement instructions.

The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction MoveAbsJ:

See also More examples on page 303.

Example 1

MoveAbsJ p50, v1000, z50, tool2;

The robot with the tool tool2 is moved along a non-linear path to the absolute axis position p50, with velocity data v1000 and zone data z50.

Example 2

MoveAbsJ *, v1000\T:=5, fine, grip3;

The robot with the tool grip3 is moved along a non-linear path to a stop point which is stored as an absolute axis position in the instruction (marked with an *). The entire movement takes 5 seconds.

Arguments

MoveAbsJ [\Conc] ToJointPos [\ID] [\NoEOffs] Speed [\V] | [\T]
[\WObj] [\TLoad]

[\Conc]

Concurrent

Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but is used to shorten the cycle time when, for example, communicating with external equipment if synchronization is not required.

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1 Instructions

1.115 MoveAbsJ - Moves the robot to an absolute joint position

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Continued

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToJointPos is not a stop point, the subsequent instruction is executed some time before the robot has reached the programmed zone.

This argument cannot be used in coordinated synchronized movement in a MultiMove System.

ToJointPos

To Joint Position

Data type: jointtarget

The destination absolute joint position of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

[ \NoEOffs ]

No External Offsets

Data type: switch

If the argument \NoEOffs is set then the movement with MoveAbsJ is not affected by active offsets for external axes.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the tool reorientation, and external axes.

[ \V ]

Velocity

Data type: num

This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

[ \T ]

Time

Data type: num

Continues on next page
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

[ \Z ]

Zone

Data type: num

This argument is used to specify the position accuracy of the robot TCP directly in the instruction. The length of the corner path is given in mm, which is substituted for the corresponding zone that is specified in the zone data.

[ \Inpos ]

In position

Data type: stoppointdata

This argument is used to specify the convergence criteria for the position of the robot's TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

Tool

Data type: tooldata

The tool in use during the movement.

The position of the TCP and the load on the tool are defined in the tool data. The TCP position is used to calculate the velocity and the corner path for the movement.

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1.155 MoveAbsJ - Moves the robot to an absolute joint position

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Continued

[ \WObj ]

Work Object
Data type: wobjdata
The work object used during the movement.
This argument can be omitted if the tool is held by the robot. If the robot holds the
work object, that is, the tool is stationary, or with coordinated external axes, then
the argument must be specified.
In the case of a stationary tool or coordinated external axes, the data used by the
system to calculate the velocity and the corner path for the movement is defined
in the work object.

[ \TLoad ]

Total load
Data type: loaddata
The \TLoad argument describes the total load used in the movement. The total
load is the tool load together with the payload that the tool is carrying. If the \TLoad
argument is used, then the loaddata in the current tooldata is not considered.
If the \TLoad argument is set to load0, then the \TLoad argument is not
considered and the loaddata in the current tooldata is used instead.
To be able to use the \TLoad argument it is necessary to set the value of the
system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it
is no longer possible to use the instruction GripLoad.
The total load can be identified with the service routine LoadIdentify. If the system
parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy
the loaddata from the tool to an existing or new loaddata persistent variable
when running the service routine.
It is possible to test run the program without any payload by using a digital input
signal connected to the system input SimMode (Simulated Mode). If the digital
input signal is set to 1, the loaddata in the optional argument \TLoad is not
considered, and the loaddata in the current tooldata is used instead.

Note
The default functionality to handle payload is to use the instruction GripLoad.
Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

A movement with MoveAbsJ is not affected by active program displacement and
if executed with switch \NoEOffs there will be no offset for external axes. Without
switch \NoEOffs the external axes in the destination target are affected by active
offset for external axes.
The tool is moved to the destination absolute joint position with interpolation of
the axis angles. This means that each axis is moved with constant axis velocity
and that all axes reach the destination joint position at the same time, which results
in a non-linear path.
Generally speaking, the TCP is moved at approximate programmed velocity. The tool is reoriented and the external axes are moved at the same time as the TCP moves. If the programmed velocity for reorientation or for the external axes cannot be attained, the velocity of the TCP will be reduced.

A corner path is usually generated when movement is transferred to the next section of the path. If a stop point is specified in the zone data program execution only continues when the robot and external axes have reached the appropriate joint position.

### Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{ERR_CONC_MAX}</td>
<td>The number of movement instructions in succession using argument \texttt{\Conc} has been exceeded.</td>
</tr>
</tbody>
</table>

### More examples

More examples of how to use the instruction \texttt{MoveAbsJ} are illustrated below.

#### Example 1

\begin{verbatim}
MoveAbsJ *, v2000/V:=2200, z40 /Z:=45, grip3;
\end{verbatim}

The tool, \texttt{grip3}, is moved along a non-linear path to an absolute joint position stored in the instruction. The movement is carried out with data set to \texttt{v2000} and \texttt{z40}. The velocity and zone size of the TCP are 2200 mm/s and 45 mm respectively.

#### Example 2

\begin{verbatim}
MoveAbsJ p5, v2000, fine /Inpos := inpos50, grip3;
\end{verbatim}

The tool, \texttt{grip3}, is moved along a non-linear path to an absolute joint position \texttt{p5}. The robot considers it to be in the point when 50% of the position condition and 50% of the speed condition for a stop point \texttt{fine} are satisfied. It waits at most for 2 seconds for the conditions to be satisfied. See predefined data \texttt{inpos50} of data type \texttt{stoppointdata}.

#### Example 3

\begin{verbatim}
MoveAbsJ \Conc, *, v2000, z40, grip3;
\end{verbatim}

The tool, \texttt{grip3}, is moved along a non-linear path to an absolute joint position stored in the instruction. Subsequent logical instructions are executed while the robot moves.

#### Example 4

\begin{verbatim}
MoveAbsJ \Conc, * \NoEOffs, v2000, z40, grip3;
\end{verbatim}

Same movement as above but the movement is not affected by active offsets for external axes.

#### Example 5

\begin{verbatim}
GripLoad obj_mass;
MoveAbsJ start, v2000, z40, grip3 \WObj:= obj;
\end{verbatim}

The robot moves the work object \texttt{obj} in relation to the fixed tool \texttt{grip3} along a non-linear path to an absolute axis position \texttt{start}.

Continues on next page
Limitations

To run backwards with the instruction `MoveAbsJ` involved and avoiding problems with singular points or ambiguous areas, it is essential that the subsequent instructions fulfill certain requirements as follows (see figure below).

The figure shows limitation for backward execution with `MoveAbsJ`.

`MoveAbsJ` cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
MoveAbsJ
['' Conc ','']
[ToJointPos '':=' <expression (IN) of jointtarget>]
['' ID '':=' <expression (IN) of identno>]'
['' NoEoffs'],'
[Speed '':=' <expression (IN) of speeddata>]
['' V '':=' <expression (IN) of num>]
['' T '':=' <expression (IN) of num>]
['' KeepStartPath '':=' <expression (IN) of num>]
['' KeepEndPath '':=' <expression (IN) of num>]','
[Zone '':=' <expression (IN) of zonedata>]
['' Z '':=' <expression (IN) of num>]
['' Inpos '':=' <expression (IN) of stoppointdata>]','
[Tool '':=' <persistent (PERS) of tooldata>]
['' WObj '':=' <persistent (PERS) of wobjdata>]
['' TLoad '':=' <persistent (PERS) of loaddata>]''
```

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### 1 Instructions

1.115 **MoveAbsJ** - Moves the robot to an absolute joint position

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<td>System parameter ModalPayLoadMode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>

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1 Instructions

1.116 MoveC - Moves the robot circularly

Usage

MoveC is used to move the tool center point (TCP) circularly to a given destination. During the movement the orientation normally remains unchanged relative to the circle.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction MoveC:

See also More examples on page 311.

Example 1

MoveC p1, p2, v500, z30, tool2;

The TCP of the tool, tool2, is moved circularly to the position p2 with speed data v500 and zone data z30. The circle is defined from the start position, the circle point p1, and the destination point p2.

Example 2

MoveC *, *, v500 \T:=5, fine, grip3;

The TCP of the tool, grip3, is moved circularly to a fine point stored in the instruction (marked by the second *). The circle point is also stored in the instruction (marked by the first *). The complete movement takes 5 seconds.

Example 3

MoveL p1, v500, fine, tool1;
MoveC p2, p3, v500, z20, tool1;
MoveC p4, p1, v500, fine, tool1;

The figure shows how a complete circle is performed by two MoveC instructions.
Arguments


[ \Conc ]

Concurrent
Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

CirPoint
Data type: robtarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point, the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

ToPoint
Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed
Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

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1.16 MoveC - Moves the robot circularly

**Velocity**

Data type: num

This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

**Time**

Data type: num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

**\KeepStartPath**

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

**\KeepEndPath**

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

**Zone**

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

**\Inpos**

Data type: num

This argument is used to specify the position accuracy of the robot TCP directly in the instruction. The length of the corner path is given in mm, which is substituted for the corresponding zone specified in the zone data.
Data type: stoppoint data
This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

Tool

Data type: tooldata
The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

Work Object

Data type: wobjdata
The work object (object coordinate system) to which the robot position in the instruction is related.
This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

Correction

Data type: switch
Correction data written to a corrections entry by the instruction CorrWrite will be added to the path and destination position if this argument is present.
The RobotWare option Path Corrections is required when using this argument.

Total load

Data type: loaddata
The TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the TLoad argument is used, then the loaddata in the current tooldata is not considered. If the TLoad argument is set to load0, then the TLoad argument is not considered and the loaddata in the current tooldata is used instead.
To be able to use the TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.
The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.
It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital
input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction `GripLoad`. Therefore the default value of the system parameter `ModalPayLoadMode` is 1.

### Program execution

The robot and external units are moved to the destination point as follows:

- The TCP of the tool is moved circularly at a constant programmed velocity.
- The tool is reoriented at a constant velocity from the orientation at the start position to the orientation at the destination point.
- The reorientation is performed relative to the circular path. Thus, if the orientation relative to the path is the same at the start and the destination points, the relative orientation remains unchanged during the movement (see figure below).

The figure shows tool orientation during circular movement.

![Tool orientation during circular movement](xx0500002214)

The orientation in the circle point is not reached. It is only used to distinguish between two possible directions of reorientation. The accuracy of the reorientation along the path depends only on the orientation at the start and destination points.

Different modes for tool orientation during circle path are described in instruction `CirPathMode`.

Uncoordinated external axes are executed at constant velocity in order for them to arrive at the destination point at the same time as the robot axes. The position in the circle position is not used.

If it is not possible to attain the programmed velocity for the reorientation or for the external axes, the velocity of the TCP will be reduced.

A corner path is usually generated when movement is transferred to the next section of a path. If a stop point is specified in the zone data, program execution only continues when the robot and external axes have reached the appropriate position.

If the starting point, circle point, and the destination point are collinear, then the `MoveC` instruction will result in a linear movement.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

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<tr>
<th>Name</th>
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<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument <code>\Conc</code> has been exceeded.</td>
</tr>
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</table>

More examples

More examples of how to use the instruction `MoveC` are illustrated below.

Example 1

```
MoveC *, *, v500 \V:=550, z40 \Z:=45, grip3;
```

The TCP of the tool, `grip3`, is moved circularly to a position stored in the instruction. The movement is carried out with data set to `v500` and `z40`; the velocity and zone size of the TCP are 550 mm/s and 45 mm respectively.

Example 2

```
MoveC p5, p6, v2000, fine \Inpos := inpos50, grip3;
```

The TCP of the tool, `grip3`, is moved circularly to a stop point `p6`. The robot considers it to be in the point when 50% of the position condition and 50% of the speed condition for a stop point `fine` are satisfied. It waits at most for 2 seconds for the conditions to be satisfied. See predefined data `inpos50` of data type `stoppointdata`.

Example 3

```
MoveC \Conc, *, *, v500, z40, grip3;
```

The TCP of the tool, `grip3`, is moved circularly to a position stored in the instruction. The circle point is also stored in the instruction. Subsequent logical instructions are executed while the robot moves.

Example 4

```
MoveC cir1, p15, v500, z40, grip3 \WObj:=fixture;
```

The TCP of the tool, `grip3`, is moved circularly to a position, `p15` via the circle point `cir1`. These positions are specified in the object coordinate system for `fixture`.

Continues on next page
### Limitations

There are some limitations in how the *CirPoint* and the *ToPoint* can be placed.

- Minimum distance between start and *ToPoint* is 0.1 mm
- Minimum distance between start and *CirPoint* is 0.1 mm
- Minimum distance between *CirPoint* and *ToPoint* is 0.1 mm
- If the system parameter *Restrict placing of circle points* is set to Yes, then the following additional limitations are active:
  - The angle of the circular path (θ in the picture above) may not be larger than 240°.
  - The circle point must be in the middle part of the circular path (α must be 25-75% of θ, according to the picture above).

The accuracy can be poor near the limits, e.g. if the start point and the *ToPoint* on the circle are close to each other then the fault caused by the leaning of the circle can be much greater than the accuracy with which the points have been programmed.

Ensure that the robot can reach the circle point during program execution and divide the circle movement order if necessary.

A change of execution mode from forward to backward or vice versa while the robot is stopped on a circular path is not permitted and will result in an error message.

---

**WARNING**

The instruction *MoveC* (or any other instruction including circular movement) should never be started from the beginning with TCP between the circle point and the end point. Otherwise the robot will not take the programmed path (positioning around the circular path in another direction compared with that which is programmed).

To minimize the risk, set the system parameter *Restrict placing of circle points* to Yes (type *Motion Planner*, topic *Motion*).
MoveC cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
MoveC
['" Conc ','
[CirPoint ':="'] <expression (IN) of robtarget>','
[ToPoint ':="'] <expression (IN) of robtarget>','
['" ID ':="'] <expression (IN) of identno>','
[Speed ':="'] <expression (IN) of speeddata>
['" V ':="'] <expression (IN) of num>]
[['" T ':="'] <expression (IN) of num>]
[['" KeepStartPath ':="'] <expression (IN) of num>]
[['" KeepEndPath ':="'] <expression (IN) of num>]
[Zone ':="'] <expression (IN) of zonedata>
[['" Z ':="'] <expression (IN) of num>]
[['" Inpos ':="'] <expression (IN) of stoppointdata>]
[Tool ':="'] <persistent (PERS) of tooldata>
[['" WObj ':="'] <persistent (PERS) of wobjdata>]
[['" Corr]
[['" TLoad ':="'] <persistent (PERS) of loaddata>'];'
```

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</table>
1.117 MoveCAO - Moves the robot circularly and sets analog output in the corner

Usage

MoveCAO (Move Circular Analog Output) is used to move the tool center point (TCP) circularly to a given destination. The specified analog output is set in the middle of the corner path at the destination point. During the movement the orientation normally remains unchanged relative to the circle.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveCAO:

Example 1

MoveCAO p1, p2, v500, z30, tool2, ao1, 1.1;

The TCP of the tool, tool2, is moved circularly to the position p2 with speed data v500 and zone data z30. The circle is defined from the start position, the circle point p1, and the destination point p2. Output ao1 is set in the middle of the corner path at p2.

Arguments

MoveCAO CirPoint ToPoint [\ID\] Speed [\T\] [\KeepStartPath] [\KeepEndPath] Zone Tool [\WObj\] Signal Value [\TLoad]\n
CirPoint

Data type: robtarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

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1 Instructions

1.17 MoveCAO - Moves the robot circularly and sets analog output in the corner

RobotWare - OS
Continued

### Speed
- **Data type:** speeddata
  - The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

### Time
- **Data type:** num
  - This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

### \KeepStartPath
- **Data type:** num
  - If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.
  - If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

### \KeepEndPath
- **Data type:** num
  - If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.
  - If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

### Zone
- **Data type:** zonedata
  - Zone data for the movement. Zone data describes the size of the generated corner path.

### Tool
- **Data type:** tooldata
  - The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

### Work Object
- **Data type:** wobjdata
  - The work object (object coordinate system) to which the robot position in the instruction is related.

Continues on next page
This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified in order for a circle relative to the work object to be executed.

**Signal**

**Data type:** signalao

The name of the analog output signal to be changed.

**Value**

**Data type:** num

The desired value of signal.

[ \TLoad ]

**Total load**

**Data type:** loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

**Program execution**

See the instruction MoveC for more information about circular movement, *MoveC - Moves the robot circularly on page 306.*

The analog output signal is set in the middle of the corner path for flying points, as shown in figure below.

The figure shows set of analog output signal in the corner path with MoveCAO.

```plaintext
MoveCAO p2, p2, v500, z30, tool2, ao1, 1.1;
```

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1 Instructions

1.117 MoveCAO - Moves the robot circularly and sets analog output in the corner

For stop points we recommend the use of "normal" programming sequence with MoveC and SetAO. But when using stop point in instruction MoveCAO the analog output signal is set when the robot reaches the stop point.

The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed Value argument for the specified analog output signal Signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NOPRUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

General limitations according to instruction MoveC, see MoveC - Moves the robot circularly on page 306.

MoveCAO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

MoveCAO

[CirPoint ':='] <expression (IN) of robtarget>,'
[ToPoint ':='] <expression (IN) of robtarget>,'
['ID ':='] <expression (IN) of identno>','
[Speed ':='] <expression (IN) of speeddata>
['T ':='] <expression (IN) of num>
['KeepStartPath ':='] <expression (IN) of num>
1.117 MoveCAO - Moves the robot circularly and sets analog output in the corner

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Continued

['" KeepEndPath ':=<expression (IN) of num>]','
[Zone ':=<expression (IN) of zonedata>]','
[Tool ':=<persistent (PERS) of tooldata>]
['" WObj ':=<persistent (PERS) of wobjdata>]','
[Signal ':=<variable (VAR) of signalao>]','
[Value ':=<expression (IN) of num>]
['" TLoad ':=<persistent (PERS) of loaddata>]';

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1.118 MoveCDO - Moves the robot circularly and sets digital output in the corner

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1.118 MoveCDO - Moves the robot circularly and sets digital output in the corner

Usage

MoveCDO (Move Circular Digital Output) is used to move the tool center point (TCP) circularly to a given destination. The specified digital output is set/reset in the middle of the corner path at the destination point. During the movement the orientation normally remains unchanged relative to the circle.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveCDO:

Example 1

MoveCDO p1, p2, v500, z30, tool2, do1,1;

The TCP of the tool, tool2, is moved circularly to the position p2 with speed data v500 and zone data z30. The circle is defined from the start position, the circle point p1, and the destination point p2. Output do1 is set in the middle of the corner path at p2.

Arguments

MoveCDO CirPoint ToPoint \[ID\] Speed \[T\] \[\KeepStartPath\] \[\KeepEndPath\] Zone Tool \[WObj\] Signal Value \[\TLoad\]

CirPoint

Data type: robtarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \[ID \]

Synchronization id

Data type: identno

The argument [ \[ID \] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

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1.18 MoveCDO - Moves the robot circularly and sets digital output in the corner

**Speed**

Data type: `speeddata`

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

**Time**

Data type: `num`

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

**KeepStartPath**

Data type: `num`

If the move instruction starts from a fine point, `KeepStartPath` defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone. If the move instruction starts from a fly-by point, `KeepStartPath` is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

**KeepEndPath**

Data type: `num`

If the move instruction ends in a fine point, `KeepEndPath` defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone. If the move instruction ends in a fly-by point, `KeepEndPath` is ignored.

**Zone**

Data type: `zonedata`

Zone data for the movement. Zone data describes the size of the generated corner path.

**Tool**

Data type: `tooldata`

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

**Work Object**

Data type: `wobjdata`

The work object (object coordinate system) to which the robot position in the instruction is related.

Continues on next page
This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified in order for a circle relative to the work object to be executed.

**Signal**

**Data type:** `signaldo`

The name of the digital output signal to be changed.

**Value**

**Data type:** `dionum`

The desired value of signal (0 or 1).

```
[ TLoad ]
```

**Total load**

**Data type:** `loaddata`

The `TLoad` argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the `TLoad` argument is used, then the `loaddata` in the current `tooldata` is not considered.

If the `TLoad` argument is set to `load0`, then the `TLoad` argument is not considered and the `loaddata` in the current `tooldata` is used instead.

To be able to use the `TLoad` argument it is necessary to set the value of the system parameter `ModalPayLoadMode` to 0. If `ModalPayLoadMode` is set to 0, it is no longer possible to use the instruction `GripLoad`.

The total load can be identified with the service routine `LoadIdentify`. If the system parameter `ModalPayLoadMode` is set to 0, the operator has the possibility to copy the `loaddata` from the tool to an existing or new `loaddata` persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input `SimMode` (Simulated Mode). If the digital input signal is set to 1, the `loaddata` in the optional argument `TLoad` is not considered, and the `loaddata` in the current `tooldata` is used instead.

**Note**

The default functionality to handle payload is to use the instruction `GripLoad`. Therefore the default value of the system parameter `ModalPayLoadMode` is 1.

**Program execution**

See the instruction `MoveC` for more information about circular movement.

The digital output signal is set/reset in the middle of the corner path for flying points, as shown in figure below.

---

**Continues on next page**

---
The figures show set/reset of digital output signal in the corner path with **MoveCDO**.

For stop points we recommend the use of "normal" programming sequence with **MoveC + SetDO**. But when using stop point in instruction **MoveCDO** the digital output signal is set/reset when the robot reaches the stop point.

The specified I/O signal is set/reset in execution mode continuously and stepwise forward, but not in stepwise backward.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <strong>AliasIO</strong>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

### Limitations

General limitations according to instruction **MoveC**.

**MoveCDO** cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

### Syntax

**MoveCDO**

```
[CirPoint ' := ' ] <expression (IN) of robtarget> ' , ' 
[ToPoint ' := ' ] <expression (IN) of robtarget> ' , ' 
[ ' \ '' ID ' := ' ] <expression (IN) of identno>] ' , ' 
[Speed ' := ' ] <expression (IN) of speeddata> 
[ ' [ ' ] T ' := ' ] <expression (IN) of num> ] 
```
1 Instructions

1.1.18 MoveCDO - Moves the robot circularly and sets digital output in the corner

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[Zone ':='] <expression (IN) of zonedata>','
[Tool ':='] <persistent (PERS) of tooldata>
["" WObj ':="' <persistent (PERS) of wobjdata>','
[Signal ':='] <variable (VAR) of signaldo>','
[Value ':='] <expression (IN) of dionum>]
["" TLoad ':=' <persistent (PERS) of loaddata>]';

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</tr>
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</tr>
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</tr>
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<tr>
<td>System parameter ModalPayLoad-Mode for activating and deactivating payload.</td>
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</tbody>
</table>
1.119 MoveCGO - Moves the robot circularly and set a group output signal in the corner

Usage

MoveCGO (Move Circular Group Output) is used to move the tool center point (TCP) circularly to a given destination. The specified group output signal is set in the middle of the corner path at the destination point. During the movement the orientation normally remains unchanged relative to the circle.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveCGO:

Example 1

```
MoveCGO p1, p2, v500, z30, tool2, go1 \Value:=5;
```

The TCP of the tool, tool2, is moved circularly to the position p2 with speed data v500 and zone data z30. The circle is defined from the start position, the circle point p1, and the destination point p2. Group output signal go1 is set in the middle of the corner path at p2.

Arguments

```
MoveCGO CirPoint ToPoint \[\ID\] Speed \[\T\] \[KeepStartPath\]
[\KeepEndPath\] Zone Tool \[\WObj\] Signal \[\Value\] \[\DValue\]
[\TLoad\]
```

CirPoint

**Data type:** robtarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

ToPoint

**Data type:** robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

**Synchronization id**

**Data type:** identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

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1 Instructions

1.119 MoveCGO - Moves the robot circularly and set a group output signal in the corner

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Continued

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

Time

Data type: num
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num
If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.
If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num
If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.
If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: zonedata
Zone data for the movement. Zone data describes the size of the generated corner path.

Tool

Data type: tooldata
The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

[ \WObj ]

Work Object

Data type: wobjdata
The work object (object coordinate system) to which the robot position in the instruction is related.
1.119 MoveCGO - Moves the robot circularly and set a group output signal in the corner

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified in order for a circle relative to the work object to be executed.

**Signal**

**Data type:** signalgo

The name of the group output signal to be changed.

[ ] **Value**

**Data type:** num

The desired value of signal.

[ ] **DValue**

**Data type:** dnum

The desired value of signal.

If none of the arguments \Value or \DValue is entered, an error message will be displayed.

[ ] **TLoad**

**Total load**

**Data type:** loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.
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1.19 MoveCGO - Moves the robot circularly and set a group output signal in the corner

Program execution

See the instruction MoveC for more information about circular movement, MoveC - Moves the robot circularly on page 306.

The group output signal is set in the middle of the corner path for flying points, as shown in figure below.

The figure shows set of group output signal in the corner path with MoveCGO.

\[ \text{MoveCGO p2, p2, v500, z30, tool2, go1 \ Value:=5;} \]

For stop points we recommend the use of "normal" programming sequence with MoveC and SetGO. But when using stop point in instruction MoveCGO the group output signal is set when the robot reaches the stop point.

The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_GO_LIM</td>
<td>Value or DValue argument for the specified group output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

General limitations according to instruction MoveC, see MoveC - Moves the robot circularly on page 306.

MoveCGO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Continues on next page
## Syntax

```
MoveCGO
[CirPoint '':=''] <expression (IN) of robtarget>,'
[ToPoint '':=''] <expression (IN) of robtarget>,'
['' ID '':=''] <expression (IN) of identno>','
[Speed '':=''] <expression (IN) of speeddata>
[ʼʼ T '':=''] <expression (IN) of num>
[ʼʼ KeepStartPath '':=''] <expression (IN) of num>]
[ʼʼ KeepEndPath '':=''] <expression (IN) of num>','
[Zone '':=''] <expression (IN) of zonedata>,'
[Tool '':=''] <persistent (PERS) of tooldata>
[ʼʼ WObj '':=''] <persistent (PERS) of wobjdata>','
[Signal '':=''] <variable (VAR) of signalgo>','
[ʼʼ Value '':=''] <expression (IN) of num>
[ʼʼ Dvalue '':=''] <expression (IN) of dnum>
[ʼʼ TLoad '':=''] <persistent (PERS) of loaddata>']';
```

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</tr>
<tr>
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</tr>
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</tr>
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<td>Motion in general</td>
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<tr>
<td>Coordinate systems</td>
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<tr>
<td>Movements with I/O settings</td>
<td>Technical reference manual - RAPID Overview</td>
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<tr>
<td>Example of how to use TLoad, Total Load</td>
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</tr>
<tr>
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<tr>
<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System parameter ModalPayloadMode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.120 MoveCSync - Moves the robot circularly and executes a RAPID procedure

Usage

MoveCSync (Move Circular Synchronously) is used to move the tool center point (TCP) circularly to a given destination. The specified RAPID procedure is ordered to execute at the middle of the corner path in the destination point. During the movement the orientation normally remains unchanged relative to the circle. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction MoveCSync:

Example 1

MoveCSync p1, p2, v500, z30, tool2, "procl";

The TCP of the tool, tool2, is moved circularly to the position p2 with speed data v500 and zone data z30. The circle is defined from the start position, the circle point p1, and the destination point p2. Procedure procl is executed in the middle of the corner path at p2.

Example 2

MoveCSync p1, p2, v500, z30, tool2, "MyModule:procl";

The same as in example 1 above, but here the locally declared procedure procl in module MyModule will be called in the middle of the corner path.

Arguments

MoveCSync CirPoint ToPoint [\ID] Speed [\T] [\KeepStartPath] [\KeepEndPath] Zone Tool [\WObj] ProcName [\TLoad]

CirPoint

Data type: robitarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point, the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

ToPoint

Data type: robitarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any
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1.120 MoveCSync - Moves the robot circularly and executes a RAPID procedure

other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

**Speed**

**Data type:** speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

**Time**

**Data type:** num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

**\KeepStartPath**

**Data type:** num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

**\KeepEndPath**

**Data type:** num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

**Zone**

**Data type:** zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

**Tool**

**Data type:** tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

**Work Object**

**Data type:** wobjdata

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1.120 MoveCSync - Moves the robot circularly and executes a RAPID procedure

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The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

ProcName

Procedure Name
Data type: string
Name of the RAPID procedure to be executed at the middle of the corner path in the destination point.

The procedure will execute on trap level (see description of program execution).

[TLoad]

Total load
Data type: loaddata
The TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the TLoad argument is set to load0, then the TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveC for more information about circular movements.

The specified RAPID procedure is ordered to execute when the TCP reaches the middle of the corner path in the destination point of the MoveCSync instruction, as shown in the figure below.
The figures show that the order to execute the user defined RAPID procedure is done at the middle of the corner path.

For stop points we recommend the use of normal programming sequence with MoveC+ and other RAPID instructions in sequence.

The table describes execution of the specified RAPID procedure in different execution modes:

<table>
<thead>
<tr>
<th>Execution mode</th>
<th>Execution of RAPID procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continuously or Cycle</td>
<td>According to this description</td>
</tr>
<tr>
<td>Forward step</td>
<td>In the stop point</td>
</tr>
<tr>
<td>Backward step</td>
<td>Not at all</td>
</tr>
</tbody>
</table>

MoveCSync is an encapsulation of the instructions TriggInt and TriggC. The procedure call is executed on trap level.

If the middle of the corner path in the destination point is reached during the deceleration after a program stop, the procedure will not be called (program execution is stopped). The procedure call will be executed at next program start.

Limitations

General limitations according to the instruction MoveC.

When the robot reaches the middle of the corner path there is normally a delay of 2-30 ms until the specified RAPID routine is executed depending on what type of movement is being performed at the time.

Switching execution mode after program stop from continuously or cycle to stepwise forward or backward results in an error. This error tells the user that the mode switch can result in missed execution of the RAPID procedure in the queue for execution on the path.

Instruction MoveCSync cannot be used on trap level. The specified RAPID procedure cannot be tested with stepwise execution.

MoveCSync cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.
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1.120 MoveCSync - Moves the robot circularly and executes a RAPID procedure

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Syntax

```plaintext
MoveCSync
["CirPoint ":="] <expression (IN) of robtarget>,
["ToPoint ":="] <expression (IN) of robtarget>,
["ID ":="] <expression (IN) of identno>,
["Speed ":="] <expression (IN) of speeddata>
["T ":="] <expression (IN) of num>
["KeepStartPath ":="] <expression (IN) of num>
["KeepEndPath ":="] <expression (IN) of num>
["Zone ":="] <expression (IN) of zonedata>,
["Tool ":="] <persistent (PERS) of tooldata>
["WObj ":="] <persistent (PERS) of wobjdata>,
["ProcName ":="] <expression (IN) of string>,
["TLoad ":="] <persistent (PERS) of loaddata>";
```

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<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System parameter ModalPayLoadMode for activating and deactivating payload.</td>
<td></td>
</tr>
</tbody>
</table>
1.121 MoveExtJ - Move one or several mechanical units without TCP

Usage

MoveExtJ (Move External Joints) is used to move linear or rotating external axes. The external axes can belong to one or several mechanical units without TCP. This instruction can only be used with an actual program task defined as a Motion Task and if the task controls one or several mechanical units without TCP.

Basic examples

The following examples illustrate the instruction MoveExtJ:

See also More examples on page 337.

Example 1

MoveExtJ jpos10, vrot10, z50;
Move rotational external axes to joint position jpos10 with speed 10 degrees/s with zone data z50.

Example 2

MoveExtJ \Conc, jpos20, vrot10 \T:=5, fine \InPos:=inpos20;
Move external axes to joint position jpos20 in 5. The program execution goes forward at once but the external axes stops in the position jpos20 until the convergence criteria in inpos20 are fulfilled.

Arguments

MoveExtJ [\Conc] ToJointPos [\ID] [\UseEOffs] Speed [\T] Zone [\Inpos]

[ \Conc ]
Concurrent
Data type: switch
Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by-points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

ToJointPos

To Joint Position
Data type: jointtarget

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The destination absolute joint position of the external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno
The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

[ \UseEOffs ]

Use External Offset
Data type: switch
The offset for external axes, setup by instruction EOffsSet, is activated for MoveExtJ instruction when the argument UseEOffs is used. See instruction EOffsSet for more information about external offset.

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

[ \T ]

Time
Data type: num
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

Zone

Data type: zonedata
Zone data for the movement. Zone data describes the size of the generated corner path.

[ \Inpos ]

In position
Data type: stoppoint data
This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.
Program execution

The linear or rotating external axes are moved to the programmed point with the programmed velocity.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{ERR_CONC_MAX}</td>
<td>The number of movement instructions in succession using argument \texttt{\textbackslash Conc} has been exceeded.</td>
</tr>
</tbody>
</table>

More examples

\begin{verbatim}
CONST jointtarget j1 :=
    [[9E9,9E9,9E9,9E9,9E9,9E9],[0,9E9,9E9,9E9,9E9,9E9]];
CONST jointtarget j2 :=
    [[9E9,9E9,9E9,9E9,9E9,9E9],[30,9E9,9E9,9E9,9E9,9E9]];
CONST jointtarget j3 :=
    [[9E9,9E9,9E9,9E9,9E9,9E9],[60,9E9,9E9,9E9,9E9,9E9]];
CONST jointtarget j4 :=
    [[9E9,9E9,9E9,9E9,9E9,9E9],[90,9E9,9E9,9E9,9E9,9E9]];
CONST speeddata rot_ax_speed := [0, 0, 0, 45];
MoveExtJ j1, rot_ax_speed, fine;
MoveExtJ j2, rot_ax_speed, z20;
MoveExtJ j3, rot_ax_speed, z20;
MoveExtJ j4, rot_ax_speed, fine;
\end{verbatim}

In this example the rotating single axis is moved to joint position 0, 30, 60, and 90 degrees with the speed of 45 degrees/s.

Limitations

\texttt{MoveExtJ} cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

\begin{verbatim}
MoveExtJ
    [ '\ Conc ',' ]
    [ ToJointPos ':'< expression (IN) of jointtarget > ]
    [ '\ ID ':'< expression (IN) of identno >]','
    [ '\ UseEOffs ',' ]
    [ Speed ':'< expression (IN) of speeddata > ]
    [ '\ T ':'< expression (IN) of num > ]','
    [ Zone ':'< expression (IN) of zonedata > ]
    [ '\ Inpos ':'< expression (IN) of stoppointdata > ]';
\end{verbatim}

Related information

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</table>

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### 1.121 MoveExtJ - Move one or several mechanical units without TCP

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</tr>
<tr>
<td>Concurrent program execution</td>
<td>Technical reference manual - RAPID Overview</td>
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</tbody>
</table>
1.122 MoveJ - Moves the robot by joint movement

**Usage**

MoveJ is used to move the robot quickly from one point to another when that movement does not have to be in a straight line.

The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following examples illustrate the instruction MoveJ:

See also *More examples on page 342.*

**Example 1**

```
MoveJ p1, vmax, z30, tool2;
```

The tool center point (TCP) of the tool, tool2, is moved along a non-linear path to the position, p1, with speed data vmax and zone data z30.

**Example 2**

```
MoveJ *, vmax \T:=5, fine, grip3;
```

The TCP of the tool, grip3, is moved along a non-linear path to a stop point stored in the instruction (marked with an *). The entire movement takes 5 seconds.

**Arguments**

```
MoveJ \[\Conc\] ToPoint \[\ID\] Speed \[\V\] | \[\T\] \[\KeepStartPath\] \[\KeepEndPath\] Zone \[\Z\] \[\Inpos\] Tool \[\WObj\] \[\TLoad\]
```

\[ \Conc \]

*Concurrent*

**Data type:** switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point, the subsequent instruction is executed some time before the robot has reached the programmed zone.

This argument cannot be used in coordinated synchronized movement in a MultiMove system.

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1.122 MoveJ - Moves the robot by joint movement

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ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

This argument must be used in a MultiMove system, if coordinated synchronized movement, and is not allowed in any other cases.

The specified id number must be the same in all cooperating program tasks. The id number gives a guarantee that the movements are not mixed up at runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the tool reorientation, and external axes.

[ \V ]

Velocity

Data type: num

This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

[ \T ]

Time

Data type: num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement.

If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num
If the move instruction ends in a fine point, `\KeepEndPath` defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, `\KeepEndPath` is ignored.

**Zone**

**Data type:** zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

\[ \{Z\} \]

**In position**

**Data type:** stoppointdata

This argument is used to specify the position accuracy of the robot TCP directly in the instruction. The length of the corner path is given in mm, which is substituted for the corresponding zone specified in the zone data.

\[ \{\text{Inpos}\} \]

**Work Object**

**Data type:** wobjdata

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

\[ \{\text{WObj}\} \]

**Total load**

**Data type:** loaddata

The `\TLoad` argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the `\TLoad` argument is used, then the `loaddata in the current tooldata` is not considered.

If the `\TLoad` argument is set to `load0`, then the `\TLoad` argument is not considered and the `loaddata in the current tooldata` is used instead.
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1.122 MoveJ - Moves the robot by joint movement

To be able to use the \Load argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \Load is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

The tool center point is moved to the destination point with interpolation of the axis angles. This means that each axis is moved with constant axis velocity and that all axes reach the destination point at the same time, which results in a non-linear path.

Generally speaking, the TCP is moved at the approximate programmed velocity (regardless of whether or not the external axes are coordinated). The tool is reoriented and the external axes are moved at the same time that the TCP moves. If the programmed velocity for reorientation or for the external axes cannot be attained then the velocity of the TCP will be reduced.

A corner path is usually generated when movement is transferred to the next section of the path. If a stop point is specified in the zone data the program execution only continues when the robot and external axes have reached the appropriate position.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument \Conc has been exceeded.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction MoveJ are illustrated below.

Example 1

MoveJ *, v2000\V:=2200, z40 \Z:=45, grip3;
The TCP of the tool, grip3, is moved along a non-linear path to a position stored in the instruction. The movement is carried out with data set to \( v_{2000} \) and \( z_{40} \); the velocity and zone size of the TCP are 2200 mm/s and 45 mm respectively.

**Example 2**

```
MoveJ p5, v2000, fine \Inpos := inpos50, grip3;
```

The TCP of the tool, grip3, is moved in a non-linear path to a stop point \( p_5 \). The robot considers it to be in the point when 50% of the position condition and 50% of the speed condition for a stop point \( \text{fine} \) are satisfied. It waits at most for 2 seconds for the conditions to be satisfied. See predefined data \( \text{inpos50} \) of data type \( \text{stoppointdata} \).

**Example 3**

```
MoveJ \Conc, *, v2000, z40, grip3;
```

The TCP of the tool, grip3, is moved along a non-linear path to a position stored in the instruction. Subsequent logical instructions are executed while the robot moves.

**Example 4**

```
MoveJ start, v2000, z40, grip3 \WObj:=fixture;
```

The TCP of the tool, grip3, is moved along a non-linear path to a position, \( \text{start} \). This position is specified in the object coordinate system for \( \text{fixture} \).

**Limitations**

\( \text{MoveJ} \) cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

**Syntax**

```
MoveJ
['\' Conc ',' ]
[ToPoint ':=' ] < expression (IN) of robtarget >
['\' ID ':=' < expression (IN) of identno >]' ,'
[Speed ':=' ] < expression (IN) of speeddata >
['\' V ':=' < expression (IN) of num > ]
['\' T ':=' <expression (IN) of num>]
['\' KeepStartPath ':=' <expression (IN) of num>]
['\' KeepEndPath ':=' <expression (IN) of num>]','
[Zone ':=' ] <expression (IN) of zonedata>
['\' Z ':=' <expression (IN) of num>]
['\' Inpos ':=' <expression (IN) of stoppointdata>]','
[Tool ':=' ] <persistent (PERS) of tooldata>
['\' WObj ':=' <persistent (PERS) of wobjdata>]
['\' TLoad ':=' <persistent (PERS) of loaddata>]' ;'
```

**Related information**

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</table>

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<td>wobjdata - Work object data on page 1626</td>
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<tr>
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<td>zonedata - Zone data on page 1634</td>
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<td>Technical reference manual - RAPID Overview</td>
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<tr>
<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Concurrent program execution</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Example of how to use TLoad, Total Load.</td>
<td>MoveL - Moves the robot linearly on page 365</td>
</tr>
<tr>
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<td>GripLoad - Defines the payload for a robot on page 180</td>
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<td>LoadIdentify, load identification ser-</td>
<td>Operating manual - OmniCore</td>
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<td>v ice routine</td>
<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
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<tr>
<td>System parameter ModalPayload-Mode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.123 MoveJAO - Moves the robot by joint movement and sets analog output in the corner

Usage

MoveJAO (Move Joint Analog Output) is used to move the robot quickly from one point to another when that movement does not have to be in a straight line. The specified analog output signal is set at the middle of the corner path. The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveJAO:

Example 1

MoveJAO p1, vmax, z30, tool2, ao1, 1.1;

The tool center point (TCP) of the tool, tool2, is moved along a non-linear path to the position, p1, with speed data vmax and zone data z30. Output ao1 is set in the middle of the corner path at p1.

Arguments


ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

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1.123 MoveJAO - Moves the robot by joint movement and sets analog output in the corner

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This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

Tool

Data type: tooldata

The tool in use when the robot moves. The tool center point is the point moved to the specified destination point.

[ \WObj ]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

Signal

Data type: signalao

The name of the analog output signal to be changed.

Value

Data type: num

Continues on next page
The desired value of signal.

[ \TLoad ]

Total load

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveJ for more information about joint movement, MoveJ - Moves the robot by joint movement on page 339.

The analog output signal is set in the middle of the corner path for flying points, as shown in figure below.

The figure shows set of analog output signal in the corner path with MoveJAO.

MoveJAO p2, vmax, z30, tool2, ao1, 1.1;

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1.123 MoveJAO - Moves the robot by joint movement and sets analog output in the corner

For stop points we recommend the use of "normal" programming sequence with MoveJ and SetAO. But when using stop point in instruction MoveJAO, the analog output signal is set when the robot reaches the stop point.

The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed Value argument for the specified analog output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

MoveJAO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

MoveJAO
[ToPoint ':=' <expression (IN) of robtarget>]
[\'\' ID ':=' <expression (IN) of identno>]'','
[Speed ':=' <expression (IN) of speeddata>]
[\'\' T ':=' <expression (IN) of num>]
[\'\' KeepStartPath ':=' <expression (IN) of num>]
[\'\' KeepEndPath ':=' <expression (IN) of num>]'','
[Zone ':=' <expression (IN) of zonedata>]'','
[Tool ':=' <persistent (PERS) of tooldata>]
[\'\' WObj ':=' <persistent (PERS) of wobjdata>]'','
[Signal ':=' <variable (VAR) of signalao>]'','
[Value ':=' <expression (IN) of num>]
[\'\' TLoad ':=' <persistent (PERS) of loaddata>]'','

Related information

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<td>Movements with I/O settings</td>
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</tr>
<tr>
<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System parameter ModalPayLoad-Mode for activating and deactivating payload.</td>
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</tbody>
</table>
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1.124 MoveJDO - Moves the robot by joint movement and sets digital output in the corner

Usage

MoveJDO (Move Joint Digital Output) is used to move the robot quickly from one point to another when that movement does not have to be in a straight line. The specified digital output signal is set/reset at the middle of the corner path.

The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveJDO:

Example 1

`MoveJDO p1, vmax, z30, tool2, do1, 1;`

The tool center point (TCP) of the tool, tool2, is moved along a non-linear path to the position, p1, with speed data vmax and zone data z30. Output do1 is set in the middle of the corner path at p1.

Arguments


ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

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1 Instructions

1.124 MoveJDO - Moves the robot by joint movement and sets digital output in the corner

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

\KeepStartPath
Data type: num
If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.
If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath
Data type: num
If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.
If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone
Data type: zonedata
Zone data for the movement. Zone data describes the size of the generated corner path.

Tool
Data type: tooldata
The tool in use when the robot moves. The tool center point is the point moved to the specified destination point.

[ \WObj ]
Work Object
Data type: wobjdata
The work object (coordinate system) to which the robot position in the instruction is related.
This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

Signal
Data type: signaldo
The name of the digital output signal to be changed.

Value
Data type: dionum

Continues on next page
**1 Instructions**

1.124 MoveJDO - Moves the robot by joint movement and sets digital output in the corner

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Continued

The desired value of signal (0 or 1).

[ \TLoad ]

**Total load**

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

**Program execution**

See the instruction MoveJ for more information about joint movement.

The digital output signal is set/reset in the middle of the corner path for flying points, as shown in figure below.

The figure shows set/reset of digital output signal in the corner path with MoveJDO.

Sets the signal \dol to 1

MoveJDO p2, v1000, z30, tool2, \dol, 1;

p1

p3

Zone

For stop points we recommend the use of “normal” programming sequence with MoveJ + SetDO. But when using stop point in instruction MoveJDO, the digital output signal is set/reset when the robot reaches the stop point.

Continues on next page
The specified I/O signal is set/reset in execution mode continuously and stepwise forward, but not in stepwise backward.

## Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

## Limitations

`MoveJDO` cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

## Syntax

```napl
MoveJDO[ ToPoint ':= ' ] < expression (IN) of robtarget >
[ ' ' ID ' := ' < expression (IN) of identno >],''
[ Speed ' := ' ] < expression (IN) of speeddata >
[ ' ' T ' := ' < expression (IN) of num > ]
[ ' ' KeepStartPath ' := ' < expression (IN) of num > ]
[ ' ' KeepEndPath ' := ' < expression (IN) of num > ]','
[ Zone ' := ' ] < expression (IN) of zonedata > ','
[ Tool ' := ' ] < persistent (PERS) of tooldata>
[ ' ' WObj ' := ' < persistent (PERS) of wobjdata > ]','
[ Signal ' := ' ] < variable (VAR) of signaldo>']','
[ Value ' := ' ] < expression (IN) of dionum >
[ ' ' TLoad ' := ' < persistent (PERS) of loaddata > ]';
```
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1.124 MoveJDO - Moves the robot by joint movement and sets digital output in the corner

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<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
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<tr>
<td>System parameter ModalPayload-Mode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.125 MoveJGO - Moves the robot by joint movement and set a group output signal in the corner

**Usage**

MoveJGO (*Move Joint Group Output*) is used to move the robot quickly from one point to another when that movement does not have to be in a straight line. The specified group output signal is set at the middle of the corner path.

The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time.

This instruction can only be used in the main task *T_ROB1* or, if in a *MultiMove* system, in Motion tasks.

**Basic examples**

The following example illustrates the instruction MoveJGO:

**Example 1**

```
MoveJGO p1, vmax, z30, tool2, go1 \Value:=5;
```

The tool center point (TCP) of the tool, *tool2*, is moved along a non-linear path to the position, *p1*, with speed data *vmax* and zone data *z30*. Group output signal *go1* is set in the middle of the corner path at *p1*.

**Arguments**

MoveJGO ToPoint \[\ID\] Speed \[\T\] \[\KeepStartPath\] \[\KeepEndPath\] Zone Tool \[\WObj\] Signal \[\Value\] \[\DValue\] \[\TLoad\]

**ToPoint**

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

\[ \ID \]

**Synchronization id**

Data type: identno

The argument \[ \ID \] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

**Speed**

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the tool reorientation, and external axes.

\[ \T \]

**Time**

Data type: num
1 Instructions

1.125 MoveJGO - Moves the robot by joint movement and set a group output signal in the corner

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

Tool

Data type: tooldata

The tool in use when the robot moves. The tool center point is the point moved to the specified destination point.

[ \WObj ]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

Signal

Data type: signalgo

The name of the group output signal to be changed.

[ \Value ]

Data type: num

Continues on next page
The desired value of signal.

[ \DValue ]

Data type: dnum

The desired value of signal.

If none of the arguments \Value or \DValue is entered, an error message will be displayed.

[ \TLoad ]

Total load

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

**Program execution**

See the instruction MoveJ for more information about joint movement.

The group output signal is set in the middle of the corner path for flying points, as shown in figure below.

The figure shows set of group output signal in the corner path with MoveJGO.

```
MoveJGO p2, vmax, z30, tool2, go1 \Value:=5;
```
1 Instructions

1.125 MoveJGO - Moves the robot by joint movement and set a group output signal in the corner

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For stop points we recommend the use of "normal" programming sequence with MoveJ + SetGO. But when using stop point in instruction MoveJGO, the group output signal is set when the robot reaches the stop point. The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_GO_LIM</td>
<td>Value of DValue argument for the specified group output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>there is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

MoveJGO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
MoveJGO
[ ToPoint ':=' ] < expression (IN) of robtarget >
[ '"' ID ':=' < expression (IN) of identno > ]','
[ Speed ':=' ] < expression (IN) of speeddata >
[ '"' T ':=' < expression (IN) of num > ]
[ '"' KeepStartPath ':=' < expression (IN) of num > ]
[ '"' KeepEndPath ':=' < expression (IN) of num > ]','
[ Zone ':=' ] < expression (IN) of zonedata > ','
[ Tool ':=' ] < persistent (PERS) of tooldata>
[ '"' WObj ':=' < persistent (PERS) of wobjdata > ]','
```

Continues on next page
1.125 MoveJGO - Moves the robot by joint movement and set a group output signal in the corner

```plaintext
[ Signal ' := ' ] < variable (VAR) of signalgo > ' , '
[ ' \ Value ' := ' ] < expression (IN) of num > 
| [ ' \ Dvalue := ' ] < expression (IN) of dnum >
[ ' \ TLoad := ' < persistent (PERS) of loaddata > ] ' ; '
```

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</tr>
</tbody>
</table>
1 Instructions

1.126 MoveJSync - Moves the robot by joint movement and executes a RAPID procedure

Usage

MoveJSync (Move Joint Synchronously) is used to move the robot quickly from one point to another when that movement does not have to be in a straight line. The specified RAPID procedure is ordered to execute at the middle of the corner path in the destination point.

The robot and external axes move to the destination position along a non-linear path. All axes reach the destination position at the same time.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction MoveJSync:

Example 1

MoveJSync p1, vmax, z30, tool2, "proci";

The tool center point (TCP) of the tool, tool2, is moved along a non-linear path to the position, p1, with speed data vmax and zone data z30. Procedure proci is executed in the middle of the corner path at p1.

Example 2

MoveJSync p1, vmax, z30, tool2, "MyModule:proci";

The same as in example 1 above, but here the locally declared procedure proci in module MyModule will be called in the middle of the corner path.

Arguments

MoveJSync ToPoint [\ID] Speed [\T] [\KeepStartPath] [\KeepEndPath] Zone Tool [\WObj] ProcName [\TLoad]

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

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1 Instructions

1.126 MoveJSync - Moves the robot by joint movement and executes a RAPID procedure

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

\[ T \]

**Time**

Data type: num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

**Zone**

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

**Tool**

Data type: tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

\[ WObj \]

**Work Object**

Data type: wobjdata

The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external
1 Instructions

1.126 MoveJSync - Moves the robot by joint movement and executes a RAPID procedure

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axes are used this argument must be specified in order for a circle relative to the work object to be executed.

ProcName

Procedure Name

Data type: string

Name of the RAPID procedure to be executed at the middle of the corner path in the destination point. The procedure call is a late binding call, and therefore inherits its properties.

The procedure will execute on trap level (see Program execution on page 362).

[ TLoad ]

Total load

Data type: loaddata

The TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the TLoad argument is set to load0, then the TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveJ for more information about joint movements.

The specified RAPID procedure is ordered to execute when the TCP reaches the middle of the corner path in the destination point of the MoveJSync instruction, as shown in the figure.
For stop points we recommend the use of “normal” programming sequence with MoveJ + other RAPID instructions in sequence.

The table describes execution of the specified RAPID procedure in different execution modes:

<table>
<thead>
<tr>
<th>Execution mode</th>
<th>Execution of RAPID procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continuously or Cycle</td>
<td>According to this description</td>
</tr>
<tr>
<td>Forward step</td>
<td>In the stop point</td>
</tr>
<tr>
<td>Backward step</td>
<td>Not at all</td>
</tr>
</tbody>
</table>

MoveJSync is an encapsulation of the instructions TriggInt and TriggJ. The procedure call is executed on trap level.

If the middle of the corner path in the destination point is reached during the deceleration after a program stop, the procedure will not be called (program execution is stopped). The procedure call will be executed at next program start.

**Limitations**

When the robot reaches the middle of the corner path there is normally a delay of 2-30 ms until the specified RAPID routine is executed, depending on what type of movement is being performed at the time.

Switching execution mode after program stop from continuously or cycle to stepwise forward or backward results in an error. This error tells the user that the mode switch can result in missed execution of the RAPID procedure in the queue for execution on the path.

Instruction MoveJSync cannot be used on trap level. The specified RAPID procedure cannot be tested with stepwise execution.

MoveJSync cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

**Syntax**

```
MoveJSync
   [ ToPoint '\:=\' ] < expression (IN) of robtarget >
   [ '\'' ID ':=\' ] < expression (IN) of identno > ','
   [ Speed ':=\' ] < expression (IN) of speeddata >
   [ '\'' T ':=\' ] < expression (IN) of num > ]
```

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1 Instructions

1.126 MoveJSync - Moves the robot by joint movement and executes a RAPID procedure

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Continued

\[ \text{KeepStartPath} := \text{< expression (IN) of num>} \]
\[ \text{KeepEndPath} := \text{< expression (IN) of num>} \]
\[ \text{Zone} := \text{< expression (IN) of zonedata>} \]
\[ \text{Tool} := \text{< persistent (PERS) of tooldata>} \]
\[ \text{WObj} := \text{< persistent (PERS) of wobjdata>} \]
\[ \text{ProcName} := \text{< expression (IN) of string>} \]
\[ \text{TLoad} := \text{< persistent (PERS) of loaddata>} \];

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</table>
1.127 MoveL - Moves the robot linearly

Usage
MoveL is used to move the tool center point (TCP) linearly to a given destination. When the TCP is to remain stationary then this instruction can also be used to reorientate the tool.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove System, in Motion tasks.

Basic examples
The following examples illustrate the instruction MoveL:

See also More examples on page 369.

Example 1
MoveL p1, v1000, z30, tool2;

The TCP of the tool, tool2, is moved linearly to the position p1, with speed data v1000 and zone data z30.

Example 2
MoveL *, v1000\T:=5, fine, grip3;

The TCP of the tool, grip3, is moved linearly to a stop point stored in the instruction (marked with an *). The complete movement takes 5 seconds.

Arguments
MoveL [\Conc] ToPoint [\ID] Speed [\V] | [ \T] [\KeepStartPath]
[\TLoad]

[ \Conc ]

Concurrent
Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

This argument cannot be used in coordinated synchronized movement in a MultiMove System.
1 Instructions

1.127 MoveL - Moves the robot linearly

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ToPoint

Data type: robtarget
The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno
The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity for the tool center point, the tool reorientation, and external axes.

[ \V ]

Velocity
Data type: num
This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

[ \T ]

Time
Data type: num
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num
If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.
If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

Continues on next page
If the move instruction ends in a fine point, \texttt{\textbackslash KeepEndPath} defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \texttt{\textbackslash KeepEndPath} is ignored.

\textbf{Zone}

Data type: \texttt{zonedata}

Zone data for the movement. Zone data describes the size of the generated corner path.

\[ \{ \texttt{Z} \} \]

\textbf{Zone}

Data type: \texttt{num}

This argument is used to specify the position accuracy of the robot TCP directly in the instruction. The length of the corner path is given in mm, which is substituted for the corresponding zone specified in the zone data.

\[ \{ \texttt{Inpos} \} \]

\textbf{In position}

Data type: \texttt{stoppointdata}

This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the \texttt{Zone} parameter.

\textbf{Tool}

Data type: \texttt{tooldata}

The tool in use when the robot moves. The tool center point is the point moved to the specified destination position.

\[ \{ \texttt{WObj} \} \]

\textbf{Work Object}

Data type: \texttt{wobjdata}

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary tool or coordinated external axes are used then this argument must be specified to perform a linear movement relative to the work object.

\[ \{ \texttt{Corr} \} \]

\textbf{Correction}

Data type: \texttt{switch}

Correction data written to a corrections entry by the instruction \texttt{CorrWrite} will be added to the path and destination position if this argument is present.

The RobotWare option \textit{Path Corrections} is required when using this argument.

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1.127 MoveL - Moves the robot linearly

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[ \TLoad ]

Total load

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

The robot and external units are moved to the destination position as follows:

• The TCP of the tool is moved linearly at constant programmed velocity.

• The tool is reoriented at equal intervals along the path.

• Uncoordinated external axes are executed at a constant velocity in order for them to arrive at the destination point at the same time as the robot axes.

If it is not possible to attain the programmed velocity for the reorientation or for the external axes then the velocity of the TCP will be reduced.

A corner path is usually generated when movement is transferred to the next section of a path. If a stop point is specified in the zone data then program execution only continues when the robot and external axes have reached the appropriate position.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument Conc has been exceeded.</td>
</tr>
</tbody>
</table>
More examples

More examples of how to use the instruction MoveL are illustrated below.

Example 1

```move
MoveL *, v2000 \V:=2200, z40 \Z:=45, grip3;
```

The TCP of the tool, grip3, is moved linearly to a position stored in the instruction. The movement is carried out with data set to v2000 and z40. The velocity and zone size of the TCP are 2200 mm/s and 45 mm respectively.

Example 2

```move
MoveL p5, v2000, fine \Inpos := inpos50, grip3;
```

The TCP of the tool, grip3, is moved linearly to a stop point p5. The robot considers it to be in the point when 50% of the position condition and 50% of the speed condition for a stop point fine are satisfied. It waits at most for 2 seconds for the conditions to be satisfied. See predefined data inpos50 of data type stoppointdata.

Example 3

```move
MoveL \Conc, *, v2000, z40, grip3;
```

The TCP of the tool, grip3, is moved linearly to a position stored in the instruction. Subsequent logical instructions are executed while the robot moves.

Example 4

```move
MoveL start, v2000, z40, grip3 \WObj:=fixture;
```

The TCP of the tool, grip3, is moved linearly to a position, start. This position is specified in the object coordinate system for fixture.

Example with TLoad

```move
MoveL p1, v1000, fine, tool2;
    ! Pick up the payload
    Set gripperdo;
    MoveL p2, v1000, z30, tool2 \TLoad:=tool2piece;
    MoveL p3, v1000, fine, tool2 \TLoad:=tool2piece;
    ! Release the payload
    Reset gripperdo;
    MoveL p4, v1000, fine, tool2;
```

The TCP of the tool, tool2, is moved linearly to position p1 where a payload is picked up. From that position the TCP is moved to position p2 and p3 using the total load tool2piece. The loaddata in the current tooldata is not considered. The payload is released, and when moving to position p4 the load of the tool is considered again.

Limitations

MoveL cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```move
MoveL
    [ '\' Conc ',' ]
```

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1.127 MoveL - Moves the robot linearly

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</table>
1.128 MoveLAO - Moves the robot linearly and sets analog output in the corner

Usage

MoveLAO (Move Linearly Analog Output) is used to move the tool center point (TCP) linearly to a given destination. The specified analog output signal is set at the middle of the corner path.

When the TCP is to remain stationary then this instruction can also be used to reorient the tool.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveLAO:

Example 1

```
MoveLAO p1, v1000, z30, tool2, ao1, 1.1;
```

The TCP of the tool, tool2, is moved linearly to the position p1 with speed data v1000 and zone data z30. Output ao1 is set in the middle of the corner path at p1.

Arguments

```
MoveLAO ToPoint [\ID] Speed [\T][\KeepStartPath] [\KeepEndPath] Zone Tool [\WObj] Signal Value [\TLoad]
```

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity for the tool center point, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

Continues on next page
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

**\KeepStartPath**

*Data type: num*

If the move instruction starts from a fine point, **\KeepStartPath** defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, **\KeepStartPath** is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

**\KeepEndPath**

*Data type: num*

If the move instruction ends in a fine point, **\KeepEndPath** defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, **\KeepEndPath** is ignored.

**Zone**

*Data type: zonedata*

Zone data for the movement. Zone data describes the size of the generated corner path.

**Tool**

*Data type: tooldata*

The tool in use when the robot moves. The tool center point is the point moved to the specified destination position.

**Work Object**

*Data type: wobjdata*

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

**Signal**

*Data type: signalao*

The name of the analog output signal to be changed.

**Value**

*Data type: num*
1.128 MoveLAO - Moves the robot linearly and sets analog output in the corner

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The desired value of signal.

[ \TLoad ]

Total load
Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveL for more information about linear movements.

The analog output signal is set in the middle of the corner path for flying points, as shown in the figure below.

The figure shows set of analog output signal in the corner path with MoveLAO.

MoveLAO p2, v1000, z30, tool2, ao1, 1.1;

Sets the signal

x1400001118

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1.128 MoveLAO - Moves the robot linearly and sets analog output in the corner

For stop points we recommend the use of "normal" programming sequence with MoveL and SetAO. But when using stop point in instruction MoveLAO, the analog output signal is set when the robot reaches the stop point.

The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed Value argument for the specified analog output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

MoveLAO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

MoveLAO

[ 'ToPoint ':=' < expression (IN) of robtarget > ]
[ 'ID ':=' < expression (IN) of identno >]'
[ 'Speed ':=' < expression (IN) of speeddata > ]
[ 'T ':=' < expression (IN) of num > ]
[ 'KeepStartPath ':=' < expression (IN) of num > ]
[ 'KeepEndPath ':=' < expression (IN) of num > ]
[ 'Zone ':=' < expression (IN) of zonedata > ]
[ 'Tool ':=' < persistent (PERS) of tooldata > ]
[ 'WObj ':=' < persistent (PERS) of wobjdata > ]
[ 'Signal ':=' < variable (VAR) of signalao > ]
[ 'Value ':=' < expression (IN) of num > ]
[ 'TLoad ':=' < persistent (PERS) of loaddata > ];

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</table>

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1.129 MoveLDO - Moves the robot linearly and sets digital output in the corner

Usage
MoveLDO (Move Linearly Digital Output) is used to move the tool center point (TCP) linearly to a given destination. The specified digital output signal is set/reset at the middle of the corner path.

When the TCP is to remain stationary then this instruction can also be used to reorient the tool.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples
The following example illustrates the instruction MoveLDO:

Example 1
MoveLDO p1, v1000, z30, tool2, do1,1;

The TCP of the tool, tool2, is moved linearly to the position p1 with speed data v1000 and zone data z30. Output do1 is set in the middle of the corner path at p1.

Arguments

ToPoint
Data type: robtarget
The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno
The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed
Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity for the tool center point, the tool reorientation, and external axes.

[ \T ]

Time
Data type: num

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1.129 MoveLDO - Moves the robot linearly and sets digital output in the corner

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\texttt{\\textbackslash KeepStartPath}

\textbf{Data type: num}

If the move instruction starts from a fine point, \texttt{\\textbackslash KeepStartPath} defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \texttt{\\textbackslash KeepStartPath} is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\texttt{\\textbackslash KeepEndPath}

\textbf{Data type: num}

If the move instruction ends in a fine point, \texttt{\\textbackslash KeepEndPath} defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \texttt{\\textbackslash KeepEndPath} is ignored.

\textbf{Zone}

\textbf{Data type: zonedata}

Zone data for the movement. Zone data describes the size of the generated corner path.

\textbf{Tool}

\textbf{Data type: tooldata}

The tool in use when the robot moves. The tool center point is the point moved to the specified destination position.

\texttt{[ \\textbackslash WObj ]}

\textbf{Work Object}

\textbf{Data type: wobjdata}

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

\textbf{Signal}

\textbf{Data type: signaldo}

The name of the digital output signal to be changed.

\textbf{Value}

\textbf{Data type: dionum}
The desired value of signal (0 or 1).

[ \text{TLoad } ]

\textit{Total load} \\
\textbf{Data type: loaddata}

The \text{TLoad} argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \text{TLoad} argument is used, then the loaddata in the current tooldata is not considered.

If the \text{TLoad} argument is set to \text{load0}, then the \text{TLoad} argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \text{TLoad} argument it is necessary to set the value of the system parameter \text{ModalPayLoadMode} to 0. If \text{ModalPayLoadMode} is set to 0, it is no longer possible to use the instruction \text{GripLoad}.

The total load can be identified with the service routine \text{LoadIdentify}. If the system parameter \text{ModalPayLoadMode} is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input \text{SimMode} (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \text{TLoad} is not considered, and the loaddata in the current tooldata is used instead.

\begin{itemize}
\item \textbf{Note}
\end{itemize}

The default functionality to handle payload is to use the instruction \text{GripLoad}. Therefore the default value of the system parameter \text{ModalPayLoadMode} is 1.

\section*{Program execution}

See the instruction \text{MoveL} for more information about linear movements.

The digital output signal is set/reset in the middle of the corner path for flying points, as shown in the figure below.

The figure shows set/reset of digital output signal in the corner path with \text{MoveLDO}.

\begin{figure}
\centering
\includegraphics[width=0.5\textwidth]{figure.png}
\caption{Sets the signal \text{do1} to 1}
\end{figure}

For stop points we recommend the use of "normal" programming sequence with \text{MoveL} and \text{SetDO}. But when using stop point in instruction \text{MoveLDO}, the digital output signal is set/reset when the robot reaches the stop point.
The specified I/O signal is set/reset in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

MoveLDO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
MoveLDO
   [ ToPoint ':='' ] < expression (IN) of robtarget >
   [ '!' ID ':='' < expression (IN) of identno >'],'
   [ Speed ':='' ] < expression (IN) of speeddata >
   | [ '!' T ':='' < expression (IN) of num > ]
   | [ '!' KeepStartPath ':='' < expression (IN) of num > ]
   | [ '!' KeepEndPath ':='' < expression (IN) of num > ] ','
   | [ Zone ':='' ] < expression (IN) of zonedata > ',
   | [ Tool ':='' ] < persistent (PERS) of tooldata >
   | [ '!' WObj ':='' ] < persistent (PERS) of wobjdata > ',
   | [ Signal ':='' ] < variable (VAR) of signaldo > ',
   | [ Value ':='' ] < expression (IN) of dionum >
   | [ '!' TLoad ':='' < persistent (PERS) of loaddata > ] ';
```

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<td>speeddata - Speed data on page 1584</td>
</tr>
<tr>
<td>Definition of tools</td>
<td>tooldata - Tool data on page 1606</td>
</tr>
<tr>
<td>Definition of work objects</td>
<td>wobjdata - Work object data on page 1626</td>
</tr>
<tr>
<td>Definition of zone data</td>
<td>zonedata - Zone data on page 1634</td>
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<tr>
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</tr>
</tbody>
</table>
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1.129 MoveLDO - Moves the robot linearly and sets digital output in the corner

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</tr>
<tr>
<td>Example of how to use TLoad, Total Load.</td>
<td><em>MoveL - Moves the robot linearly on page 365</em></td>
</tr>
<tr>
<td>Defining the payload for a robot</td>
<td><em>GripLoad - Defines the payload for a robot on page 180</em></td>
</tr>
<tr>
<td>LoadIdentify, load identification service routine</td>
<td><em>Operating manual - OmniCore</em></td>
</tr>
<tr>
<td>System input signal <em>SimMode</em> for running the robot in simulated mode without payload.</td>
<td><em>Technical reference manual - System parameters</em></td>
</tr>
</tbody>
</table>
1.130 MoveLGO - Moves the robot linearly and sets group output signal in the corner

Usage

MoveLGO (Move Linearly Group Output) is used to move the tool center point (TCP) linearly to a given destination. The specified group output signal is set at the middle of the corner path.

When the TCP is to remain stationary then this instruction can also be used to reorient the tool.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction MoveLGO:

Example 1

```
MoveLGO p1, v1000, z30, tool2, go1 \Value:=5;
```

The TCP of the tool, tool2, is moved linearly to the position p1 with speed data v1000 and zone data z30. Group output signal go1 is set in the middle of the corner path at p1.

Arguments


ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity for the tool center point, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

Continues on next page
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

Tool

Data type: tooldata

The tool in use when the robot moves. The tool center point is the point moved to the specified destination position.

[ \WObj ]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified.

Signal

Data type: signalgo

The name of the group output signal to be changed.

[ \Value ]

Data type: num

Continues on next page
1.130 MoveLGO - Moves the robot linearly and sets group output signal in the corner

The desired value of signal.

[ \DValue ]

Data type: dnum

The desired value of signal.

If none of the arguments \Value or \DValue is entered, an error message will be displayed.

[ \TLoad ]

Total load

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveL for more information about linear movements.

The specified group output signal is set in the middle of the corner path for flying points, as shown in the figure below.

The figure shows set of group output signal in the corner path with MoveLGO.

MoveLGO p2, v1000, z30, tool2, go1 \Value:=5;

Continues on next page
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1.130 MoveLGO - Moves the robot linearly and sets group output signal in the corner

For stop points we recommend the use of “normal” programming sequence with MoveL + SetGO. But when using stop point in instruction MoveLGO, the group output signal is set when the robot reaches the stop point. The specified I/O signal is set in execution mode continuously and stepwise forward, but not in stepwise backward.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

MoveLGO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
MoveLGO
[ ToPoint ':=' ] < expression (IN) of robtarget >
[ '"' ID ':=' < expression (IN) of identno > ]','
[ Speed ':=' ] < expression (IN) of speeddata >
[ '"' T ':=' < expression (IN) of num > ]
[ '"' KeepStartPath ':=' < expression (IN) of num > ]
[ '"' KeepEndPath ':=' < expression (IN) of num > ] ','
[ Zone ':=' ] < expression (IN) of zonedata > ','
[ Tool ':=' ] < persistent (PERS) of tooldata >
[ '"' WObj ':=' ] < persistent (PERS) of wobjdata > ','
[ Signal ':=' ] < variable (VAR) of signaldo > ','
[ '"' Value ':=' ] < expression (IN) of num > ]
```
1 Instructions

1.130 MoveLGO - Moves the robot linearly and sets group output signal in the corner

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| [ `'\ Dvalue' := ' ] < expression (IN) of dnum > |
| [ `'\ TLoad ':=' < persistent (PERS) of loaddata > ] ';

Related information

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<tr>
<td>Definition of velocity</td>
<td>speeddata - Speed data on page 1584</td>
</tr>
<tr>
<td>Definition of tools</td>
<td>tooldata - Tool data on page 1606</td>
</tr>
<tr>
<td>Definition of work objects</td>
<td>wobjdata - Work object data on page 1626</td>
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<td>Definition of zone data</td>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
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<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview</td>
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<tr>
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</tr>
<tr>
<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
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<td>System parameter ModalPayLoad-Mode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1 Instructions

1.131 MoveLSync - Moves the robot linearly and executes a RAPID procedure

Usage

MoveLSync (Move Linearly Synchronously) is used to move the tool center point (TCP) linearly to a given destination. The specified RAPID procedure is ordered to execute at the middle of the corner path in the destination point.

When the TCP is to remain stationary then this instruction can also be used to reorient the tool.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction MoveLSync:

Example 1

```
MoveLSync p1, v1000, z30, tool2, "proc1";
```

The TCP of the tool, tool2, is moved linearly to the position p1 with speed data v1000 and zone data z30. Procedure proc1 is executed in the middle of the corner path at p1.

Example 2

```
MoveLSync p1, v1000, z30, tool2, "proc1";
```

The same as in example 1 above, but here the locally declared procedure proc1 in module MyModule will be called in the middle of the corner path.

Arguments


ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

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1.131 MoveLSync - Moves the robot linearly and executes a RAPID procedure

**Time**

Data type: `num`

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

\KeepStartPath

Data type: `num`

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

Data type: `num`

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

**Zone**

Data type: `zonedata`

Zone data for the movement. Zone data describes the size of the generated corner path.

**Tool**

Data type: `tooldata`

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

\WorkObject

Data type: `wobjdata`

The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.
ProcName

Procedure Name
Data type: string
Name of the RAPID procedure to be executed at the middle of the corner path in the destination point. The procedure will execute on trap level (see description of program execution).

ProcName

Procedure Name
Data type: string
Name of the RAPID procedure to be executed at the middle of the corner path in the destination point. The procedure call is a late binding call, and therefore inherits its properties. The procedure will execute on trap level (see Program execution on page 388).

[\TLoad ]

Total load
Data type: loaddata
The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered. If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad. The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note
The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution
See the instruction MoveL for more information about linear movements.
The specified RAPID procedure is ordered to execute when the TCP reaches the middle of the corner path in the destination point of the MoveLSync instruction, as shown in the figure below.

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1.131 MoveLSync - Moves the robot linearly and executes a RAPID procedure

The figure shows that the order to execute the user defined RAPID procedure is done in the middle of the corner path.

MoveLSync p2, v1000, z30, tool2, "my_proc";

When TCP is here, my_proc is executed

For stop points we recommend the use of normal programming sequence with MoveL + other RAPID instructions in sequence.

The table describes execution of the specified RAPID procedure in different execution modes:

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<th>Execution of RAPID procedure:</th>
</tr>
</thead>
<tbody>
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<td>Continuously or Cycle</td>
<td>According to this description</td>
</tr>
<tr>
<td>Forward step</td>
<td>In the stop point</td>
</tr>
<tr>
<td>Backward step</td>
<td>Not at all</td>
</tr>
</tbody>
</table>

MoveLSync is an encapsulation of the instructions TriggInt and TriggL. The procedure call is executed on trap level.

If the middle of the corner path in the destination point is reached during the deceleration after a program stop, the procedure will not be called (program execution is stopped). The procedure call will be executed at next program start.

Limitations

When the robot reaches the middle of the corner path there is normally a delay of 2-30 ms until the specified RAPID routine is executed, depending on what type of movement is being performed at the time.

Switching execution mode after program stop from continuously or cycle to stepwise forward or backward results in an error. This error tells the user that the mode switch can result in missed execution of the RAPID procedure in the queue for execution on the path.

Instruction MoveLSync cannot be used on trap level. The specified RAPID procedure cannot be tested with stepwise execution.

MoveLSync cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

MoveLSync
[ ToPoint ':= ' ] < expression (IN) of robtarget >
[ '!' ID ':= ' < expression (IN) of identno >],'
[ Speed ':= ' ] < expression (IN) of speeddata >

Continues on next page
1 Instructions

1.131 MoveLSync - Moves the robot linearly and executes a RAPID procedure

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[ '\T' := < expression (IN) of num > ]
[ '\KeepStartPath' := < expression (IN) of num > ]
[ '\KeepEndPath' := < expression (IN) of num > ] ','
[ Zone ':= ' < expression (IN) of zonedata > ','
[ Tool ':= ' < persistent (PERS) of tooldata >
[ '\WObj' := < persistent (PERS) of wobjdata > '','
[ ProcName ':= ' < expression (IN) of string > ]
[ '\TLoad' := < persistent (PERS) of loaddata > ];

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<tr>
<td>System parameter ModalPayloadMode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.132 MToolRotCalib - Calibration of rotation for moving tool

Usage

MToolRotCalib (*Moving Tool Rotation Calibration*) is used to calibrate the rotation of a moving tool.

The position of the robot and its movements are always related to its tool coordinate system, that is, the TCP and tool orientation. To get the best accuracy it is important to define the tool coordinate system as correctly as possible.

The calibration can also be done with a manual method using the FlexPendant, see *Operating manual - OmniCore*.

Description

To define the tool orientation, you need a world fixed tip within the robot’s working space.

Before using the instruction `MToolRotCalib` some preconditions must be fulfilled:

- The tool that is to be calibrated must be mounted on the robot and defined with correct component `robhold (TRUE)`.
- If using the robot with absolute accuracy then the load and center of gravity for the tool should already be defined. `LoadIdentify` can be used for the load definition.
- The TCP value of the tool must already be defined. The calibration can be done with the instruction `MToolTCPCalib`.
- `tool0, wobj0, and PDispOff` must be activated before jogging the robot.
- Jog the TCP of the actual tool as close as possible to the world fixed tip (origin of the tool coordinate system) and define a jointtarget for the reference point `RefTip`.
- Jog the robot without changing the tool orientation so the world fixed tip is pointing at some point on the positive z-axis of the tool coordinate system, and define a jointtarget for point `ZPos`.
- Optionally jog the robot without changing the tool orientation so the world fixed tip is pointing at some point on the positive x-axis of the tool coordinate system, and define a jointtarget for point `XPos`.

As a help for pointing out the positive z-axis and x-axis, some type of elongator tool can be used.

Continues on next page
See the figure below for a definition of jointtarget for RefTip, ZPos, and optional XPos.

![Diagram of jointtarget for RefTip, ZPos, and optional XPos.]

Note

It is not recommended to modify the positions RefTip, ZPos, and XPos in the instruction MToolRotCalib.

Basic examples

The following examples illustrate the instruction MToolRotCalib:

Example 1

! Created with the world fixed tip pointing at origin, positive z-axis, and positive x-axis of the wanted tool coordinate system.
CONST jointtarget pos_tip := [...];
CONST jointtarget pos_z := [...];
CONST jointtarget pos_x := [...];
PERS tooldata tool1:= [ TRUE, [[20, 30, 100], [1, 0, 0 ,0]], [0.001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0, 0]];  

! Instructions for creating or ModPos of pos_tip, pos_z, and pos_x
MoveAbsJ pos_tip, v10, fine, tool0;
MoveAbsJ pos_z, v10, fine, tool0;
MoveAbsJ pos_x, v10, fine, tool0;

! Only tool calibration in the z direction
MToolRotCalib pos_tip, pos_z, tool1;

The tool orientation (tframe.rot) in the z direction of tool1 is calculated. The x and y directions of the tool orientation are calculated to coincide with the wrist coordinate system.

Example 2

! Calibration with complete tool orientation
MToolRotCalib pos_tip, pos_z \XPos:=pos_x, tool1;
The complete tool orientation \( t\text{frame. rot} \) of \textit{tool1} is calculated.

### Arguments

MToolRotCalib RefTip ZPos \[
\text{XPos}\] Tool

- **RefTip**
  - **Data type:** jointtarget
  - The point where the TCP of the tool is pointing at the world fixed tip.

- **ZPos**
  - **Data type:** jointtarget
  - The elongator point that defines the positive z direction.

- \[
\text{XPos}\]
  - **Data type:** jointtarget
  - The elongator point that defines the x positive direction. If this point is omitted then the x and y directions of the tool will coincide with the corresponding axes in the wrist coordinate system.

- **Tool**
  - **Data type:** tooldata
  - The persistent variable of the tool that is to be calibrated.

### Program execution

The system calculates and updates the tool orientation \( t\text{frame. rot} \) in the specified tooldata. The calculation is based on the specified 2 or 3 jointtarget. The remaining data in tooldata such as TCP \( t\text{frame. trans} \) is not changed.

### Syntax

\[
\text{MToolRotCalib} \[\text{RefTip '':='} <\text{expression (IN) of jointtarget}>','\]
\[
\text{ZPos '':='} <\text{expression (IN) of jointtarget}>\]
\[
[\text{'}\text{'} \text{XPos '':='} <\text{expression (IN) of jointtarget}>\text{'}\text{'},\]
\[
\text{Tool '':='} <\text{persistent (PERS) of tooldata}>';\]

### Related information

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<th>See</th>
</tr>
</thead>
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<td>MToolTCPCalib - Calibration of TCP for moving tool on page 394</td>
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<tr>
<td>Calibration of TCP for a stationary tool</td>
<td>SToolTCPCalib - Calibration of TCP for stationary tool on page 694</td>
</tr>
<tr>
<td>Calibration of TCP and rotation for a stationary tool</td>
<td>SToolRotCalib - Calibration of TCP and rotation for stationary tool on page 691</td>
</tr>
</tbody>
</table>
1.133 MToolTCP Calib - Calibration of TCP for moving tool

Usage

MToolTCP Calib (Moving Tool TCP Calibration) is used to calibrate Tool Center Point - TCP for a moving tool.

The position of the robot and its movements are always related to its tool coordinate system, that is, the TCP and tool orientation. To get the best accuracy it is important to define the tool coordinate system as correctly as possible.

The calibration can also be done with a manual method using the FlexPendant, see Operating manual - OmniCore.

Description

To define the TCP of a tool you need a world fixed tip within the robot's working space.

Before using the instruction MToolTCP Calib some preconditions must be fulfilled:

- The tool that is to be calibrated must be mounted on the robot and defined with correct component robhold (TRUE).
- If using the robot with absolute accuracy then the load and center of gravity for the tool should already be defined. LoadIdentify can be used for the load definition.
- tool0, wobj0, and PDispOff must be activated before jogging the robot.
- Jog the TCP of the actual tool as close as possible to the world fixed tip (origin of the tool coordinate system) and define a joint target for the reference point RefTip.
- Define the further three positions (p2, p3, and p4) all with different orientations.

Definition of 4 joint targets p1....p4, see figure below.
Note

It is not recommended to modify the positions Pos1 to Pos4 in the instruction MToolTCP Calib.

The reorientation between the 4 positions should be as big as possible, putting the robot in different configurations. It's also good practice to check the quality of the TCP after a calibration. Which can be performed by reorientation of the tool to check if the TCP is standing still.

Basic examples

The following example illustrates the instruction MToolTCP Calib:

Example 1

! Created with actual TCP pointing at the world fixed tip
CONST jointtarget p1 := [...];
CONST jointtarget p2 := [...];
CONST jointtarget p3 := [...];
CONST jointtarget p4 := [...];

PERS tooldata tool1 := [TRUE, [[0, 0, 0], [1, 0, 0, 0]], [0.001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0, 0]];
VAR num max_err;
VAR num mean_err;
...
! Instructions for createing or ModPos of p1 - p4
MoveAbsJ p1, v10, fine, tool0;
MoveAbsJ p2, v10, fine, tool0;
MoveAbsJ p3, v10, fine, tool0;
MoveAbsJ p4, v10, fine, tool0;
...
MToolTCP Calib p1, p2, p3, p4, tool1, max_err, mean_err;

The TCP value (tframe.trans) of tool1 will be calibrated and updated. max_err and mean_err will hold the max. error in mm from the calculated TCP and the mean error in mm from the calculated TCP, respectively.

Arguments

MToolTCP Calib Pos1 Pos2 Pos3 Pos4 Tool MaxErr MeanErr

Pos1

Data type: jointtarget
The first approach point.

Pos2

Data type: jointtarget
The second approach point.

Pos3

Data type: jointtarget
The third approach point.

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1 Instructions

1.133 MToolTCPCalib - Calibration of TCP for moving tool

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Pos4

Data type: jointtarget
The fourth approach point.

Tool

Data type: tooldata
The persistent variable of the tool that is to be calibrated.

MaxErr

Data type: num
The maximum error in mm for one approach point.

MeanErr

Data type: num
The average distance that the approach points are from the calculated TCP, that is, how accurately the robot was positioned relative to the tip.

Program execution

The system calculates and updates the TCP value in the wrist coordinate system (tfame.trans) in the specified tooldata. The calculation is based on the specified 4 jointtarget. The remaining data in tooldata, such as tool orientation (tfame.rot), is not changed.

Syntax

```
MToolTCPCalib
[Pos1 ':='] <expression (IN) of jointtarget>',''
[Pos2 ':='] <expression (IN) of jointtarget>',''
[Pos3 ':='] <expression (IN) of jointtarget>',''
[Pos4 ':='] <expression (IN) of jointtarget>',''
[Tool ':='] <persistent (PERS) of tooldata>',''
[MaxErr ':='] <variable (VAR) of num>',''
[MeanErr ':='] <variable (VAR) of num>';'
```

Related information

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</tr>
<tr>
<td>Calibration of TCP for a stationary tool</td>
<td>SToolTCPCalib - Calibration of TCP for stationary tool on page 694</td>
</tr>
<tr>
<td>Calibration of TCP and rotation for a stationary tool</td>
<td>SToolRotCalib - Calibration of TCP and rotation for stationary tool on page 691</td>
</tr>
</tbody>
</table>
1.134 Open - Opens a file or I/O device

Usage

Open is used to open a file or I/O device for reading or writing.

Basic examples

The following examples illustrate the instruction Open:

See also More examples on page 399.

Example 1

```rpid
VAR iodev logfile;
...
Open "HOME:" \File:= "LOGFILE1.DOC", logfile \Write;
```

The file LOGFILE1.DOC in unit HOME: is opened for writing. The reference name logfile is used later in the program when writing to the file.

Example 2

```rpid
VAR iodev logfile;
...
Open "LOGFILE1.DOC", logfile \Write;
```

Same result as example 1. The default directory is HOME:.

Arguments

Open Object \[
\File\] IDevice \[
\Read\] | \[
\Write\] | \[
\Append\] \[
\Bin\] \[
\ISOLatin1Encoding\]

Object

Data type: string

The I/O object (I/O device) that is to be opened, e.g. "HOME:", "TEMP:" or "pc:"(option).

The table describes different I/O devices on the robot controller.

<table>
<thead>
<tr>
<th>I/O device name</th>
<th>Type of I/O device</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;HOME:&quot; or diskhome</td>
<td>SD-card</td>
</tr>
<tr>
<td>&quot;TEMP:&quot; or disktemp</td>
<td>SD-card</td>
</tr>
<tr>
<td>&quot;pc:&quot; ii</td>
<td>Mounted disk</td>
</tr>
<tr>
<td>&quot;RAMDISK:&quot; or diskram</td>
<td>RAM disk memory</td>
</tr>
</tbody>
</table>

i RAPID string defining a device name.

ii Application protocol, server path defined in the system parameters.

iii The RAM disk memory is not for permanent storage of any data. The size is around 100 Mb and it is cleared at each shut down.

The following table describes different I/O devices on the virtual controller.

<table>
<thead>
<tr>
<th>I/O device name</th>
<th>Type of I/O device</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;HOME:&quot; or diskhome</td>
<td></td>
</tr>
<tr>
<td>&quot;TEMP:&quot; or disktemp</td>
<td>Hard Drive</td>
</tr>
</tbody>
</table>
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1.134 Open - Opens a file or I/O device

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<table>
<thead>
<tr>
<th>I/O device name</th>
<th>Type of I/O device</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;RAMDISK:&quot; or diskram\i</td>
<td>Hard Drive _.\TEMP (points to the TEMP folder which is located in the same folder as your virtual system)</td>
</tr>
</tbody>
</table>

\i RAPID string defining a device name.

\[\text{File}\]

**Data type:** string

The name of the file to be opened, e.g. "LOGFILE1.DOC" or "LOGDIR/LOGFILE1.DOC"

The complete path can also be specified in the argument Object, "HOME:/LOGDIR/LOGFILE.DOC".

**IODevice**

**Data type:** iodev

A reference to the file or I/O device to open. This reference is then used for reading from and writing to the file or I/O device.

\[\text{Read}\]

**Data type:** switch

Opens a file or I/O device for reading. When reading from a file the reading is started from the beginning of the file.

\[\text{Write}\]

**Data type:** switch

Opens a file or I/O device for writing. If the selected file already exists then its contents are deleted. Anything subsequently written is written at the start of the file.

\[\text{Append}\]

**Data type:** switch

Opens a file or I/O device for writing. If the selected file already exists then anything subsequently written is written at the end of the file.

Open a file or I/O device with \Append and without the \Bin arguments. The instruction opens a character-based file or I/O device for writing.

Open a file or I/O device with \Append and \Bin arguments. The instruction opens a binary file or I/O device for both reading and writing. The arguments \Read, \Write, \Append are mutually exclusive. If none of these are specified then the instruction acts in the same way as the \Write argument for character-based files or a I/O device (instruction without \Bin argument) and in the same way as the \Append argument for binary files or a I/O device (instruction with \Bin argument).

\[\text{Bin}\]

**Data type:** switch

Continues on next page
The file or I/O device is opened in a binary mode. If none of the arguments \Read, \Write or \Append are specified then the instruction opens a binary file or I/O device for both reading and writing, with the file pointer at the end of the file.

The \Rewind instruction can be used to set the file pointer to the beginning of the file if desirable.

The set of instructions to access a binary file or I/O device is different from the set of instructions to access a character-based file.

[ \ISOLatin1Encoding ]

Data type: switch

If using this switch the data is converted to/from ISO 8859-1 (Latin-1) encoding before writing/reading the data.

If this switch is used in \Open, then it is not needed in the instructions \Write, \WriteStrBin, \ReadNum, \ReadStr, and \ReadStrBin.

More examples

More examples of how to use the instruction \Open are illustrated below.

Example 1

VAR iodev io_device;
VAR rawbytes raw_data_out;
VAR rawbytes raw_data_in;
VAR num float := 0.2;
VAR string answer;

ClearRawBytes raw_data_out;
PackDNHeader "10", "20 1D 24 01 30 64", raw_data_out;
PackRawBytes float, raw_data_out, (RawBytesLen(raw_data_out)+1)
\Float4;

Open "/FCI1:/dsqc328_1", io_device \Bin;
WriteRawBytes io_device, raw_data_out;
ReadRawBytes io_device, raw_data_in \Time:=1;
Close io_device;

UnpackRawBytes raw_data_in, 1, answer \ISOLatin1Encoding:=10;

In this example raw_data_out is cleared and then packed with DeviceNet header and a float with value 0.2.

A device, "/FCI1:/dsqc328_1", is opened and the current valid data in raw_data_out is written to the device. Then the program waits for at most 1 second to read from the device, which is stored in the raw_data_in.

After having closed the device "/FCI1:/dsqc328_1", then the read data is unpacked as a string of 10 characters and stored in the string named answer.

Program execution

The specified file or I/O device is opened so that it is possible to read from or write to it.
1 Instructions

1.134 Open - Opens a file or I/O device

It is possible to open the same physical file several times at the same time but each invocation of the Open instruction will return a different reference to the file (data type iodev). For example, it is possible to have one write pointer and one different read pointer to the same file at the same time.

The iodev variable used when opening a file or I/O device must be free from use. If it has been used previously to open a file then this file must be closed before issuing a new Open instruction with the same iodev variable.

At Program Stop and moved PP to Main, any open file or I/O device in the program task will be closed and the I/O descriptor in the variable of type iodev will be reset. An exception to the rule is variables that are installed shared in the system of type global VAR or LOCAL VAR. Such file or I/O device belonging to the whole system will still be open.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEOPEN</td>
<td>A file cannot be opened.</td>
</tr>
</tbody>
</table>

Syntax

Open

[ Object ':=' ] <expression (IN) of string>

[ '\ File ':' <expression (IN) of string>] ','

[ IODevice ' := ' ] <variable (VAR) of iodev>

[ '\ Read] |

[ '\ Write] |

[ '\ Append]

[ '\ Bin]

[' I SOLatin1Encoding]';'

Related information

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</tr>
<tr>
<td>Fieldbus Command Interface File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.135 OpenDir - Open a directory

Usage

OpenDir is used to open a directory for further investigation.

Basic examples

The following example illustrates the instruction OpenDir:

Example 1

PROC lsdir(string dirname)
  VAR dir directory;
  VAR string filename;
  OpenDir directory, dirname;
  WHILE ReadDir(directory, filename) DO
    TWrite filename;
  ENDWHILE
  CloseDir directory;
ENDPROC

This example prints out the names of all files or subdirectories under the specified directory.

Arguments

OpenDir Dev Path

Dev

Data type: dir
A variable with reference to the directory, fetched by OpenDir. This variable is then used for reading from the directory.

Path

Data type: string
Path to the directory.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The path points to a non-existing directory or there are too many directories open at the same time.</td>
</tr>
</tbody>
</table>

Limitations

Open directories should always be closed by the user after reading (instruction CloseDir).

Syntax

OpenDir

[ Dev ':= ' ] < variable (VAR) of dir > ','
[ Path ':= ' ] < expression (IN) of string > ';'
### Related information

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</thead>
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<td>dir - File directory structure on page 1492</td>
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<td>Remove a directory</td>
<td>RemoveDir - Delete a directory on page 500</td>
</tr>
<tr>
<td>Read a directory</td>
<td>ReadDir - Read next entry in a directory on page 1297</td>
</tr>
<tr>
<td>Close a directory</td>
<td>CloseDir - Close a directory on page 96</td>
</tr>
<tr>
<td>Remove a file</td>
<td>RemoveFile - Delete a file on page 502</td>
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<tr>
<td>Rename a file</td>
<td>RenameFile - Rename a file on page 503</td>
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<td>Path references and the directory structure</td>
<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
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</table>
1.136 PackDNHeader - Pack DeviceNet Header into rawbytes data

**Usage**

PackDNHeader is used to pack the header of a DeviceNet explicit message into a container of type rawbytes.

The data part of the DeviceNet message can afterwards be set with the instruction PackRawBytes.

**Basic examples**

The following examples illustrate the instruction PackDNHeader:

**Example 1**

```plaintext
VAR rawbytes raw_data;

PackDNHeader "0E", "6,20 01 24 01 30 06,9,4", raw_data;
```

Pack the header for DeviceNet explicit message with service code "0E" and path string "6,2001 24 01 30 06,9,4" into raw_data corresponding to get the serial number from some I/O device.

This message is ready to send without filling the message with additional data.

**Example 2**

```plaintext
VAR rawbytes raw_data;

PackDNHeader "10", "20 1D 24 01 30 64", raw_data;
```

Pack the header for DeviceNet explicit message with service code "10" and path string "201D 24 01 30 64" into raw_data corresponding to set the filter time for the rising edge on insignal 1 for some I/O device.

This message must be increased with data for the filter time. This can be done with instruction PackRawBytes starting at index RawBytesLen(raw_data)+1 (done after PackDNHeader).

**Arguments**

PackDNHeader Service Path RawData

**Service**

Data type: string

The service to be done such as get or set attribute. To be specified with a hexadecimal code in a string e.g. "IF".

<table>
<thead>
<tr>
<th>String length</th>
<th>2 characters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Format</td>
<td>'0'-'9', 'a'-'f', 'A'-'F'</td>
</tr>
<tr>
<td>Range</td>
<td>&quot;00&quot;-&quot;FF&quot;</td>
</tr>
</tbody>
</table>

The values for the Service is found in the EDS file. For more descriptions, see the Open DeviceNet Vendor Association ODVA DeviceNet Specification revision 2.0.

**Path**

Data type: string

Continues on next page
The values for the Path is found in the EDS file. For more descriptions, see the Open DeviceNet Vendor Association ODVA DeviceNet Specification revision 2.0. Support for both long string format (e.g. "6,20 1D 24 01 30 64,8,1") and short string format (e.g. "20 1D 24 01 30 64").

**RawData**

Data type: rawbytes

Variable container to be packed with message header data starting at index 1 in RawData.

**Program execution**

During program execution the DeviceNet message RawData container is:

- first completely cleared
- and then the header part is packed with data

**Format DeviceNet Header**

The instruction PackDNHeader will create a DeviceNet message header with following format:

<table>
<thead>
<tr>
<th>RawData Header-Format</th>
<th>No of bytes</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Format</td>
<td>1</td>
<td>Internal robot controller code for DeviceNet</td>
</tr>
<tr>
<td>Service</td>
<td>1</td>
<td>Hex code for service</td>
</tr>
<tr>
<td>Size of Path</td>
<td>1</td>
<td>In bytes</td>
</tr>
<tr>
<td>Path</td>
<td>x</td>
<td>ASCII chars</td>
</tr>
</tbody>
</table>

The data part of the DeviceNet message can afterwards be set with the instruction PackRawBytes starting at index fetched with (RawBytesLen(my_rawdata)+1).

**Syntax**

```
PackDNHeader
       [Service ':='] <expression (IN) of string>','
       [Path ':='] <expression (IN) of string>','
       [RawData ':='] <variable (VAR) of rawbytes>';'
```

**Related information**

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<th>See</th>
</tr>
</thead>
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<td>rawbytes - Raw data on page 1559</td>
</tr>
<tr>
<td>Get the length of rawbytes data</td>
<td>RawBytesLen - Get the length of rawbytes data on page 1293</td>
</tr>
<tr>
<td>Clear the contents of rawbytes data</td>
<td>ClearRawBytes - Clear the contents of rawbytes data on page 89</td>
</tr>
<tr>
<td>Copy the contents of rawbytes data</td>
<td>CopyRawBytes - Copy the contents of rawbytes data on page 113</td>
</tr>
<tr>
<td>Pack data to rawbytes data</td>
<td>PackRawBytes - Pack data into rawbytes data on page 406</td>
</tr>
<tr>
<td>Write rawbytes data</td>
<td>WriteRawBytes - Write rawbytes data on page 977</td>
</tr>
</tbody>
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1.136 PackDNHeader - Pack DeviceNet Header into rawbytes data

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<td>ReadRawBytes - Read rawbytes data on page 491</td>
</tr>
<tr>
<td>Unpack data from rawbytes data</td>
<td>UnpackRawBytes - Unpack data from rawbytes data on page 888</td>
</tr>
<tr>
<td>Bit/Byte Functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>String functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1 Instructions

1.137 PackRawBytes - Pack data into rawbytes data

Usage

PackRawBytes is used to pack the contents of variables of type num, dnum, byte, or string into a container of type rawbytes.

Basic examples

The following examples illustrate the instruction PackRawBytes.

See also More examples on page 409.

VAR rawbytes raw_data;
VAR num integer := 8;
VAR dnum bigInt := 4294967295;
VAR num float := 13.4;
VAR byte data1 := 122;
VAR byte byte1;
VAR string string1:="abcdefg";
PackDNHeader "10", "20 1D 24 01 30 64", raw_data;

Pack the header for DeviceNet into raw_data.

Then pack requested fieldbus data in raw_data with PackRawBytes. The examples below show how different data can be added.

Example 1

PackRawBytes integer, raw_data, (RawBytesLen(raw_data)+1) \IntX := DINT;

The contents of the next 4 bytes after the header in raw_data will be 8 decimal.

Example 2

PackRawBytes bigInt, raw_data, (RawBytesLen(raw_data)+1) \IntX := UDINT;

The contents of the next 4 bytes after the header in raw_data will be 4294967295 decimal.

Example 3

PackRawBytes bigInt, raw_data, (RawBytesLen(raw_data)+1) \IntX := LINT;

The contents of the next 8 bytes after the header in raw_data will be 4294967295 decimal.

Example 4

PackRawBytes float, raw_data, RawBytesLen(raw_data)+1) \Float4;

The contents of the next 4 bytes in raw_data will be 13.4 decimal.

Example 5

PackRawBytes data1, raw_data, (RawBytesLen(raw_data)+1) \Hex1;

The contents of the next byte in raw_data will be 122, the ASCII code for "z".

Example 6

PackRawBytes string1, raw_data, (RawBytesLen(raw_data)+1) \ISOLatin1Encoding;

Continues on next page
The contents of next 7 bytes in raw_data will be "abcdefg", coded in ISO 8859-1 (Latin-1).

Example 7

```c
byte1 := StrToByte("1F" \Hex);
PackRawBytes byte1, raw_data, (RawBytesLen(raw_data)+1) \Hex1;
```

The contents of the next byte in raw_data will be "1F", hexadecimal.

### Arguments

PackRawBytes Value RawData [ \Network ] StartIndex [ \Hex1 ] | [ \IntX ] | [ \Float4 ] | [ \UTF8Encoding ] | [ \ISOLatin1Encoding ]

See Combining the arguments on page 408.

**Value**

Data type: anytype

Data to be packed into RawData.

Allowed data types are: num, dnum, byte, or string. Array cannot be used.

**RawData**

Data type: rawbytes

Variable container to be packed with data.

[ \Network ]

Data type: switch

Indicates that integer and float shall be packed in big-endian (network order) representation in RawData. ProfiBus and InterBus use big-endian.

Without this switch, integer and float will be packed in little-endian (not network order) representation in RawData. DeviceNet uses little-endian.

Only relevant together with optional parameter \IntX - UINT, UDINT, ULONG, INT, DINT, LINT, and \Float4.

**StartIndex**

Data type: num

StartIndex between 1 and 1024 indicates where the first byte contained in Value shall be placed in RawData.

[ \Hex1 ]

Data type: switch

The Value to be packed has byte format and shall be converted to hexadecimal format and stored in 1 byte in RawData.

[ \IntX ]

Data type: inttypes

The Value to be packed has num or dnum format. It is an integer and shall be stored in RawData according to this specified constant of data type inttypes.

See Predefined data on page 409.
1 Instructions

1.137 PackRawBytes - Pack data into rawbytes data

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Continued

[ \Float4 ]

Data type: switch

The Value to be packed has num format and shall be stored as float, 4 bytes, in RawData.

[ \UTF8Encoding ]

Data type: switch

If using this switch the data used in the argument Value is copied as it is represented in RAPID (UTF8 encoded data) in the rawbytes variable.

This switch is only valid if using a variable of the data type string in the argument Value.

Note

One character will be 1-4 bytes in the rawbytes variable.

[ \ISOLatin1Encoding ]

Data type: switch

If using this switch the PackRawBytes instruction converts the data used in the argument Value to ISO 8859-1 (Latin-1) encoding, before it is stored in the rawbytes variable.

This switch is only valid if using a variable of the data type string in the argument Value.

Note

One character will be 1 byte in the rawbytes variable.

Combining the arguments

One of the arguments \Hex1, \IntX, \Float4, \UTF8Encoding, \ISOLatin1Encoding must be used.

The following combinations are allowed:

<table>
<thead>
<tr>
<th>Data type of Value:</th>
<th>Allowed optional parameters:</th>
</tr>
</thead>
<tbody>
<tr>
<td>num i</td>
<td>\IntX</td>
</tr>
<tr>
<td>dnum ii</td>
<td>\IntX</td>
</tr>
<tr>
<td>num</td>
<td>\Float4</td>
</tr>
<tr>
<td>string</td>
<td>\UTF8Encoding (1-80 bytes) or ISOLatin1Encoding (1-80 characters)</td>
</tr>
<tr>
<td>byte</td>
<td>\Hex1</td>
</tr>
</tbody>
</table>

i Must be an integer within the value range of selected symbolic constant USINT, UINT, UDINT, SINT, INT or DINT.

ii Must be an integer within the value range of selected symbolic constant USINT, UINT, UDINT, ULINT, SINT, INT, DINT or LINT.
Program execution

During program execution the data is packed from the variable of type `anytype` into a container of type `rawbytes`.

The current length of valid bytes in the `RawData` variable is set to:

- \((\text{StartIndex} + \text{packed_number_of_bytes} - 1)\)
- The current length of valid bytes in the `RawData` variable is not changed if the complete pack operation is done inside the old current length of valid bytes in the `RawData` variable.

Predefined data

The following symbolic constants of the data type `inttypes` are predefined and can be used to specify the integer in parameter `\IntX`.

<table>
<thead>
<tr>
<th>Symbolic constant</th>
<th>Constant value</th>
<th>Integer format</th>
<th>Integer value range</th>
</tr>
</thead>
<tbody>
<tr>
<td>USINT</td>
<td>1</td>
<td>Unsigned 1 byte integer</td>
<td>0 ... 255</td>
</tr>
<tr>
<td>UINT</td>
<td>2</td>
<td>Unsigned 2 byte integer</td>
<td>0 ... 65535</td>
</tr>
<tr>
<td>UDINT</td>
<td>4</td>
<td>Unsigned 4 byte integer</td>
<td>0 ... 8 388 608</td>
</tr>
<tr>
<td>ULIN T</td>
<td>8</td>
<td>Unsigned 8 byte integer</td>
<td>0 ... 4 503 599 627 370 496</td>
</tr>
<tr>
<td>SINT</td>
<td>-1</td>
<td>Signed 1 byte integer</td>
<td>-128 ... 127</td>
</tr>
<tr>
<td>INT</td>
<td>-2</td>
<td>Signed 2 byte integer</td>
<td>-32 768 ... 32 767</td>
</tr>
<tr>
<td>DINT</td>
<td>-4</td>
<td>Signed 4 byte integer</td>
<td>-8 388 607 ... 8 388 608</td>
</tr>
<tr>
<td>LINT</td>
<td>-8</td>
<td>Signed 8 byte integer</td>
<td>-4 503 599 627 370 496 ... 4 503 599 627 370 496</td>
</tr>
</tbody>
</table>

   i Limitation in RAPID for storage of integer in data type `num`
   ii Range when using a `dnum` variable and `inttype UDINT`
   iii Limitation in RAPID for storage of integer in data type `dnum`
   iv Range when using a `dnum` variable and `inttype DINT`

More examples

More examples of how to use the instructions `PackRawBytes` and `UnPackRawBytes` are illustrated below.

According to the protocol that is known to the programmer, the content of the rawbytes variable will be like this for the following examples.

Example 1

<table>
<thead>
<tr>
<th>Byte number:</th>
<th>Contents:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>An integer, the length of the RAPID string</td>
</tr>
<tr>
<td>5-39</td>
<td>The actual RAPID string in UTF8 encoding</td>
</tr>
<tr>
<td>40-43</td>
<td>An decimal value</td>
</tr>
</tbody>
</table>

```plaintext
VAR rawbytes raw_data;
VAR num integer;
```
VAR num float := 13.4;
VAR string multibyte_str:="å, ä, ö is multi-byte characters";
..
! Get the number of bytes of the multibyte_str RAPID string
integer:=StrSize(multibyte_str);
! Set the length of multibyte_str in the first 4 bytes
PackRawBytes integer, raw_data, (RawBytesLen(raw_data)+1)
\IntX:=DINT;
! The contents of next 35 bytes in raw_data will the content of
multibyte_str
PackRawBytes multibyte_str, raw_data, (RawBytesLen(raw_data)+1)
\UTF8Encoding;
! The contents of the next 4 bytes in raw_data will be 13.4 decimal.
PackRawBytes float, raw_data,(RawBytesLen(raw_data)+1) \Float4;
..

Pack the size of the string to send, the actual RAPID string (UTF8 encoded string),
and a decimal value in the rawbytes container.

Example 2
VAR rawbytes raw_data;
VAR num read_int;
VAR string read_str;
VAR num read_float;
..
! Get the number of bytes the RAPID string contains
UnpackRawBytes raw_data, 1, read_int \IntX:=DINT;
! Get the actual RAPID string. read_int specifies number of bytes
to read
UnpackRawBytes raw_data, 5, read_str \UTF8Encoding:=read_int;
! Get the decimal value. Use read string length to get right byte
position
UnpackRawBytes raw_data, 5+read_int, read_float \Float4;
..

Unpack the size of the RAPID string, the actual RAPID string (UTF8 encoded string),
and a decimal value from the rawbytes container.

Syntax

PackRawBytes
[Value ':='] <expression (IN) of anytype> ','
[RawData ':='] <variable (VAR) of rawbytes>
[Network] ','
[StartIndex ':='] <expression (IN) of num>
[Hex1]
[IntX ':='] <expression (IN) of inttypes>
[Float4]
[UTF8Encoding]
[ISOLatin1Encoding]';'

Continues on next page
### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>rawbytes data</td>
<td>rawbytes - Raw data on page 1559</td>
</tr>
<tr>
<td>Get the length of rawbytes data</td>
<td>RawBytesLen - Get the length of rawbytes data on page 1293</td>
</tr>
<tr>
<td>Clear the contents of rawbytes data</td>
<td>ClearRawBytes - Clear the contents of rawbytes data on page 89</td>
</tr>
<tr>
<td>Copy the contents of rawbytes data</td>
<td>CopyRawBytes - Copy the contents of rawbytes data on page 113</td>
</tr>
<tr>
<td>Pack DeviceNet header into rawbytes data</td>
<td>PackDNHeader - Pack DeviceNet Header into rawbytes data on page 403</td>
</tr>
<tr>
<td>Write rawbytes data</td>
<td>WriteRawBytes - Write rawbytes data on page 977</td>
</tr>
<tr>
<td>Read rawbytes data</td>
<td>ReadRawBytes - Read rawbytes data on page 491</td>
</tr>
<tr>
<td>Unpack data from rawbytes data</td>
<td>UnpackRawBytes - Unpack data from rawbytes data on page 888</td>
</tr>
<tr>
<td>Bit/Byte Functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>String functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1 Instructions

1.138 PathAccLim - Reduce TCP acceleration along the path

Usage

PathAccLim (Path Acceleration Limitation) is used to set or reset limitations on TCP acceleration and/or TCP deceleration along the movement path. The limitation will be performed along the movement path, that is, the acceleration in the path frame. It is the tangential acceleration/deceleration in the path direction that will be limited.

The instruction does not limit the total acceleration of the equipment, that is, the acceleration in world frame, so it cannot be directly used to protect the equipment from large accelerations.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction PathAccLim:

See also More examples on page 414.

Example 1

PathAccLim TRUE \AccMax := 4, TRUE \DecelMax := 4;
TCP acceleration and TCP deceleration are limited to 4 m/s².

Example 2

PathAccLim FALSE, FALSE;
The TCP acceleration and deceleration is reset to maximum (default).
Arguments

\[ \text{PathAccLim AccLim } [\text{AccMax}] \text{ DecelLim } [\text{DecelMax}] \]

\( \text{AccLim} \)

Data type: bool
TRUE if there is to be a limitation of the acceleration, FALSE otherwise.

\([ \text{AccMax} ]\)

Data type: num
The absolute value of the acceleration limitation in m/s\(^2\). Only to be used when \( \text{AccLim} \) is TRUE.

\( \text{DecelLim} \)

Data type: bool
TRUE if there is to be a limitation of the deceleration, FALSE otherwise.

\([ \text{DecelMax} ]\)

Data type: num
The absolute value of the deceleration limitation in m/s\(^2\). Only to be used when \( \text{DecelLim} \) is TRUE.

Program execution

The acceleration/deceleration limitations applies for the next executed movement instruction until a new \( \text{PathAccLim} \) instruction is executed.

The maximum acceleration/deceleration (\( \text{PathAccLim FALSE, FALSE} \)) are automatically set

\[ \begin{align*}
\bullet & \text{ when using the restart mode Reset RAPID} \\
\bullet & \text{ when loading a new program or a new module} \\
\bullet & \text{ when starting program execution from the beginning} \\
\bullet & \text{ when moving the program pointer to main} \\
\bullet & \text{ when moving the program pointer to a routine} \\
\bullet & \text{ when moving the program pointer in such a way that the execution order is lost.}
\end{align*} \]

If there is a combination of instructions \( \text{AccSet} \) and \( \text{PathAccLim} \) the system reduces the acceleration/deceleration in the following order:

\[ \begin{align*}
\bullet & \text{ according } \text{AccSet} \\
\bullet & \text{ according } \text{PathAccLim}
\end{align*} \]
1 Instructions

1.138 PathAccLim - Reduce TCP acceleration along the path

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Continued

More examples

More examples of how to use the instruction PathAccLim are illustrated below.

Example 1

\[
\begin{align*}
\text{MoveL } & \text{ p1, v1000, fine, tool0;} \\
\text{PathAccLim } & \text{ TRUE\ AccMax := 4, FALSE;}
\end{align*}
\]

\[
\begin{align*}
\text{MoveL } & \text{ p2, v1000, z30, tool0;} \\
\text{MoveL } & \text{ p3, v1000, fine, tool0;}
\end{align*}
\]

\[
\begin{align*}
\text{PathAccLim } & \text{ FALSE, FALSE;}
\end{align*}
\]

TCP acceleration is limited to 4 m/s\(^2\) between p1 and p3.

Example 2

\[
\begin{align*}
\text{MoveL p1, v1000, fine, tool0;}
\end{align*}
\]

\[
\begin{align*}
\text{MoveL p2, v1000, z30, tool0;}
\end{align*}
\]

\[
\begin{align*}
\text{PathAccLim TRUE\ AccMax := 3, TRUE\ DecelMax := 4;}
\end{align*}
\]

\[
\begin{align*}
\text{MoveL p3, v1000, fine, tool0;}
\end{align*}
\]

\[
\begin{align*}
\text{PathAccLim FALSE, FALSE;}
\end{align*}
\]

TCP acceleration is limited to 3 m/s\(^2\) between p2’ and p3.

TCP deceleration is limited to 4 m/s\(^2\) between p2’ and p3.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ACC_TOO_LOW</td>
<td>The parameter AccMax or DecelMax is set too low.</td>
</tr>
</tbody>
</table>

Limitations

The minimum acceleration/deceleration allowed is 0.1 m/s\(^2\). The recommendation is to have the acceleration and deceleration limit symmetrical, that is to have the same value on AccMax and DecelMax.

Syntax

\[
\begin{align*}
\text{PathAccLim} & \left[ \text{ AccLim } ':=' \right] < \text{ expression (IN) of bool } > \\
\text{ } & \left[ '\,' \text{ AccMax } ':=' \right] < < \text{ expression (IN) of num } > \right] ',' \\
\text{ } & \left[ \text{ DecelLim } ':=' \right] < \text{ expression (IN) of bool } >
\end{align*}
\]

Continues on next page
1 Instructions

1.138 PathAccLim - Reduce TCP acceleration along the path

```
[ '\' DecelMax ':=<expression (IN) of num >] ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>AccSet - Reduces the acceleration on page 21</td>
</tr>
<tr>
<td>Motion settings data</td>
<td>motsetdata - Motion settings data on page 1534</td>
</tr>
<tr>
<td>Control acceleration in world coordinate system</td>
<td>WorldAccLim - Control acceleration in world coordinate system on page 964</td>
</tr>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion</td>
</tr>
</tbody>
</table>
1 Instructions

1.139 PathLengthReset - Resets the current path-length value of the counter

**Usage**

PathLengthReset is used to reset the counter that monitors the path-length travelled by the robot's TCP.

This instruction can be called at any time, but it is advisable that it is called when the robot is standing still to get a predictable behavior for the counter.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following example illustrates the instruction PathLengthReset.

**Example 1**

```
PathLengthStart;
MoveJ p10, v1000, z50, L10tip;
...
MoveL p40, v1000, fine, L10tip;
PathLengthStop;
TPWrite "PathLengthGet: "+ValToStr(PathLengthGet());
PathLengthReset;
```

This example read out the value of the counter that measures the path-length travelled by the robot's TCP. The value is then written to the FlexPendant.

**Program execution**

The path-length measurement applies for the next executed robot movement instruction of any type and is valid until a PathLengthStop instruction is executed. Path-length measurement is set to off, and the path-length measurement counter is set to zero when a PathLengthReset instruction is executed. The default value, path-length measurement off is automatically set:

- when using the restart mode Reset RAPID.
- when loading a new program or a new module.
- when starting program execution from the beginning.
- when moving the program pointer to Main routine.
- when moving the program pointer to a routine.
- when moving the program pointer in such a way that the execution order is lost.

**Limitations**

Path-length measurements are only applicable for TCP-robots.

**Syntax**

PathLengthReset;'
## Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td><em>PathLengthGet - Reads the current path-length value of the counter on page 1266</em></td>
</tr>
<tr>
<td>PathLengthStart</td>
<td><em>PathLengthStart - Activates the counter that monitors the path-length on page 418</em></td>
</tr>
<tr>
<td>PathLengthStop</td>
<td><em>PathLengthStop - Stops the counter that monitors the path-length on page 420</em></td>
</tr>
</tbody>
</table>
1 Instructions

1.140 PathLengthStart - Activates the counter that monitors the path-length

Usage

PathLengthStart is used to activate the counter that monitors the path-length travelled by the robot’s TCP, starting from the next Move-instruction. The path length is always measured in the work object. Note that the internal counter for the TCP-length is not reset by this instruction. To reset the counter, use the instruction PathLengthReset.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction PathLengthStart.

Example 1

PathLengthStart;
MoveJ p10, v1000, z50, L10tip;
...
MoveL p40, v1000, fine, L10tip;
PathLengthStop;
TPWrite “PathLengthGet: ”+ValToStr(PathLengthGet());
PathLengthReset;

This example read out the value of the counter that measures the path-length travelled by the robot’s TCP. The value is then written to the FlexPendant.

Program execution

The path-length measurement applies for the next executed robot movement instruction of any type and is valid until a PathLengthStop instruction is executed. Path-length measurement is set to off, and the path-length measurement counter is set to zero when a PathLengthReset instruction is executed. The default value, path-length measurement off, is automatically set:

• when using the restart mode Reset RAPID.
• when loading a new program or a new module.
• when starting program execution from the beginning.
• when moving the program pointer to Main routine.
• when moving the program pointer to a routine.
• when moving the program pointer in such a way that the execution order is lost.

Limitations

Path-length measurements are only applicable for TCP-robots.

Syntax

PathLengthStart;'
## Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>PathLengthReset</td>
<td>PathLengthReset - Resets the current path-length value of the counter on page 416</td>
</tr>
<tr>
<td>PathLengthGet</td>
<td>PathLengthGet - Reads the current path-length value of the counter on page 1266</td>
</tr>
<tr>
<td>PathLengthStop</td>
<td>PathLengthStop - Stops the counter that monitors the path-length on page 420</td>
</tr>
</tbody>
</table>
1 Instructions

1.141 PathLengthStop - Stops the counter that monitors the path-length

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1.141 PathLengthStop - Stops the counter that monitors the path-length

Usage

PathLengthStop is used to stop the counter that monitors the path-length travelled by the robot's TCP, starting from the next Move-instruction.

The path length is always measured in the work object. Note that the internal counter for the TCP-length is not reset by this instruction. To reset the counter, use the instruction PathLengthReset.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction PathLengthStop.

Example 1

PathLengthStart;
MoveJ p10, v1000, z50, L10tip;
... MoveL p40, v1000, fine, L10tip;
PathLengthStop;
TPWrite "PathLengthGet: "+ValToStr(PathLengthGet());
PathLengthReset;

This example read out the value of the counter that measures the path-length travelled by the robot's TCP. The value is then written to the FlexPendant.

Program execution

The path-length measurement applies for the next executed robot movement instruction of any type and is valid until a PathLengthStop instruction is executed.

Path-length measurement is set to off, and the path-length measurement counter is set to zero when a PathLengthReset instruction is executed. The default value, path-length measurement off is automatically set:

- when using the restart mode Reset RAPID.
- when loading a new program or a new module.
- when starting program execution from the beginning.
- when moving the program pointer to Main routine.
- when moving the program pointer to a routine.
- when moving the program pointer in such a way that the execution order is lost.

Limitations

Path-length measurements are only applicable for TCP-robots.

Syntax

PathLengthStop';''
### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>PathLengthReset</td>
<td><em>PathLengthReset - Resets the current path-length value of the counter on page 416</em></td>
</tr>
<tr>
<td>PathLengthGet</td>
<td><em>PathLengthGet - Reads the current path-length value of the counter on page 1266</em></td>
</tr>
<tr>
<td>PathLengthStart</td>
<td><em>PathLengthStart - Activates the counter that monitors the path-length on page 418</em></td>
</tr>
</tbody>
</table>
1 Instructions

1.142 PathRecMoveBwd - Move path recorder backwards

Path Recovery

1.142 PathRecMoveBwd - Move path recorder backwards

Usage

PathRecMoveBwd is used to move the robot backwards along a recorded path.

Basic examples

The following example illustrates the instruction PathRecMoveBwd:

See also More examples on page 423.

Example 1

VAR pathrecid fixture_id;
PathRecMoveBwd \ID:=fixture_id \ToolOffs:=[0, 0, 10] \Speed:=v500;

The robot is moved backwards to the position in the program where the instruction PathRecStart planted the fixture_id identifier. The TCP offset is 10 mm in Z direction and the speed is set to 500 mm/s.

Arguments

PathRecMoveBwd [\ID] [\ToolOffs] [\Speed]

[\ID]

Identifier

Data type: pathrecid

Variable that specifies the ID position to move backward to. Data type pathrecid is a non-value type, only used as an identifier for naming the recording position. If no ID position is specified then the backward movement is in a single system done to the closest recorded ID position. But in a MultiMove Synchronized Mode, the backward movements is done to the closest of the following positions:

- Back to the position where the synchronized movement started
- Back to the closest recorded ID position

[\ToolOffs]

Tool Offset

Data type: pos

Provides clearance offset for TCP during motion. A cartesian offset coordinate is applied to the TCP coordinates. Positive Z offset value indicates clearance. This is useful when the robot runs a process adding material. If running synchronized motion then all or none of the mechanical units needs to use the argument. If no offset is desired for some of the mechanical units then a zero offset can be applied. Even non TCP mechanical units need to use the argument if a TCP robot in a different task is used.

[\Speed]

Data type: speeddata

Speed replaces the speed original used during forward motion. Speeddata defines the velocity for the tool center point, the tool reorientation, and the external axis. If present, this speed will be used throughout the backward movement. If omitted, the backward motion will execute with the speed in the original motion instructions.

Continues on next page
Program execution

The path recorder is activated with the `PathRecStart` instruction. After the recorder has been started then all move instructions will be recorded and the robot can be moved backwards along its recorded path at any point by executing `PathRecMoveBwd`.

Synchronized motion

Running the path recorder in synchronization motion adds a few considerations.

- All tasks involved in the synchronization recorded motion must order `PathRecMoveBwd` before any of the robots start to move.
- All synchronization handling is recorded and executed in reverse. For example, if `PathRecMoveBwd` is ordered from within a synchronization block to an independent position then the path recorder will automatically change state to independent at the `SyncMoveOn` instruction.
- `SyncMoveOn` is considered as a breakpoint without path identifier. That is, if the path recorder has been started by means of `PathRecStart` and `PathRecMoveBwd` without the optional argument \ID is executed within a synchronized motion block, then the robot will move backwards to the position the robot was at when `SyncMoveOn` was executed. Since the backward movement stops before `SyncMoveOn`, the state will be changed to independent.
- `WaitSyncTask` is considered as a breakpoint without path identifier. That is, if the path recorder has been started by the means of `PathRecStart` and `PathRecMoveBwd` is executed then the robot will move back no longer than to the position the robot was at when `WaitSyncTask` was executed.

More examples

More examples of how to use the instruction `PathRecMoveBwd` are illustrated below.

Example 1 - Independent motion

```rapid
VAR pathrecid safe_id;
CONST robtarget p0 := [...];
...
CONST robtarget p4 := [...];
VAR num choice;

MoveJ p0, vmax, z50, tool1;
PathRecStart safe_id;
MoveJ p1, vmax, z50, tool1;
MoveL p2, vmax, z50, tool1;
MoveL p3, vmax, z50, tool1;
MoveL p4, vmax, z50, tool1;

ERROR:
```

Continues on next page
This example shows how the path recorder can be utilized to extract the robot from narrow spaces upon error without programming a designated path.

A part is being manufactured. At the approach point, p0, the path recorder is started and given the path recorder identifier safe_id. Assume that when the robot moves from p3 to p4 that a recoverable error arises. At that point the path is stored by executing StorePath. By storing the path the error handler can start a new movement and later on restart the original movement. When the path has...
been stored the path recorder is used to move the robot out to the safe position, p0, by executing PathRecMoveBwd.

Note that a tool offset is applied to provide clearance from, for example, a newly added weld. When the robot has been moved out the operator can do what is necessary to fix the error (for example clean the torch of welding). Then the robot is moved back to the error location by the means of PathRecMoveFwd. At the error location the path level is switched back to base level by RestoPath and a retry attempt is made.

Example 2 - Synchronized motion

T_ROB1

VAR pathrecid HomeROB1;
CONST robtarget pR1_10:= [...] ;
...
CONST robtarget pR1_60:= [...] ;

PathRecStart HomeROB1;
MoveJ pR1_10, v1000, z50, tGun;
MoveJ pR1_20, v1000, z50, tGun;
MoveJ pR1_30, v1000, z50, tGun;
SyncMoveOn sync1, tasklist;
MoveL pR1_40 \ID:=1, v1000, z50, tGun\wobj:=pos1;
MoveL pR1_50 \ID:=2, v1000, z50, tGun\wobj:=pos1;
MoveL pR1_60 \ID:=3, v1000, z50, tGun\wobj:=pos1;
SyncMoveOff sync2;

ERROR
StorePath \KeepSync;
TEST ERRNO
CASE ERR_PATH_STOP:
   PathRecMoveBwd \ID:= HomeROB1\ToolOffs:=[0,0,10];
ENDTEST
 !Perform service action
PathRecMoveFwd \ToolOffs:=[0,0,10];
RestoPath;
StartMove;

T_ROB2

VAR pathrecid HomeROB2;
CONST robtarget pR2_10:= [...] ;
...
CONST robtarget pR2_50:= [...] ;

PathRecStart HomeROB2;
MoveJ pR2_10, v1000, z50, tGun;
MoveJ pR2_20, v1000, z50, tGun;
SyncMoveOn sync1, tasklist;
MoveL pR2_30 \ID:=1, v1000, z50, tGun\wobj:=pos1;
MoveL pR2_40 \ID:=2, v1000, z50, tGun\wobj:=pos1;
MoveL pR2_50 \ID:=3, v1000, z50, tGun\wobj:=pos1;
SyncMoveOff sync2;

Continues on next page
A system is consisting of three manipulators that all run in separate tasks. Assume that T_ROB1 experiences an error ERR_PATH_STOP within the synchronized block, sync1. Upon error it is desired to move back to the home position marked with the path recorder identifier HomeROB1 to perform service of the robot’s external equipment. This is done by using PathRecMoveBwd and suppling the pathrecid identifier.

Since the error occurred during synchronized motion it is necessary that the second TCP robot T_ROB2 and the external axis T_POS1 also orders PathRecMoveBwd. These manipulators do not have to move back further than before the synchronized motion started. By not suppling PathRecMoveBwd at ERR_PATH_STOP with a path recorder identifier the path recorder ability to stop after SyncMoveOn is utilized.
Note that the external axis that does not have a TCP still adds a zero tool offset to enable the possibility for the TCP robots to do so.

The **DEFAULT** behavior in the **ERROR** handler in this example is that all manipulators first do the synchronized movements backwards and then the independent movements backwards to the start point of the recorded path. This is obtained by specifying `\ID` in PathRecMoveBwd for all manipulators.

### Limitations

Movements using the path recorder cannot be performed on base level, that is, `StorePath` has to be executed before `PathRecMoveBwd`.

It is never possible to move backwards through a `SynchMoveOff` statement.

It is never possible to move backwards through a `WaitSyncTask` statement.

`SynchMoveOn` must be preceded by at least one independent movement if it is desired to move back to the position where the synchronized movement started.

If it is not desired to return to the point where `PathRecMoveBwd` was executed (by executing `PathRecMoveFwd`) then the PathRecorder has to be stopped by the means of `PathRecStop`. `PathRecStop\Clear` also clears the recorded path.

`PathRecMoveBwd` cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

### Syntax

```plaintext
PathRecMoveBwd
[ 'ID ':=' < variable (VAR) of pathrecid > ]
[ 'ToolOffs ':=' <expression (IN) of pos> ]
[ 'Speed ':=' <expression (IN) of speeddata> ]';
```

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1 Instructions

1.142 PathRecMoveBwd - Move path recorder backwards

*Path Recovery Continued*
1 Instructions

1.143 PathRecMoveFwd - Move path recorder forward

PathRecMoveFwd

1.143 PathRecMoveFwd - Move path recorder forward

Usage

PathRecMoveFwd is used to move the robot back to the position where PathRecMoveBwd was executed. It is also possible to move the robot partly forward by supplying an identifier that has been passed during the backward movement.

Basic examples

The following example illustrates the instruction PathRecMoveFwd:

See also More examples on page 429.

Example 1

PathRecMoveFwd;

The robot is moved back to the position where the path recorder started the backward movement.

Arguments

PathRecMoveFwd [\ID] [\ToolOffs] [\Speed]

[ID]

Identifier

Data type: pathrecid

Variable that specifies the ID position to move forward to. Data type pathrecid is a non-value type only used as an identifier for naming the recording position. If no ID position is specified then the forward movement will always be done to interrupt position on the original path.

[\ToolOffs]

Tool Offset

Data type: pos

Provides clearance offset for TCP during motion. A cartesian coordinate is applied to the TCP coordinates. This is useful when the robot runs a process adding material.

[\Speed]

Data type: speeddata

Speed overrides the original speed used during forward motion. Speeddata defines the velocity for the tool center point, the tool reorientation, and the external axis. If present, this speed will be used throughout the forward movement. If omitted, the forward motion will execute with the speed in the original motion instructions.

Continues on next page
Program execution

The path recorder is activated with the PathRecStart instruction. After the recorder has been started the robot can be moved backwards along its executed path by executing PathRecMoveBwd. The robot can thereafter be ordered back to the position where the backward execution started by calling PathRecMoveFwd. It is also possible to move the robot partly forward by supplying an identifier that has been passed during the backward movement.

More examples

More examples of how to use the instruction PathRecMoveFwd are illustrated below.

VAR pathrecid start_id;
VAR pathrecid mid_id;
CONST robtarget p1 := [...];
CONST robtarget p2 := [...];
CONST robtarget p3 := [...];

PathRecStart start_id;
MoveL p1, vmax, z50, tool1;
MoveL p2, vmax, z50, tool1;
PathRecStart mid_id;
MoveL p3, vmax, z50, tool1;
StorePath;
PathRecMoveBwd \ID:=start_id;
PathRecMoveFwd \ID:=mid_id;
PathRecMoveFwd;
RestoPath;

\[\text{PathRecMoveFwd} \quad \text{PathRecMoveBwd}\]

The example above will start the path recorder and the starting point will be tagged with the path identifier start_id. Thereafter the robot will move forward with traditional move instructions and then move back to the path recorder identifier start_id using the recorded path. Finally it will move forward again in two steps by the means of PathRecMoveFwd.

Limitations

Movements using the path recorder have to be performed on trap-level, i.e. StorePath must execute prior to PathRecMoveFwd.

Continues on next page
1 Instructions

1.143 PathRecMoveFwd - Move path recorder forward
PathRecovery
Continued

To be able to execute `PathRecMoveFwd` a `PathRecMoveBwd` must have been executed before.

If it is not desired to return to the point where `PathRecMoveBwd` was executed (by executing `PathRecMoveFwd`) then the PathRecorder has to be stopped by the means of `PathRecStop`. `PathRecStop\Clear` also clears recorded path.

`PathRecMoveFwd` cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

```
PathRecMoveFwd '('
[ '"' ID ':=' < variable (VAR) of pathid > ]
[ '"' ToolOffs ':=' <expression (IN) of pos> ]
[ '"' Speed ':=' <expression (IN) of speeddata> ]')';
```

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                                            `Technical reference manual - RAPID Overview`                      |
1.144 PathRecStart - Start the path recorder

Usage
PathRecStart is used to start recording the robot’s path. The path recorder will store path information during execution of the RAPID program.

Basic examples
The following example illustrates the instruction PathRecStart:

Example 1

VAR pathrecid fixture_id;

PathRecStart fixture_id;

The path recorder is started and the starting point (the instruction’s position in the RAPID program) is tagged with the identifier fixture_id.

Arguments
PathRecStart ID

ID

Identifier
Data type: pathrecid
Variable that specifies the name of the recording start position. Data type pathrecid is a non-value type only used as an identifier for naming the recording position.

Program execution
When the path recorder is ordered to start the robot path will be recorded internally in the robot controller. The recorded sequence of program positions can be traversed backwards by means of PathRecMoveBwd causing the robot to move backwards along its executed path.

More examples
More examples of how to use the instruction PathRecStart are illustrated below.

Example 1

VAR pathrecid origin_id;
VAR pathrecid corner_id;
VAR num choice;
MoveJ p1, vmax, z50, tool1;
PathRecStart origin_id;
MoveJ p2, vmax, z50, tool1;
PathRecStart corner_id;
MoveL p3, vmax, z50, tool1;
MoveAbsJ jt4, vmax, fine, tool1;
ERROR
TPReadFK choice,"Extract to:",stEmpty,stEmpty,stEmpty,"Origin","Corner";

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### 1 Instructions

#### 1.144 PathRecStart - Start the path recorder

**Path Recovery Continued**

```plaintext
IF choice=4 OR choice=5 THEN
    StorePath;
    IF choice=4 THEN
        PathRecMoveBwd \ID:=origin_id;
    ELSE
        PathRecMoveBwd \ID:=corner_id;
    ENDIF
    Stop;
    !Fix problem
    PathRecMoveFwd;
    RestoPath;
    StartMove;
    RETRY;
ENDIF
```

In the example above the path recorder is used for moving the robot to a service position if an error during normal execution occurs.

The robot is executing along a path. After the position `p1` the path recorder is started. After the point `p2` another path identifier is inserted. Assume that a recoverable error occurs while moving from position `p3` to position `p4`. The error handler will now be invoked, and the user can choose between extracting the robot to position `Origin (point p1)` or `Corner (point p2)`. Then the path level is switched with `StorePath` to be able to restart at the error location later on. When the robot has backed out from the error location it’s up to the user solving the error (usually fixing the robots surrounding equipment).

Then the robot is ordered back to the error location. The path level is switched back to normal, and a retry attempt is made.

#### Limitations

The path recorder can only be started and will only record the path in the base path level, i.e. movements at `StorePath` level are not recorded.

#### Syntax

```plaintext
PathRecStart
    [ ID ':='] < variable (VAR) of pathrecid> ';
```

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#### 1.144 PathRecStart - Start the path recorder

*Path Recovery*

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1 Instructions

1.145 PathRecStop - Stop the path recorder

Path Recovery

1.145 PathRecStop - Stop the path recorder

Usage

PathRecStop is used to stop recording the robot's path.

Basic examples

The following example illustrates the instruction PathRecStop:

See also More examples below.

Example 1

PathRecStop \Clear;

The path recorder is stopped and the buffer of stored path information is cleared.

Arguments

PathRecStop [\Clear]

[\Clear]

Data type: switch

Clear the recorded path.

Program execution

When the path recorder is ordered to stop the recording of the path will stop. The optional argument \Clear will clear the buffer of stored path information preventing the recorded path to be executed by mistake.

After the recorder has been stopped with PathRecStop, earlier recorded paths cannot be used for back-up movements (PathRecMoveBwd). It is possible to use earlier recorded paths if PathRecStart is ordered again from the same position that the path recorder was stopped in. See the following example.

More examples

More examples of how to use the instruction PathRecStop are illustrated below.

<Code>
LOCAL VAR pathrecid id1;
LOCAL VAR pathrecid id2;
LOCAL CONST robtarget p0:= [...];
......
LOCAL CONST robtarget p6 := [...];
PROC example1()
  MoveL p0, vmax, z50, tool1;
  PathRecStart id1;
  MoveL p1, vmax, z50, tool1;
  MoveL p2, vmax, z50, tool1;
  PathRecStop;
  MoveL p3, vmax, z50, tool1;
  MoveL p4, vmax, z50, tool1;
  MoveL p2, vmax, z50, tool1;
  PathRecStart id2;
  MoveL p5, vmax, z50, tool1;
  MoveL p6, vmax, z50, tool1;
</Code>

Continues on next page
The above examples describe recording of the robot path when the recording is stopped in the middle of the sequence. In example1 the \texttt{PathRecMoveBwd \ID:=id1;} order is valid and the robot will execute the following path: \texttt{p6 -> p5 -> p2 -> p1 -> p0}

The reason that the order is valid is because of the recorder being stopped and started in the exact same robot position. If this behavior isn’t desirable the stop order should include the optional argument \texttt{\Clear}. In that way the recorded path will be cleared and it will never be possible to back-up to previous path recorder identifiers.

The only difference in example2 is where the recorder was started the second time. In this case \texttt{PathRecMoveBwd \ID:=id1} will cause an error. This is because no recorded path exists between \texttt{p4, p3 and p2}. It is possible to execute \texttt{PathRecMoveBwd \ID:=id2}.

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1 Instructions

1.145 PathRecStop - Stop the path recorder

Path Recovery
Continued

Syntax

PathRecStop

['"'switch Clear '"'] ';

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1.146 PathResol - Override path resolution

Usage

PathResol (Path Resolution) is used to override the configured geometric path sample time defined in the system parameters for the mechanical units that are controlled from current program task.

The geometric path sample time is used in applications with sensor inputs. Observe that it is not used for defining the geometric path in normal application, a legacy functionality.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any motion tasks.

Description

Example of when to use PathResol:

- Using coordinated interpolation.
- Using Weldguide.
- Using the option Conveyor Tracking.

Basic examples

The following example illustrates the instruction PathResol:

```plaintext
MoveJ p1, v1000, fine, tool1;
PathResol 150;
```

With the robot at a stop point the path sample time is increased to 150 % of the configured value.

Arguments

PathResol PathSampleTime

PathSampleTime

Data type: num

Override as a percent of the configured path sample time. 100% corresponds to the configured path sample time. Within the range 25-400%.

Program execution

The path resolutions of all subsequent positioning instructions are affected until a new PathResol instruction is executed. This will affect the path resolution during all program execution of movements (default path level and path level after StorePath) and also during jogging.

In a MultiMove system at synchronized coordinated mode the following points are valid:

- All mechanical units involved in synchronized coordinated mode will run with the current path resolution for actual (used) motion planner.
- New path resolution order against actual motion planner affects the synchronized coordinated movement and future independent movement in that motion planner.

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1 Instructions

1.146 PathResol - Override path resolution

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- New path resolution order against another motion planner only affects future independent movement in that motion planner.

About connection between program task and motion planner see Application manual - MultiMove.

The default value for override of path sample time is 100%. This value is automatically set
- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

The current override of path sample time can be read from the variable C_MOTSET (data type motsetdata) in the component pathresol.

Limitation

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

PathResol cannot be executed in a RAPID routine connected to any of following special system events: PowerOn, Stop, QStop, Restart, or Step.

Syntax

PathResol

[PathSampleTime ':='] <expression (IN) of num>';

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1.147 PDispOff - Deactivates program displacement

**Usage**

PDispOff (*Program Displacement Off*) is used to deactivate a program displacement.

Program displacement is activated by the instruction PDispSet or PDispOn and applies to all movements until some other program displacement is activated or until program displacement is deactivated.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

**Basic examples**

The following examples illustrate the instruction PDispOff:

**Example 1**

```
PDispOff;
```

Deactivation of a program displacement.

**Example 2**

```
MoveL p10, v500, z10, tool1;
PDispOn \ExeP:=p10, p11, tool1;
MoveL p20, v500, z10, tool1;
MoveL p30, v500, z10, tool1;
PDispOff;
MoveL p40, v500, z10, tool1;
```

A program displacement is defined as the difference between the positions *p10* and *p11*. This displacement affects the movement to *p20* and *p30* but not to *p40*.

**Program execution**

Active program displacement is reset. This means that the program displacement coordinate system is the same as the object coordinate system, and thus all programmed positions will be related to the latter.

**Syntax**

```
PDispOff ';
```

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1.148 PDispOn - Activates program displacement

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1.148 PDispOn - Activates program displacement

Usage

PDispOn \((\text{Program Displacement On})\) is used to define and activate a program displacement using two robot positions.

Program displacement is used, for example, after a search has been carried out or when similar motion patterns are repeated at several different places in the program.

This instruction can only be used in the main task \text{T\textunderscore ROB1} or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction PDispOn:

See also More examples on page 442.

Example 1

MoveL p10, v500, z10, tool1;
PDispOn \(\text{\ExeP:=}p10, \ p20, \ \text{tool1};\)

Activation of a program displacement (parallel displacement). This is calculated based on the difference between positions \(p10\) and \(p20\).

Example 2

MoveL p10, v500, fine \(\lnpos := \text{inpos50}, \ \text{tool1};\)
PDispOn *, tool1;

Activation of a program displacement (parallel displacement). Since a stop point that is accurately defined has been used in the previous instruction the argument \(\text{\ExeP}\) does not have to be used. The displacement is calculated on the basis of the difference between the robot's actual position and the programmed point (*) stored in the instruction.

Example 3

PDispOn \(\text{\Rot \ExeP:=}p10, \ p20, \ \text{tool1};\)

Activation of a program displacement including a rotation. This is calculated based on the difference between positions \(p10\) and \(p20\).

Arguments

\(\text{PDispOn } [\text{\Rot]} \ [\text{\ExeP]} \ \text{ProgPoint Tool } [\text{WObj}]\)

[ \text{\Rot}]

Rotation

Data type: switch

The difference in the tool orientation is taken into consideration and this involves a rotation of the program.

[ \text{\ExeP}]

Executed Point

Data type: robtarget

Continues on next page
The new robot position used for calculation of the displacement. If this argument is omitted then the robot’s current position at the time of the program execution is used.

**ProgPoint**

*Programmed Point*

*Data type: robtarget*

The robot’s original position at the time of programming.

**Tool**

*Data type: tooldata*

The tool used during programming, i.e. the TCP to which the **ProgPoint** position is related.

[ \WObj ]

**Work Object**

*Data type: wobjdata*

The work object (coordinate system) to which the **ProgPoint** position is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If a stationary TCP or coordinated external axes are used then this argument must be specified.

The arguments **Tool** and \WObj are used both to calculate the **ProgPoint** during programming and to calculate the current position during program execution if no \ExeP argument is programmed.

**Program execution**

Program displacement means that the **ProgDisp** coordinate system is translated in relation to the object coordinate system. Since all positions are related to the **ProgDisp** coordinate system, all programmed positions will also be displaced. See figure below, which shows parallel displacement of a programmed position using program displacement.

Program displacement is activated when the instruction **PDispOn** is executed and remains active until some other program displacement is activated (the instruction

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1.148 PDispOn - Activates program displacement

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PDispSet or PDispOn) or until program displacement is deactivated (the instruction PDispOff).

Only one program displacement can be active at the same time. Several PDispOn instructions, on the other hand, can be programmed one after the other and in this case the different program displacements will be added.

Program displacement is calculated as the difference between ExeP and ProgPoint. If ExeP has not been specified then the current position of the robot at the time of the program execution is used instead. Since it is the actual position of the robot that is used, the robot should not move when PDispOn is executed.

If the argument \Rot is used then the rotation is also calculated based on the tool orientation at the two positions. The displacement will be calculated in such a way that the new position (ExeP) will have the same position and orientation in relation to the displaced coordinate system, ProgDisp, as the old position (ProgPoint) had in relation to the original object coordinate system. See the figure below, which shows translation and rotation of a programmed position.

The program displacement is automatically reset

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

More examples

More examples of how to use the instruction PDispOn are illustrated below.

Example 1

PROC draw_square()
    PDispOn *, tool1;
    MoveL *, v500, z10, tool1;
    MoveL *, v500, z10, tool1;
    MoveL *, v500, z10, tool1;
Continues on next page
The routine `draw_square` is used to execute the same motion pattern at three different positions based on the positions `p10`, `p20`, and `p30`. See the figure below, which shows that when using program displacement the motion patterns can be reused.

```
Example 2

SearchL sen1, psearch, p10, v100, tool1 \WObj:=fixture1;
PDispOn \ExeP:=psearch, *, tool1 \WObj:=fixture1;
```

A search is carried out in which the robot’s searched position is stored in the position `psearch`. Any movement carried out after this starts from this position using a program displacement (parallel displacement). The latter is calculated based on the difference between the searched position and the programmed point (*) stored in the instruction. All positions are based on the `fixture1` object coordinate system.

**Syntax**

```
PDispOn
["'\' Rot"]
["'\' ExeP :=' <expression (IN) of robtarget>']','
[ProgPoint :=''] <expression (IN) of robtarget>','
[Tool :=''] <persistent (PERS) of tooldata>
["'\' WObj :=''] <persistent (PERS) of wobjdata>']';'
```

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<td><code>PDispOff - Deactivates program displacement on page 439</code></td>
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<tr>
<td>Definition of program displacement using known frame</td>
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1.148 PDispOn - Activates program displacement

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</tr>
</tbody>
</table>
1.149 PDispSet - Activates program displacement using known frame

Usage

PDispSet (Program Displacement Set) is used to define and activate a program displacement using known frame.

Program displacement is used, for example, when similar motion patterns are repeated at several different places in the program.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction PDispSet:

Example 1

VAR pose xp100 := [ [100, 0, 0], [1, 0, 0, 0] ];
...
PDispSet xp100;

Activation of the xp100 program displacement meaning that:

- The ProgDisp coordinate system is displaced 100 mm from the object coordinate system in the direction of the positive x-axis (see figure below).
- As long as this program displacement is active all positions will be displaced 100 mm in the direction of the x-axis.

The figure shows a 100 mm program displacement along the x-axis.

Arguments

PDispSet DispFrame

DispFrame

Displacement Frame

Datatype: pose

The program displacement is defined as data of the type pose.
Program execution

Program displacement involves translating and/or rotating the \texttt{ProgDisp} coordinate system relative to the object coordinate system. Since all positions are related to the \texttt{ProgDisp} coordinate system, all programmed positions will also be displaced. See the figure below, which shows translation and rotation of a programmed position.

![Program Displacement Diagram](image)

Program displacement is activated when the instruction \texttt{PDispSet} is executed and remains active until some other program displacement is activated (the instruction \texttt{PDispSet} or \texttt{PDispOn}) or until program displacement is deactivated (the instruction \texttt{PDispOff}).

Only one program displacement can be active at the same time. Program displacements cannot be added to one another using \texttt{PDispSet}.

The program displacement is automatically reset

- when using the restart mode \texttt{Reset RAPID}
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to \texttt{main}
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Syntax

\begin{verbatim}
PDispSet
    [ DispFrame ':=' ] < expression (IN) of pose> ';'
\end{verbatim}

Related information

<table>
<thead>
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</thead>
<tbody>
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</tbody>
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1 Instructions

1.150 ProcCall - Calls a new procedure

Usage

A procedure call is used to transfer program execution to another procedure. When the procedure has been fully executed the program execution continues with the instruction following the procedure call.

It is usually possible to send a number of arguments to the new procedure. These control the behavior of the procedure and make it possible for the same procedure to be used for different things.

Basic examples

The following examples illustrate the instruction ProcCall:

Example 1

```plaintext
weldpipe1;
```

Calls the `weldpipe1` procedure.

Example 2

```plaintext
errormessage;
Set do1;
...
PROC errormessage()
   TPWrite "ERROR";
ENDPROC
```

The `errormessage` procedure is called. When this procedure is ready the program execution returns to the instruction following the procedure call, `Set do1`.

Arguments

Procedure `{ Argument }

Identifier

The name of the procedure to be called.

Argument

Data type: In accordance with the procedure declaration.

The procedure arguments (in accordance with the parameters of the procedure).

Basic examples

Basic examples of the instruction ProcCall are illustrated below.

Example 1

```plaintext
weldpipe2 10, lowspeed;
```

Calls the `weldpipe2` procedure including two arguments.

Example 2

```plaintext
weldpipe3 10 \speed:=20;
```

Calls the `weldpipe3` procedure including one mandatory and one optional argument.

Continues on next page
Limitations

The procedure's arguments must agree with its parameters:

- All mandatory arguments must be included.
- They must be placed in the same order.
- They must be of the same data type.
- They must be of the correct type with respect to the access-mode (input, variable, or persistent).

A routine can call a routine which, in turn, calls another routine. A routine can also call itself, that is, a recursive call. The number of routine levels permitted depends on the number of parameters. More than 10 levels are usually permitted.

Syntax

```plaintext
<procedure> [ <argument list> ] ';' 
```

Related information

<table>
<thead>
<tr>
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<tr>
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</tbody>
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1 Instructions

1.151 ProcerrRecovery - Generate and recover from process-move error

Usage

ProcerrRecovery can be used to generate process error during robot movement and get the possibility to handle the error and restart the process and the movement from an ERROR handler.

Basic examples

The following examples illustrate the instruction ProcerrRecovery:

See also More examples on page 452.

The examples below are not realistic but are shown for pedagogic reasons.

Example 1

```
MoveL p1, v50, z30, tool2;
ProcerrRecovery \SyncOrgMoveInst;
MoveL p2, v50, z30, tool2;
ERROR
  IF ERRNO = ERR_PATH_STOP THEN
    StartMove;
    RETRY;
  ENDIF
```

The robot movement stops on its way to p1 and the program execution transfers to the ERROR handler in the routine that created the actual path on which the error occurred, in this case the path to MoveL p1. The movement is restarted with StartMove and the execution is continued with RETRY.

Example 2

```
MoveL p1, v50, fine, tool2;
ProcerrRecovery \SyncLastMoveInst;
MoveL p2, v50, z30, tool2;
ERROR
  IF ERRNO = ERR_PATH_STOP THEN
    StartMove;
    RETRY;
  ENDIF
```

The robot movement stops at once on its way to p2. The program execution transfers to the ERROR handler in the routine where the program is currently executing or is going to execute a move instruction when the error occurred, in this case MoveL p2. The movement is restarted with StartMove and the execution is continued with RETRY.

Arguments

```
ProcerrRecovery[\SyncOrgMoveInst]  \[
\SyncLastMoveInst\]
\[ProcSignal\]
```

Data type: switch

Continues on next page
The error can be handled in the routine that created the actual path on which the error occurred.

\[\text{\texttt{\textbf{SyncLastMoveInst}}\text{\textbf{Data type: switch}}\]

The error can be handled in the routine where the program is currently executing a move instruction when the error occurred.

If the program is currently not executing a move instruction when the error occurred then the transfer of the execution to the ERROR handler will be delayed until the program executes the next move instruction. This means that the transfer to the ERROR handler will be delayed if the robot is in a stop point or between the prefetch point and the middle of the corner path. The error can be handled in that routine.

\[\text{\texttt{\textbf{ProcSignal}}\text{\textbf{Data type: signaldo}}\]

Optional parameter that let the user turn on/off the use of the instruction. If this parameter is used and the signal value is 0, an recoverable error will be thrown, and no process error will be generated.

Program execution

Execution of ProcerrRecovery in continuous mode results in the following:

- At once the robot is stopped on its path.
- The variable ERRNO is set to ERR_PATH_STOP.
- The execution is transferred to some ERROR handler according the rules for asynchronously raised errors.

This instruction does nothing in any step mode.

For description of asynchronously raised errors that are generated with ProcerrRecovery, see Technical reference manual - RAPID kernel. ProcerrRecovery can also be used in MultiMove system to transfer the execution to the ERROR handler in several program tasks if running in synchronized mode.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_PATH_STOP</td>
<td>Execution of ProcerrRecovery in continuous mode.</td>
</tr>
<tr>
<td>ERR_PROCSIGNAL_OFF</td>
<td>The optional parameter \ProcSignal is used and the signal is off when the instruction is executed.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Continues on next page
More examples of how to use the instruction `ProcerrRecovery` are illustrated below.

**Example with `ProcerrRecovery\SyncOrgMoveInst`**

```plaintext
MODULE user_module
    VAR intnum proc_sup_int;

    PROC main()
        ...
        MoveL p1, v1000, fine, tool1;
        do_process;
        ...
    ENDPROC

    PROC do_process()
        my_proc_on;
        MoveL p2, v200, z10, tool1;
        MoveL p3, v200, fine, tool1;
        my_proc_off;
        ERROR
            IF ERRNO = ERR_PATH_STOP THEN
                my_proc_on;
                StartMove;
                RETRY;
            ENDIF
        ENDPROC

    TRAP iprocfail
        my_proc_off;
        ProcerrRecovery \SyncOrgMoveInst;
    ENDTMP

    PROC my_proc_on()
        SetDO do_myproc, 1;
        CONNECT proc_sup_int WITH iprocfail;
        ISignalDI di_proc_sup, 1, proc_sup_int;
    ENDPROC

    PROC my_proc_off()
        SetDO do_myproc, 0;
        IDelete proc_sup_int;
    ENDPROC

ENDMODULE
```

Asynchronously raised errors generated by `ProcerrRecovery` with switch `\SyncOrgMoveInst` can, in this example, be treated in the routine `do_process` because the path on which the error occurred is always created in the routine `do_process`.

A process flow is started by setting the signal `do_myproc` to 1. The signal `di_proc_sup` supervise the process, and an asynchronous error is raised if...
1.151 ProcerrRecovery - Generate and recover from process-move error

Example with ProcerrRecovery\SyncLastMoveInst

MODULE user_module
PROC main()
...
  MoveL p1, v1000, fine, tool1;
  do_process;
...
ENDPROC
PROC do_process()
  proc_on;
  proc_move p2, v200, z10, tool1;
  proc_move p3, v200, fine, tool1;
  proc_off;
ERROR
  IF ERRNO = ERR_PATH_STOP THEN
    StorePath;
    p4 := CRobT(Tool:=tool1);
    ! Move to service station and fix the problem
    MoveL p4, v200, fine, tool1;
    RestoPath;
    proc_on;
    StartMoveRetry;
  ENDIF
ENDPROC
ENDMODULE

MODULE proc_module (SYSMODULE, NOSTEPIN)
VAR intnum proc_sup_int;
VAR num try_no := 0;
TRAP iprocfail
  proc_off;
  ProcerrRecovery \SyncLastMoveInst;
ENDTRAP
PROC proc_on()
  SetDO do_proc, 1;
  CONNECT proc_sup_int WITH iprocfail;
  ISignalDI di_proc_sup, 1, proc_sup_int;
ENDPROC
PROC proc_off()
  SetDO do_proc, 0;
  IDelete proc_sup_int;
ENDPROC

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1.151 ProcerrRecovery - Generate and recover from process-move error

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PROC proc_move (robtarget ToPoint, speeddata Speed, zonedata Zone, PERS tooldata Tool)
MoveL ToPoint, Speed, Zone, Tool;
ERROR
  IF ERRNO = ERR_PATH_STOP THEN
    try_no := try_no + 1;
    IF try_no < 4 THEN
      proc_on;
      StartMoveRetry;
    ELSE
      RaiseToUser \Resume;
    ENDIF
  ENDIF
ENDPROC
ENDMODULE

Asynchronously raised errors generated by ProcerrRecovery with switch \SyncLastMoveInst can in this example be treated in the routine proc_move because all move instructions are always created in the routine proc_move. When program pointer is in routine do_process the transfer to ERROR handler will be delayed until running the next MoveL in routine proc_move. Note that the movements are always stopped at once.

A process flow is started by setting the signal do_myproc to 1. The signal di_proc_sup supervise the process, and an asynchronous error is raised if di_proc_sup becomes 1. In this simple example the error is resolved by setting do_myproc to 1 again before resuming the movement.

When using predefined NOSTEPIN routine we recommend using the option switch parameter \SyncLastMoveInst because then the predefined routine can make the decision to handle some error situation within the routine while others must be handled by the end user.

Limitations

Error recovery from asynchronously raised process errors can only be done if the motion task with the process move instruction is executing on base level when the process error occurs. So error recovery cannot be done if the program task with the process instruction executes in:
- any event routine
- any routine handler (ERROR, BACKWARD or UNDO)
- user execution level (service routine)

See Technical reference manual - RAPID kernel, Error recovery, Asynchronously raised errors.

If no error handler with a StartMove + RETRY or a StartMoveRetry is used, the program execution will hang. The only way to reset this is to do a PP to main.

Syntax

ProcerrRecovery
  [ '\ SyncOrgMoveInst ] | [ '\ SyncLastMoveInst ]
  [ '\ ProcSignal' := ] < variable (VAR) of signaldo > ';

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1.152 PrxActivAndStoreRecord - Activate and store the recorded profile data

**Machine Synchronization**

## 1.152 PrxActivAndStoreRecord - Activate and store the recorded profile data

### Usage

PrxActivAndStoreRecord is used to activate the recorded profile data and store it in a file.

Can be used instead of calling both PrxActivRecord and PrxStoreRecord.

### Basic example

PrxActivAndStoreRecord SSYNC1, 1, "profile.log";

Profile of sensor movement activated and is stored in the file profile.log.

### Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MechUnit</td>
<td>mechunit</td>
<td>The moving mechanical unit object to which the robot movement is synchronized.</td>
</tr>
<tr>
<td>Delay</td>
<td>num</td>
<td>The delay in seconds can be used to shift the record in time. It must be between 0.01 and 0.1. If given the value 0 no delay is added. The delay is not saved in the profile, it is just used for the activation. If the delay should be used together with a saved profile the delay has to be specified again in the instruction PrxUseFileRecord.</td>
</tr>
<tr>
<td>File_name</td>
<td>string</td>
<td>Name of the file where the profile is stored.</td>
</tr>
</tbody>
</table>

### Program execution

PrxActivAndStoreRecord must be executed at least 0.2 seconds before start of sensor movement if the record is to be used for synchronization.

### Error handling

The following recoverable errors can be generated. The errors can be handled in an error handler. The system variable ERNNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Error in the activated profile.</td>
</tr>
<tr>
<td>ERR_STORE_PROF</td>
<td>Error in the stored profile.</td>
</tr>
<tr>
<td>ERR_USE_PROF</td>
<td>Error in the used profile.</td>
</tr>
</tbody>
</table>

### Syntax

PrxActivAndStoreRecord

```plaintext
[ MechUnit ':='] < expression (IN) of mechunit> ','
[ Delay ':='] < expression (IN) of num > ','
```

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<tr>
<td>Store the recorded profile data</td>
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<td>Machine Synchronization</td>
<td>Application manual - Controller software OmniCore</td>
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</tbody>
</table>
1 Instructions

1.153 PrxActivRecord - Activate the recorded profile data

Machine Synchronization

1.153 PrxActivRecord - Activate the recorded profile data

Usage

PrxActivRecord is used to activate the record that was just recorded in order to use it without having to save it before.

Basic example

PrxActivRecord SSYNC1, 0;
WaitTime 0.2;
SetDO do_startstop_machine, 1;
!Work synchronized with sensor
...
SetDO do_startstop_machine, 0;

Record of sensor is activated and used for prediction of sensor movement as soon as record is ready.

Arguments

PrxActivRecord MechUnit Delay

MechUnit

Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Delay

Data type: num
The delay in seconds can be used to shift the record in time. It must be between 0.01 and 0.1. If given the value 0 no delay is added.

Program execution

PrxActivRecord must be executed at least 0.2 seconds before start of conveyor movement.

Error handling

The following recoverable errors can be generated. The errors can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ACTIV_PROF</td>
<td>Error in the activated profile</td>
</tr>
<tr>
<td>ERR_STORE_PROF</td>
<td>Error in the stored profile</td>
</tr>
<tr>
<td>ERR_USE_PROF</td>
<td>Error in the used profile</td>
</tr>
</tbody>
</table>

Syntax

PrxActivRecord
[ MechUnit ':= ' ] < expression (IN) of mechunit> ','
[ Delay ':= ' ] < expression (IN) of num > ';

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1.153 PrxActivRecord - Activate the recorded profile data

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<td>PrxActivAndStoreRecord - Activate and store the recorded profile data on page 456</td>
</tr>
<tr>
<td>Deactivate a record</td>
<td>PrxDeactRecord - Deactivate a record on page 461</td>
</tr>
<tr>
<td>Store the recorded profile data</td>
<td>PrxStoreRecord - Store the recorded profile data on page 470</td>
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<tr>
<td><em>Machine Synchronization</em></td>
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</tbody>
</table>
1 Instructions

1.154 PrxDBgStoreRecord - Store and debug the recorded profile data

Machine Synchronization

1.154 PrxDBgStoreRecord - Store and debug the recorded profile data

Usage

PrxDBgStoreRecord is used to store a non activated record for debug. Can be used to compare recordings and check the repeatability.

Basic example

PrxDBgStoreRecord SSYNC1, "debug_profile.log";
Saves the recording in the file debug_profile.log.

Arguments

PrxDBgStoreRecord MechUnit Filename

MechUnit
Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Filename
Data type: string
Name of the file where the record is stored.

Syntax

PrxDBgStoreRecord
[ MechUnit ':=' ] < expression (IN) of mechunit > ','
[ File_name ':=' ] < expression (IN) of string > ';

Related information

<table>
<thead>
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<th>For information about</th>
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</thead>
<tbody>
<tr>
<td>Activate and store the recorded profile data</td>
<td>PrxActivAndStoreRecord - Activate and store the recorded profile data on page 456</td>
</tr>
<tr>
<td>Activate the recorded profile data</td>
<td>PrxActivRecord - Activate the recorded profile data on page 458</td>
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<td>Store the recorded profile data</td>
<td>PrxStoreRecord - Store the recorded profile data on page 470</td>
</tr>
<tr>
<td>Machine Synchronization</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.155 PrxDeactRecord - Deactivate a record

Usage

PrxDeactRecord is used to deactivate a record.

Basic example

PrxDeactRecord SSYNC1;

Record of sensor movement is deactivated and no longer used for prediction of sensor movement. The record can be activated again.

Arguments

PrxDeactRecord MechUnit

MechUnit

Data type: mechunit

The moving mechanical unit object to which the robot movement is synchronized.

Limitations

PrxDeactRecord should not be called during synchronization.

Syntax

PrxDeactRecord

[ MechUnit ' := ' ] < expression (IN) of mechunit> ' ; '

Related information

<table>
<thead>
<tr>
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<tbody>
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<td>Machine Synchronization</td>
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</table>
1.156 PrxResetPos - Reset the zero position of the sensor

Usage

PrxResetPos is used to reset the zero position of the sensor.
The sensor position is reset for synchronization functionality and recorded file but
the I/O signal value is not reset. This instruction is used for software reset of sensor
input where no sync switch is available to reset the I/O signal.

Basic example

PrxResetPos SSYNC1;
The sensor position is set to zero.

Arguments

PrxResetPos MechUnit

MechUnit

Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Program execution

The sensor unit must be stopped (in the desired zero position) before calling
PrxResetPos.

Limitations

Not to be used with the DSQC 377A board.
This instruction is equivalent to a sync switch. Jogging window should show 0.0
as additional axis position after this instruction.

Syntax

PrxResetPos
[ MechUnit ':= ' ] < expression (IN) of mechunit> ';

Related information

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</tr>
<tr>
<td>Machine Synchronization</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.157 PrxResetRecords - Reset and deactivate all records

Usage
PrxResetRecords is used to reset and deactivate all records.

Basic example
PrxResetRecords SSYNC1;
Record of sensor movement is deactivated and no longer used for prediction of sensor movement and the record data is removed.

Arguments
PrxResetRecords MechUnit
MechUnit
Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Program execution
PrxResetRecords must be executed at least 0.2 seconds before start of conveyor movement.

Syntax
PrxResetRecords
[ MechUnit ':= ' ] < expression (IN) of mechunit> ';

Related information

<table>
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<th>See</th>
</tr>
</thead>
<tbody>
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</table>
1 Instructions

1.158 PrxSetPosOffset - Set a reference position for the sensor

*Machine Synchronization*

**1.158 PrxSetPosOffset - Set a reference position for the sensor**

Usage

*PrxSetPosOffset* is used to set a reference position for the sensor. The sensor position is set to reference for synchronization functionality and recorded file. This function is used for software set of sensor reference where no sync switch is available to reset the I/O signal.

**Basic example**

```
PrxSetPosOffset SSYNC1, reference;
```

The sensor position is set to the reference value.

**Arguments**

*PrxSetPosOffset MechUnit Reference*

**MechUnit**

*Data type: mechunit*

The moving mechanical unit object to which the robot movement is synchronized.

**Reference**

*Data type: num*

The reference in meter (or sensor unit). It must be between -5000 and 5000.

**Program execution**

The sensor unit must be stopped before calling *PrxSetPosOffset*.

**Limitations**

Not to be used with the DSQC 377A board.

**Syntax**

```
PrxSetPosOffset
    [ MechUnit ':= ' ] < expression (IN) of mechunit> ','
    [ Reference ':= ' ] < expression (IN) of num > ';
```

**Related information**

<table>
<thead>
<tr>
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<tr>
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<td><em>PrxResetPos - Reset the zero position of the sensor on page 462</em></td>
</tr>
<tr>
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<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.159 PrxSetRecordSampleTime - Set the sample time for recording a profile

Usage

PrxSetRecordSampleTime is used to set the sample time, in seconds, for recording a profile.

The default sample time is taken from the system parameter Pos Update time, belonging to type CAN interface in the topic Process. Note that Pos Update time specifies the sample time in milliseconds, while PrxSetRecordSampleTime specifies the sample time in seconds.

The maximum number of samples in a recorded profile is 300. If a recording is longer than 300 * Pos Update time, the sample time must be increased.

Basic example

A 12 second recording is to be made. The sample time cannot be less than 12/300 = 0.04. The sample time is therefore set to 0.04 seconds.

PrxSetRecordSampleTime SSYNC1, 0.04;

Arguments

MechUnit

Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

SampleTime

Data type: num
The sample time in seconds. The sample time must be between 0.01 and 0.1.

Syntax

PrxSetRecordSampleTime

[ MechUnit ':=' ] < expression (IN) of mechunit> ','
[ SampleTime ':=' ] < expression (IN) of num> ';

Related information

<table>
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</table>
1 Instructions

1.160 PrxSetSyncalarm - Set sync alarm behavior

Usage

PrxSetSyncalarm is used to set \textit{sync\_alarm\_signal} behavior to a pulse during specified time.

If sync alarm is triggered, the \textit{Sync\_alarm\_signal} is pulsed during the time specified by the instruction \texttt{PrxSetSyncalarm}. It can also be set to no pulse, that is, the signal continues to be high.

The default pulse length is 1 sec.

Basic examples

Example 1

\begin{verbatim}
PrxSetSyncalarm SSYNC1 \time:=2;
\end{verbatim}

Sets the length of the pulse on the \textit{sync\_alarm\_signal} to 2 seconds.

Example 2

\begin{verbatim}
PrxSetSyncalarm SSYNC1 \NoPulse;
\end{verbatim}

If the sync alarm is triggered the \textit{sync\_alarm\_signal} is set (not pulsed).

Arguments

\begin{verbatim}
PrxSetSyncalarm MechUnit [\Time] | [\NoPulse]
\end{verbatim}

MechUnit

Data type: mechunit

The moving mechanical unit object to which the robot movement is synchronized.

[\Time]

Data type: num

The pulse length in seconds. It must be between 0.1 and 60.

If \texttt{\Time} is set to more than 60, no pulse is used (same effect as using \texttt{\NoPulse}).

[\NoPulse]

Data type: switch

No pulse is used. The signal is set until a \texttt{SupSyncSensorOff} instruction is executed.

Syntax

\begin{verbatim}
PrxSetSyncalarm
[ ' MechUnit ':=' ] < expression (IN) of mechunit>
[ ' \time ':=' ] < expression (IN) of num >
| [ ' \NoPulse ] ';
\end{verbatim}

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</thead>
<tbody>
<tr>
<td>SupSyncSensorOff - Stop synchronized sensor supervision</td>
<td>\texttt{SupSyncSensorOff - Stop synchronized sensor supervision} on page 715</td>
</tr>
<tr>
<td>Machine Synchronization</td>
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</tr>
</tbody>
</table>
PrxStartRecord is used to reset all profile data and record a new profile of the sensor movement as soon as sensor_start_signal is set.

To be able to make a recording it is important to first make a connection to a sensor (mechanical unit whose speed affects the speed of the robot). This means that a WaitSensor instruction has to be executed before the recording starts.

Basic example

```rapid
ActUnit SSYNC1;
WaitSensor SSYNC1;
PrxStartRecord SSYNC1, 1, PRX_PROFILE_T1;
WaitTime 0.2;
SetDO do_startstop_machine 1;
```

Signal *do_startstop_machine*, in this example, starts the sensor movement. Profile of the sensor is recorded as soon as the machine sets the signal *sensor_start_signal*.

Arguments

PrxStartRecord MechUnit, Record_duration, Profile_type

MechUnit

Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Record_duration

Data type: num
Specifies the duration of record in seconds. It must be between 0.1 and *Pos Update time* * 300. If the value 0 is used, the instruction PrxStopRecord must be used to stop the recording.

Profile_type

Data type: num
Possible value and their explanation is listed below:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRX_INDEX_PROF</td>
<td>Record is started by <em>sensor_start_signal</em>.</td>
</tr>
<tr>
<td>PRX_START_ST_PR</td>
<td>A start and stop movement can be recorded. <em>sensor_start_signal</em> is used to record start movement and <em>sensor_stop_signal</em> is used to record stop movement.</td>
</tr>
<tr>
<td>PRX_STOP_ST_PROF</td>
<td>Same as for PRX_START_ST_PR only different orders on signals. <em>sensor_stop_signal</em> is used first.</td>
</tr>
<tr>
<td>PRX_STOP_M_PROF</td>
<td>The recording is started by <em>sensor_stop_signal</em>.</td>
</tr>
<tr>
<td>PRX_HPRESS_PROF</td>
<td>For recording hydraulic press (where sensor position zero corresponds to the press being open).</td>
</tr>
<tr>
<td>PRXPROFILE_T1</td>
<td>For recording IMM or other machine (where sensor position zero corresponds to the press being closed).</td>
</tr>
</tbody>
</table>

Continues on next page
1 Instructions

1.161 PrxStartRecord - Record a new profile

*Machine Synchronization*

Continued

Program execution

PrxStartRecord must be executed at least 0.2 seconds before start of sensor movement.

Syntax

PrxStartRecord

[ MechUnit ':=' ] < expression (IN) of mechunit> ','
[ Record_duration ':=' ] < expression (IN) of num > ','
[ Profile_type ':=' ] < expression (IN) of num > ';'

Related information

<table>
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</tr>
<tr>
<td>Machine Synchronization</td>
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</tr>
</tbody>
</table>
1.162 PrxStopRecord - Stop recording a profile

**Usage**

PrxStopRecord is used to stop recording a profile.

Should always be used when PrxStartRecord has Record_duration set to 0.

**Basic example**

ActUnit SSYNC1;
WaitSensor SSYNC1;
PrxStartRecord SSYNC1, 0, PRX_PROFILE_T1;
WaitTime 0.2;
SetDo do_startstop_machine 1;
WaitTime 2;
PrxStopRecord SSYNC1;

Signal do_startstop_machine, in this example, starts the sensor movement. Profile of sensor movement is recorded as soon as sensor_start_signal is set and after two seconds the recording is stopped with the instruction PrxStopRecord.

**Arguments**

PrxStopRecord MechUnit

*MechUnit*

**Data type:** mechunit

The moving mechanical unit object to which the robot movement is synchronized.

**Syntax**

PrxStopRecord

[ MechUnit ' := ' ] < expression (IN) of mechunit> ' ; '

**Related information**

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<tbody>
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1 Instructions

1.163 PrxStoreRecord - Store the recorded profile data

Machine Synchronization

1.163 PrxStoreRecord - Store the recorded profile data

Usage

PrxStoreRecord is used to save an activated record in a file.

Basic example

```
ActUnit SSYNC1;
WaitSensor SSYNC1;
PrxStartRecord SSYNC1, 0, PRX_PROFILE_T1;
WaitTime 0.2;
SetDo do_startstop_machine 1;
WaitTime 2;
PrxStopRecord SSYNC1;
PrxActivRecord SSYNC1;
SetDo do_startstop_machine 0;
PrxStoreRecord SSYNC1, 0, "profile.log";
```

Profile of sensor movement is recorded as soon as sensor_start_signal is set and is stored in the file profile.log.

Arguments

PrxStoreRecord MechUnit Delay Filename

MechUnit

Data type: mechunit

The moving mechanical unit object to which the robot movement is synchronized.

Delay

Data type: num

The delay in seconds can be used to shift the record in time. It must be between 0.01 and 0.1. If given the value 0 no delay is added. The delay is not saved in the profile, it is just used for the activation. If the delay should be used together with a saved profile the delay has to be specified again in the instruction PrxUseFileRecord.

File_name

Data type: string

Name of the file where the profile is stored.

Limitations

The record must be activated before calling PrxStoreRecord.

Syntax

PrxStoreRecord
[ MechUnit '=' ] < expression (IN) of mechunit> ','
[ Delay '=' ] < expression (IN) of num > ','
[ File_name '=' ] < expression (IN) of string > ';

Continues on next page
### Related information

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</tr>
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<td>Use the recorded profile data</td>
<td>PrxUseFileRecord - Use the recorded profile data on page 472</td>
</tr>
<tr>
<td>Machine Synchronization</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.164 PrxUseFileRecord - Use the recorded profile data

Usage

PrxUseFileRecord is used to load and activate a record from a file for sensor synchronization.

Basic example

PrxUseFileRecord SSYNC1, 0, "profile.log";
WaitTime 0.2;
SetDo do_startstop_machine 1;
!Work synchronized with sensor
...
SetDo do_startstop_machine 0;

Arguments

PrxUseFileRecord MechUnit Delay Filename

MechUnit

Data type: mechunit
The moving mechanical unit object to which the robot movement is synchronized.

Delay

Data type: num
The delay in seconds can be used to shift the record in time. It must be between 0.01 and 0.1. If given the value 0 no delay is added.

Filename

Data type: string
Name of the file where the profile is stored.

Program execution

PrxUseFileRecord must be executed at least 0.2 seconds before start of conveyor movement.

Syntax

PrxUseFileRecord
[ MechUnit ':=' ] < expression (IN) of mechunit> ','
[ Delay ':=' ] < expression (IN) of num > ','
[ File_name ':=' ] < expression (IN) of string > ';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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<tbody>
<tr>
<td>Activate the recorded profile data</td>
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</tr>
<tr>
<td>Store the recorded profile data</td>
<td>PrxStoreRecord - Store the recorded profile data on page 470</td>
</tr>
<tr>
<td>Machine Synchronization</td>
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</tr>
</tbody>
</table>
1.165 PulseDO - Generates a pulse on a digital output signal

Usage

PulseDO is used to generate a pulse on a digital output signal.

Basic examples

The following examples illustrate the instruction PulseDO:

Example 1

```
PulseDO do15;
```

A pulse with a pulse length of 0.2 s is generated on the output signal do15.

Example 2

```
PulseDO \PLength:=1.0, ignition;
```

A pulse of length 1.0 s is generated on the signal ignition.

Example 3

```
! Program task MAIN
PulseDO \High, do3;
! At almost the same time in program task BCK1
PulseDO \High, do3;
```

Positive pulse (value 1) is generated on the signal do3 from two program tasks at almost the same time. It will result in one positive pulse with a pulse length longer than the default 0.2 s or two positive pulses after each other with a pulse length of 0.2 s.

Arguments

```
PulseDO [ \High ] [ \PLength ] Signal
```

[ \High ]

High level

Data type: switch

Specifies that the signal value should always be set to high (value 1) when the instruction is executed independently of its current state.

[ \PLength ]

Pulse Length

Data type: num

The length of the pulse in seconds (0.001 - 2000 s). If the argument is omitted a 0.2 second pulse is generated.

Signal

Data type: signaldo

The name of the signal on which a pulse is to be generated.

Continues on next page
Program execution

The next instruction after PulseDO is executed directly after the pulse starts. The pulse can then be set/reset without affecting the rest of the program execution. The figure below shows examples of generation of pulses on a digital output signal.

Limitations

The length of the pulse has a resolution of 0.001 seconds. Programmed values that differ from this are rounded off.
1.165 PulseDO - Generates a pulse on a digital output signal

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Continued

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

### Syntax

```plaintext
PulseDO
    ["" High
    ["" PLength := <expression (IN) of num>],
    [Signal :=] <variable (VAR) of signaldo>;'
```

### Related information

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<thead>
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<tbody>
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</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.166 RAISE - Calls an error handler

**Usage**

RAISE is used to create an error in the program and then to call the error handler of the routine.

RAISE can also be used in the error handler to propagate the current error to the error handler of the calling routine.

This instruction can, for example, be used to jump back to a higher level in the structure of the program, e.g. to the error handler in the main routine if an error occurs at a lower level.

**Basic examples**

The following example illustrates the instruction RAISE:

See also *More examples on page 477*.

**Example 1**

```plaintext
MODULE MainModule.
VAR errnum ERR_MY_ERR := -1;

PROC main()
    BookErrNo ERR_MY_ERR;
    IF di1 = 0 THEN
        RAISE ERR_MY_ERR;
    ENDIF

ERROR
    IF ERRNO = ERR_MY_ERR THEN
        TPWrite "di1 equals 0";
    ENDIF

ENDPROC

ENDMODULE
```

For this implementation *di1 equals 0* is regarded as an error. RAISE will force the execution to the error handler. In this example the user has created his own error number to handle the specific error.

**Arguments**

RAISE [ Error no. ]

**Error no.**

*Data type:* *errnum*

*Error number:* Any number between 1 and 90 which the error handler can use to locate the error that has occurred (the *ERRNO* system variable).

It is also possible to book an error number outside the range 1-90 with the instruction *BookErrNo*. 

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1.166 RAISE - Calls an error handler

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Continued

The error number must be specified outside the error handler in a RAISE instruction to transfer execution to the error handler of that routine.

If the instruction is present in a routine’s error handler then the error is propagated to the error handler of the calling routine. In this case the error number does not have to be specified.

Program execution

Program execution continues in the routine’s error handler. After the error handler has been executed the program execution can continue with:

- the routine that called the routine in question (RETURN).
- the error handler of the routine that called the routine in question (RAISE).

A RAISE instruction in a routine’s error handler also has another feature. It can be used for long jump (see “Error Recovery With Long Jump”). With a long jump it is possible to propagate an error from an error handler from a deep nested call chain to a higher level in one step.

If the RAISE instruction is present in a trap routine, the error is dealt with by the system’s error handler.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ILLRAISE</td>
<td>Error number in RAISE is out of range.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction RAISE are illustrated below.

Example 1

```plaintext
MODULE MainModule
VAR num value1 := 10;
VAR num value2 := 0;

PROC main()
    routine1;

    ERROR
    IF ERRNO = ERR_DIVZERO THEN
        value2 := 1;
        RETRY;
    ENDIF
ENDPROC

PROC routine1()
    value1 := 5/value2;!This will lead to an error when value2 is equal to 0.
    ERROR
    RAISE;
ENDPROC
```

Continues on next page
In this example the division with zero will result in an error. In the ERROR-handler RAISE will propagate the error to the ERROR-handler in the calling routine "main". The same error number remains active. RETRY will re-run the whole routine "routine1".

Syntax

RAISE [<error number>] '"';'

Related information

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</thead>
<tbody>
<tr>
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</tr>
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<td>Technical reference manual - RAPID kernel</td>
</tr>
<tr>
<td>Booking error numbers</td>
<td>BookErrNo - Book a RAPID system error number on page 45</td>
</tr>
</tbody>
</table>
1.167 RaiseToUser - Propagates an error to user level

**Usage**

`RaiseToUser` is used in an error handler in nostepin routines to propagate the current error or any other defined error to the error handler at user level. User level is in this case the first routine in a call chain above a nostepin routine.

**Basic examples**

The following example illustrates the instruction `RaiseToUser`:

**Example 1**

```pascal
MODULE MyModule
   VAR errnum ERR_MYDIVZERO:= -1;
   PROC main()
      BookErrNo ERR_MYDIVZERO;
      ...
      routine1;
      ...
      ERROR
      IF ERRNO = ERR_MYDIVZERO THEN
         TRYNEXT;
      ELSE
         RETRY;
      ENDIF
   ENDPROC
ENDMODULE

MODULE MySysModule (SYSTEMODULE, NOSTEPIN, VIEWONLY)
   PROC routine1()
      ...
      routine2;
      ...
      UNDO
      ! Free allocated resources
   ENDPROC
   PROC routine2()
      VAR num n:=0;
      ...
      reg1:=reg2/n;
      ...
      ERROR
      IF ERRNO = ERR_DIVZERO THEN
         RaiseToUser \Resume \ErrorNumber:=ERR_MYDIVZERO;
      ELSE
         RaiseToUser \BreakOff;
      ENDIF
   ENDPROC
ENDMODULE
```

The division by zero in `routine2` will propagate up to the error handler in main routine with the errno set to `ERR_MYDIVZERO`. The `TRYNEXT` instruction in main
1 Instructions

1.167 RaiseToUser - Propagates an error to user level

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Continued

Error handler will then cause the program execution to continue with the instruction after the division by zero in routine2. The \Resume switch controls this behavior. If any other errors occur in routine2 then the \BreakOff switch forces the execution to continue from the error handler in the main routine. In this case the undo handler in routine1 will be executed while raising it to user level. The RETRY instruction in the error handler in the main routine will execute routine1 from the beginning once again. The undo handler in routine1 will also be executed in the \Resume case if a following RAISE or RETURN is done on the user level.

Arguments

RaiseToUser [\Continue] [\Resume] | [\BreakOff] [\ErrorNumber]

[\Continue]

Data type: switch

Continue the execution in the routine that caused the error.

Note

This argument will be removed in future release of RobotWare. Use Resume instead.

[\Resume]

Data type: switch

Continue the execution in the routine that caused the error.

[\BreakOff]

Data type: switch

Break off the call chain and continue the execution at the user level. Any undo handler in the call chain will be executed apart from the undo handler in the routine that raised the error.

One of the arguments \Continue or \BreakOff must be programmed to avoid an execution error.

[\ErrorNumber]

Data type: errnum

Any number between 1 and 90 that the error handler can use to locate the error that has occurred (the ERRNO system variable).

It is also possible to book an error number outside the range 1-90 with the instruction BookErrNo.

If the argument \ErrorNumber is not specified then the original error number propagates to the error handler in the routine at user level.

Program execution

RaiseToUser can only be used in an error handler in a nostepin routine.

Program execution continues in the error handler of the routine at user level. The error number remains active if the optional parameter \ErrorNumber is not present.

Continues on next page
The system’s error handler deals with the error if there is no error handler on user level. The system’s error handler is called if none of the argument \Continue or \BreakOff is specified.

There are two different behaviors after the error handler has been executed. The program execution continues in the routine with RaiseToUser if the \Continue switch is on. The program execution continues at the user level if the \BreakOff switch is on.

Program execution can continue with:
- the instruction that caused the error (RETRY)
- the following instruction (TRYNEXT)
- the error handler of the routine that called the routine at user level (RAISE)
- the routine that called the routine at user level (RETURN)

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ILLRAISE</td>
<td>Error number in RAISE is out of range.</td>
</tr>
</tbody>
</table>

### Syntax

```plaintext
RaiseToUser
[ ' \' Continue ]
[ ' \' Resume ]
'|'| [ ' \' BreakOff ]
[ ' \' ErrorNumber ' := ' ] < expression (IN) of errnum> ';'  
```

### Related information

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</tr>
</thead>
<tbody>
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<td><a href="#">Technical reference manual - RAPID Overview</a></td>
</tr>
<tr>
<td>Undo handling</td>
<td><a href="#">Technical reference manual - RAPID Overview</a></td>
</tr>
<tr>
<td>Booking error numbers</td>
<td><a href="#">BookErrNo - Book a RAPID system error number on page 45</a></td>
</tr>
</tbody>
</table>
1 Instructions

1.168 ReadAnyBin - Read data from a binary I/O device or file

*RobotWare - OS*

### Usage

ReadAnyBin *(Read Any Binary)* is used to read any type of data from a binary I/O device or file.

**Basic examples**

The following example illustrates the instruction ReadAnyBin:

**Example 1**

```plaintext
VAR iodev file1;
VAR robtarget next_target;
...
Open "HOME:" \File:= "bin_file.txt", file1 \Read \Bin;
ReadAnyBin file1, next_target;
```

The next robot target to be executed, `next_target`, is read from the file `file1`.

**Arguments**

ReadAnyBin IODevice Data [\Time]

**IODevice**

*Data type:* iodev

The name (reference) of the binary I/O device or file to be read.

**Data**

*Data type:* anytype

The `VAR` or `PERS` to which the read data will be stored.

[\Time]

*Data type:* num

The max. time for the reading operation (timeout) in seconds. If this argument is not specified then the max. time is set to 60 seconds. To wait forever, use the predefined constant `WAIT_MAX`.

If this time runs out before the read operation is finished then the error handler will be called with the error code `ERR_DEV_MAXTIME`. If there is no error handler then the execution will be stopped.

The timeout function is also in use during program stop and will be noticed by the RAPID program at program start.

**Program execution**

As many bytes as are required for the specified data are read from the specified binary I/O device or file.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type `iodev` will be reset.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The path points to a non-existing directory or there are too many directories open at the same time.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Timeout when executing a \texttt{ReadBin}, \texttt{ReadNum}, \texttt{ReadStr}, \texttt{ReadStrBin}, \texttt{ReadAnyBin}, or \texttt{ReadRawBytes} instruction.</td>
</tr>
<tr>
<td>ERR_RANYBIN_CHK</td>
<td>Check sum error detected at data transfer with instruction \texttt{ReadAnyBin}.</td>
</tr>
<tr>
<td>ERR_RANYBIN_EOF</td>
<td>End of file is detected before all bytes are read in instruction \texttt{ReadAnyBin}.</td>
</tr>
</tbody>
</table>

Limitations

This instruction can only be used for I/O devices or files that have been opened for binary reading.

The data to be read by this instruction \texttt{ReadAnyBin} must be a value data type such as \texttt{num}, \texttt{bool}, or \texttt{string}. Record, record component, array, or array element of these value data types can also be used. Entire data or partial data with semi-value or non-value data types cannot be used.

\begin{notes}
\textbf{Note}

The \texttt{VAR} or \texttt{PERS} variable, for storage of the read data, can be updated in several steps. Therefore, always wait until the whole data structure is updated before using read data from a trap routine or another program task.

Because \texttt{WriteAnyBin-ReadAnyBin} are designed to only handle internal binary controller data with I/O device or files between or within the robot controller, no data protocol is released and the data cannot be interpreted on any PC.

Control software development can break the compatibility, and therefore it might not be possible to use \texttt{WriteAnyBin-ReadAnyBin} between different software versions of RobotWare.
\end{notes}

Syntax

\begin{verbatim}
ReadAnyBin
[IODevice ':='] <variable (VAR) of iodev>','
[Data ':='] <var or pers (INOUT) of anytype>
['\'\ ' Time ':=' <expression (IN) of num>]'\n\end{verbatim}

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening of I/O devices or files</td>
<td>\textit{Technical reference manual - RAPID Overview}</td>
</tr>
<tr>
<td>Write data to a binary I/O device or file</td>
<td>\textit{WriteAnyBin - Writes data to a binary file or I/O device on page 969}</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>\textit{Application manual - Controller software Omni-Core}</td>
</tr>
</tbody>
</table>
1.169 ReadCfgData - Reads attribute of a system parameter

**Usage**

ReadCfgData is used to read one attribute of a system parameter (configuration data).

Besides to reading named parameters it is also possible to search for unnamed parameters.

**Basic examples**

The following example illustrates the instruction ReadCfgData. Both of these examples show how to read named parameters.

**Example 1**

```
VAR num offset1;
...
ReadCfgData "/MOC/MOTOR_CALIB/rob1_1","cal_offset",offset1;
```

Reads the value of the calibration offset for axis 1 for rob_1 into the num variable offset1.

**Example 2**

```
VAR string io_device;
...
ReadCfgData "/EIO/EIO_SIGNAL/process_error","Device",io_device;
```

Reads the name of the I/O device where the signal process_error is defined into the string variable io_device.

**Arguments**

ReadCfgData InstancePath Attribute CfgData [\ListNo]

**InstancePath**

**Data type:** string

Specifies a path to the parameter to be accessed.

For named parameters the format of this string is /DOMAIN/TYP/ParameterName.

For unnamed parameters the format of this string is 
/DOMAIN/TYP/Attribute/AttributeValue.

**Attribute**

**Data type:** string

The name of the attribute of the parameter to be read.

**CfgData**

**Data type:** anytype

The variable where the attribute value will be stored. Depending on the attribute type the valid types are bool, num, dnum, or string.

[\ListNo]

**Data type:** num
Variable holding the instance number of the Attribute + AttributeValue to be found.

First occurrence of the Attribute + AttributeValue has an instance number 0. If more instances are searched for then the returned value in \ListNo will be incremented with 1. Otherwise, if there are no more instances then the returned value will be -1. The predefined constant END_OF_LIST can be used to check if more instances are to be search for.

Program execution

The value of the attribute specified by the Attribute argument is stored in the variable specified by the CfgData argument.

If using format /DOMAIN/TYPE/ParameterName in InstancePath, only named parameters can be accessed, i.e. parameters where the first attribute is name, Name, or NAME.

For unnamed parameters use the optional parameter \ListNo to selects from which instance to read the attribute value. It is updated after each successful read to the next available instance.

Predefined data

The predefined constant END_OF_LIST with value -1 can be used to stop reading when no more instances can be found.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CFG_NOTFND</td>
<td>It is not possible to find the data specified with &quot;InstancePath + Attribute&quot; in the configuration database.</td>
</tr>
<tr>
<td>ERR_CFG_ILLTYPE</td>
<td>The data type for parameter CfgData is not equal to the real data type for the found data specified with &quot;InstancePath + Attribute&quot; in the configuration database.</td>
</tr>
<tr>
<td>ERR_CFG_INTERNAL</td>
<td>Not allowed to read internal parameter</td>
</tr>
<tr>
<td>ERR_CFG_OUTOFBOUNDS</td>
<td>The variable in argument \ListNo has a value outside range of available instances (0 ... n) when executing the instruction.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction ReadCfgData are illustrated below. Both these examples show how to read unnamed parameters.

Example 1

```plaintext
VAR num list_index;
VAR string read_str;
...
list_index:=0;
```

Continues on next page
1 Instructions

1.169 ReadCfgData - Reads attribute of a system parameter

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Continued

ReadCfgData "/EIO/EIO_CROSS/Act1/do_13", "Res", read_str, \ListNo:=list_index;
IF read_str <> "" THEN
    TPWrite "Resultant signal for signal do_13 is: " + read_str;
ENDIF

Reads the resultant signal for the unnamed digital actor signal di_13 and places the name in the string variable read_str.

In this example domain EIO has the following cfg code:
EIO_CROSS:
- Name "Cross_di_1_do_2" - Res "di_1" - Act1 "do_2"
- Name "Cross_di_2_do_2" - Res "di_2" - Act1 "do_2"
- Name "Cross_di_13_do_13" - Res "di_13" - Act1 "do_13"

Example 2

VAR num list_index;
VAR string read_str;
...
list_index:=0;
WHILE list_index <> END_OF_LIST DO
    read_str:="";
    ReadCfgData "/EIO/EIO_SIGNAL/Device/USERIO", "Name", read_str, \ListNo:=list_index;
    IF read_str <> "" THEN
        TPWrite "Signal: " + read_str;
    ENDIF
ENDWHILE
..
ERROR
TRYNEXT;

Read the names of all signals defined for the I/O device USERIO.

In this example domain EIO has the following cfg code:
EIO_SIGNAL:
- Name "USERDO1" - SignalType "DO" - Device "USERIO" - DeviceMap "0"
- Name "USERDO2" - SignalType "DO" - Device "USERIO" - DeviceMap "1"
- Name "USERDO3" - SignalType "DO" - Device "USERIO" - DeviceMap "2"

Example 3

VAR num list_index;
VAR string read_str;
...
list_index:=0;
WHILE list_index <> END_OF_LIST DO
    read_str:="";
    ReadCfgData "/EIO/DEVICENETDEVICE/Network/DeviceNet", "Name", read_str, \ListNo:=list_index;
    IF read_str <> "" THEN
        TPWrite read_str;
    ENDIF
ENDWHILE
..

Continues on next page
Read the names of all DeviceNet devices.

In this example domain EIO has the following cfg code:

```
DEVICENET_DEVICE:
  -Name PANEL -Network "DeviceNet" -Simulated
  -Name DRV_1 -Network "DeviceNet" -Simulated
  -Name DEVICE1 -Network "DeviceNet" -Simulated
  -Name DEVICE2 -Network "DeviceNet" -Simulated
```

### Limitations

The conversion from system parameter units (m, radian, second, and so on.) to RAPID program units (mm, degree, second, and so on.) for `CfgData` of data type `num` and `dnum` must be done by the user in the RAPID program.

If using format `/DOMAIN/TYPYPE/ParameterName` in `InstancePath` then only named parameters can be accessed, i.e. parameters where the first attribute is `name`, `Name`, or `NAME`.

RAPID strings are limited to 80 characters. In some cases this can be in theory too small for the definition `InstancePath`, `Attribute` or `CfgData`.

### Syntax

```
ReadCfgData
  [ InstancePath ':'| < expression (IN) of string > ','
  [ Attribute ':'| < expression (IN) of string > ','
  [ CfgData ':'| < variable (VAR) of anytype >
  [ '\' ListNo ':'| < variable (VAR) of num > ] ';
```

### Related information

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<td><code>string - Strings on page 1594</code></td>
</tr>
<tr>
<td>Write attribute of a system parameter</td>
<td><code>WriteCfgData - Writes attribute of a system parameter on page 973</code></td>
</tr>
<tr>
<td>Get robot name in current task</td>
<td><code>RobName - Get the TCP robot name on page 1318</code></td>
</tr>
<tr>
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<td><code>Technical reference manual - System parameters</code></td>
</tr>
<tr>
<td><code>Advanced RAPID</code></td>
<td><code>Application manual - Controller software OmniCore</code></td>
</tr>
</tbody>
</table>
1.170 ReadErrData - Gets information about an error

Usage

ReadErrData is to be used in a trap routine, to get information (domain, type, number and intermixed strings %s) about an error, a state change, or a warning that caused the trap routine to be executed.

Basic examples

The following example illustrates the instruction ReadErrData:

See chapter More examples on page 489.

Example 1

```plaintext
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
VAR trapdata err_data;
VAR string titlestr;
VAR string string1;
VAR string string2;
...
TRAP trap_err
  GetTrapData err_data;
  ReadErrData err_data, err_domain, err_number,
    err_type \Title:=titlestr \Str1:=string1 \Str2:=string2;
ENDTRAP
```

When an error is trapped to the trap routine `trap_err` the error domain, the error number, the error type, and the two first intermixed strings in the error message are saved into appropriate variables.

Arguments

ReadErrData TrapEvent ErrorDomain ErrorId ErrorType [\Title] [\Str1] [\Str2] [\Str3] [\Str4] [\Str5]

TrapEvent

Data type: `trapdata`

Variable containing the information about what caused the trap to be executed.

ErrorDomain

Data type: `errdomain`

Variable to store the error domain to which the error, state change, or warning that occurred belongs. Ref. to predefined data of type `errdomain`.

ErrorId

Data type: `num`

Variable to store the number of the error that occurred. The error number is returned without the first digit (error domain) and without the initial zeros of the complete error number.

E.g. 10008 Program restart is returned as 8.

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1 Instructions

1.170 ReadErrData - Gets information about an error

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Continued

ErrorType

**Data type:** errtype

Variable to store the type of event such as error, state change, or warning that occurred. Ref. to predefined data of type errtype.

[ \Title ]

**Data type:** string

Variable to store the title in the error message. The title is in UTF8 format and all characters will not be displayed correctly for all languages on the FlexPendant.

[ \Str1 ] ... [ \Str5 ]

**Data type:** string

Update the specified string variable with argument that is intermixed in the error message. There could be up to five arguments in a message of type %s, %f, %d or %ld, which always will be converted to a string at execution of this instruction. Str1 will hold the first argument, Str2 will hold the second argument, and so on. Information about how many arguments there are in a message is found in *Operating manual - Trouble shooting*. The intermixed arguments is marked as arg in that document.

Program execution

The ErrorDomain, ErrorId, ErrorType, Title and Str1 ... Str5 variables are updated according to the contents of TrapEvent.

If different events are connected to the same trap routine then the program must ensure that the event is related to error monitoring. This can be done by testing that INTNO matches the interrupt number used in the instruction IError;

More examples

More examples of the instruction ReadErrData are illustrated below.

Example 1

```plaintext
VAR intnum err_interrupt;
VAR trapdata err_data;
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
...
PROC main()
    CONNECT err_interrupt WITH trap_err;
    IError COMMON_ERR, TYPE_ERR, err_interrupt;
    ...
    IDelete err_interrupt;
    ...
    TRAP trap_err
    GetTrapData err_data;
    ReadErrData err_data, err_domain, err_number, err_type;
    ! Set domain no 1 ... 11
    SetGO go_err1, err_domain;
    ! Set error no 1 ... 9999
```

Continues on next page
When an error occurs (only errors, not warning or state change) the error number is retrieved in the trap routine and its value is used to set 2 groups of digital output signals.

Limitation

It is not possible obtain information about internal errors.

Syntax

ReadErrData

[TrapEvent ':='] <variable (VAR) of trapdata>' ,' [ErrorDomain' :='] <variable (VAR) of errdomain>' ,' [ErrorId' :='] <variable (VAR) of num>' ,' [ErrorType' :='] <variable (VAR) of errtype> ['' Title ':' =''<variable (VAR) of string>] ['' Str1 ':' =''<variable (VAR) of string>] ['' Str2 ':' =''<variable (VAR) of string>] ['' Str3 ':' =''<variable (VAR) of string>] ['' Str4 ':' =''<variable (VAR) of string>] ['' Str5 ':' =''<variable (VAR) of string>] ';

Related information

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<tbody>
<tr>
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<tr>
<td>More information on interrupt management</td>
<td>Technical reference manual - RAPID Overview</td>
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<td>Error domains, predefined constants</td>
<td>errdomain - Error domain on page 1495</td>
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<tr>
<td>Error types, predefined constants</td>
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<tr>
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<td>GetTrapData - Get interrupt data for current trap routine on page 176</td>
</tr>
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<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.171 ReadRawBytes - Read rawbytes data

Usage

ReadRawBytes is used to read data of type rawbytes from a device opened with Open \Bin.

Basic examples

The following example illustrates the instruction ReadRawBytes:

Example 1

```
VAR iodev io_device;
VAR rawbytes raw_data_out;
VAR rawbytes raw_data_in;
VAR num float := 0.2;
VAR string answer;

ClearRawBytes raw_data_out;
PackDNHeader "10", "20 1D 24 01 30 64", raw_data_out;
PackRawBytes float, raw_data_out, (RawBytesLen(raw_data_out)+1) \Float4;

Open "/FC1:/dsqc328_1", io_device \Bin;
WriteRawBytes io_device, raw_data_out;
ReadRawBytes io_device, raw_data_in \Time:=1;
Close io_device;
UnpackRawBytes raw_data_in, 1, answer \ISOLatin1Encoding=10;
```

In this example raw_data_out is cleared and then packed with DeviceNet header and a float with value 0.2.

A device, "/FC1:/dsqc328_1", is opened and the current valid data in raw_data_out is written to the device. Then the program waits for at most 1 second to read from the device, which is stored in the raw_data_in.

After having closed the device "/FC1:/dsqc328_1", the read data is unpacked as a string of characters and stored in answer.

Arguments

ReadRawBytes IODevice RawData [\Time]

IODevice

Data type: iodev

IODevice is the identifier of the device from which data shall be read.

RawData

Data type: rawbytes

RawData is the data container that stores read data from IODevice starting at index 1.

[\Time]

Data type: num

Continues on next page
The max. time for the reading operation (timeout) in seconds (resolution 0.001s).
If this argument is not specified then the max. time is set to 60 seconds. To wait forever, use the predefined constant \texttt{WAIT\_MAX}.

If this time runs out before the reading operation is finished then the error handler will be called with the error code \texttt{ERR\_DEV\_MAXTIME}. If there is no error handler then the execution will be stopped.

The timeout function is also in use during program stop and will be noticed by the RAPID program at program start.

**Program execution**

During program execution the data is read from the device indicated by \texttt{IODevice}.
If using \texttt{WriteRawBytes} for field bus commands such as DeviceNet then the field bus always sends an answer. The answer must be handled in RAPID with the \texttt{ReadRawBytes} instruction.

The current length of valid bytes in the \texttt{RawData} variable is set to the read number of bytes. The data starts at index 1 in \texttt{RawData}.

At powerfail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type \texttt{iodev} will be reset.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>A file is accessed incorrectly</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Time-out when executing the instruction.</td>
</tr>
<tr>
<td>ERR_RANYBIN_EOF</td>
<td>End of file is detected before all bytes are read in instruction ReadRawBytes.</td>
</tr>
</tbody>
</table>

**Syntax**

\begin{verbatim}
ReadRawBytes
[IODevice ':=' ] < variable (VAR) of iodev> ', '
[RawData ':=' ] < variable (VAR) of rawbytes> ', '
[ ' \ Time ':=' < expression (IN) of num> ] ';'
\end{verbatim}

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
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<td>Clear the contents of rawbytes data</td>
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<td>Copy the contents of rawbytes data</td>
<td>\texttt{CopyRawBytes - Copy the contents of rawbytes data on page 113}</td>
</tr>
<tr>
<td>Pack DeviceNet header into rawbytes data</td>
<td>\texttt{PackDNHeader - Pack DeviceNet Header into rawbytes data on page 403}</td>
</tr>
</tbody>
</table>
### 1.171 ReadRawBytes - Read rawbytes data

#### Pack data into rawbytes data
- See [PackRawBytes - Pack data into rawbytes data on page 406](#)

#### Write rawbytes data
- See [WriteRawBytes - Write rawbytes data on page 977](#)

#### Unpack data from rawbytes data
- See [UnpackRawBytes - Unpack data from rawbytes data on page 888](#)

#### File and I/O device handling
- See [Application manual - Controller software Omni-Core](#)
1 Instructions

1.172 ReadVarArr - Read multiple variables from a sensor device

Sensor Interface

1.172 ReadVarArr - Read multiple variables from a sensor device

Usage

ReadVarArr is used to read up to six variables at the same time from a sensor device. The result is from the same sample.

The sensor must be configured and communicating via the RobotWare option Sensor Interface.

Basic examples

The following example illustrates the instruction ReadVarArr.

Example 1

 CONST num xcoord := 8;
 CONST num ycoord := 9;
 CONST num zcoord := 10;
 VAR pos sensorpos;
 VAR sensorvardata readdata{4};

 ! Connect to the sensor device “sen1:” (defined in sio.cfg).
 SenDevice "sen1:”;

 ! Read a cartesian position from the sensor.
 readdata{1} := [xcoord, 2, false, 1, 0];
 readdata{2} := [ycoord, 2, false, 1, 0];
 readdata{3} := [zcoord, 2, false, 1, 0];
 ! A varNumber of -1 will be ignored
 readdata{4} := [-1, 2, false, 1, 0];

 ReadVarArr “sen1”, readdata;
 sensorpos.x := DnumToNum(readdata{1}.value);
 sensorpos.y := DnumToNum(readdata{2}.value);
 sensorpos.z := DnumToNum(readdata{3}.value);

 The example shows a reading of three variables at the same time. The reading is
done at the same time and is from the same sample from the sensor.

Arguments

ReadVarArr Device, Data, [\TaskName]

Device

Data type: string
The I/O device name configured in sio.cfg for the sensor used.

Data

Data type: sensorvardata
An array variable that refers to a data definition of the variables to be read. The result
value of the reading is also returned within this definition.

[ \TaskName ]

Data type: string

Continues on next page
The argument **TaskName** makes it possible to access devices in other RAPID tasks.

## Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEN_NO_MEAS</td>
<td>Measurement failure</td>
</tr>
<tr>
<td>SEN_MOREADY</td>
<td>Sensor unable to handle command</td>
</tr>
<tr>
<td>SEN_GENERRO</td>
<td>General sensor error</td>
</tr>
<tr>
<td>SEN_BUSY</td>
<td>Sensor busy</td>
</tr>
<tr>
<td>SEN_UNKNOWN</td>
<td>Unknown sensor</td>
</tr>
<tr>
<td>SEN_EXALARM</td>
<td>External sensor error</td>
</tr>
<tr>
<td>SEN_CAALARM</td>
<td>Internal sensor error</td>
</tr>
<tr>
<td>SEN_TEMP</td>
<td>Sensor temperature error</td>
</tr>
<tr>
<td>SEN_VALUE</td>
<td>Illegal communication value</td>
</tr>
<tr>
<td>SEN_CAMCHECK</td>
<td>Sensor check failure</td>
</tr>
<tr>
<td>SEN_TIMEOUT</td>
<td>Communication error</td>
</tr>
</tbody>
</table>

## Syntax

```plaintext
ReadVarArr
[Device ':='] <expression(IN) of string>','
[Data ':='] <array variable {*} (INOUT) of sensorvardata>','
['\'\' TaskName ':=' <expression (IN) of string>]';
```

## Related information

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</tr>
<tr>
<td>Write a sensor variable</td>
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</tr>
<tr>
<td>Read a sensor variable</td>
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</tr>
<tr>
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</tr>
</tbody>
</table>
1 Instructions

1.173 RemoveAllCyclicBool - Remove all Cyclic bool conditions

RobotWare - OS

1.173 RemoveAllCyclicBool - Remove all Cyclic bool conditions

Usage

RemoveAllCyclicBool is used to remove the cyclic evaluation of all Cyclic bool conditions in the task executing the instruction.

Basic examples

The following example illustrates the instruction RemoveAllCyclicBool.

Example 1

PERS bool cyclicflag1;
TASK PERS bool cyclicflag2;
PERS bool mypersbool:=FALSE;

PROC main()
    SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
    SetupCyclicBool cyclicflag2, di3 AND di4 AND mypersbool=FALSE;
    ...
    RemoveAllCyclicBool;
    ...

First two cyclic evaluations are set up, then later on both are removed.

Example 2

PERS bool cyclicflag1;

PROC main()
    SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
    ...
    RemoveAllCyclicBool;
    UNDO
    RemoveAllCyclicBool;
    ENDPROC

All cyclic evaluations are removed when the program pointer is set to main.

The same behavior can be configured in the system parameters without using an UNDO handler, see Technical reference manual - System parameters.

Arguments

RemoveAllCyclicBool \[\AllTasks]\n
Data type: switch
This argument is used to remove the cyclic evaluation for all tasks.

Program execution

The behavior of the Cyclic bool functionality can be configured. For more information see Application manual - Controller software OmniCore and Technical reference manual - System parameters.
1 Instructions

1.173 RemoveAllCyclicBool - Remove all Cyclic bool conditions

RobotWare - OS
Continued

Syntax

RemoveAllCyclicBool

["\'AllTasks\' ;'

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1 Instructions

1.174 RemoveCyclicBool - Remove a Cyclic bool condition

RobotWare - OS

1.174 RemoveCyclicBool - Remove a Cyclic bool condition

Usage

RemoveCyclicBool is used to remove the cyclic evaluation of a Cyclic bool condition.

Basic examples

The following examples illustrates the instruction RemoveCyclicBool.

Example 1

PERS bool cyclicflag1;

PROC main()
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  ...
  RemoveCyclicBool cyclicflag1;
  ...

First a cyclic evaluation is setup, then later on it is removed.

Example 2

PERS bool cyclicflag1;

PROC main()
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  ...
  RemoveCyclicBool "cyclicflag1";
  ...

First a cyclic evaluation is setup, then later on it is removed by using the name of the persistent boolean variable.

Arguments

RemoveCyclicBool Flag | Name

Flag

Data type: bool
The persistent boolean variable that stores the value of the logical condition.

Name

Data type: string
The name of the persistent boolean variable that stores the value of the logical condition.

Program execution

The behavior of the Cyclic bool functionality can be configured. For more information see Application manual - Controller software OmniCore and Technical reference manual - System parameters.

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1 Instructions

1.174 RemoveCyclicBool - Remove a Cyclic bool condition

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Continued

Syntax

RemoveCyclicBool

[ Flag '=' ] <persistent (PERS) of bool>

| [ Name '=' ] <expression (IN) of string> ';

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<td>SetupCyclicBool - Setup a Cyclic bool condition on page 606</td>
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<tr>
<td>Remove all Cyclic bool conditions</td>
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<tr>
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<tr>
<td>Configuring Cyclic bool</td>
<td>Technical reference manual - System parameters</td>
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</tbody>
</table>
1.175 RemoveDir - Delete a directory

Usage

RemoveDir is used to remove a directory.

The user must have write and execute permission for the directory and the directory must be empty.

Basic examples

The following example illustrates the instruction RemoveDir:

Example 1

RemoveDir "HOME:/mydir";

In this example the mydir directory under HOME: is deleted.

Arguments

RemoveDir Path

Path

Data type: string

The name of the directory to be removed, specified with full or relative path.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The directory does not exist, or the directory is not empty, or the user does not have write and execute permission to the library.</td>
</tr>
</tbody>
</table>

Syntax

RemoveDir

[ Path':='] < expression (IN) of string>''

Related information

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<td>OpenDir - Open a directory on page 401</td>
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<td>Close a directory</td>
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<td>Make a directory</td>
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<tr>
<td>Rename a file</td>
<td>RenameFile - Rename a file on page 503</td>
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<tr>
<td>Remove a file</td>
<td>RemoveFile - Delete a file on page 502</td>
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<tr>
<td>Copy a file</td>
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<td>Check file type</td>
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<td>Check file size</td>
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</tr>
</tbody>
</table>
1 Instructions

1.176 RemoveFile - Delete a file

RemoveFile is used to remove a file. The user must have write and execute permission for the directory where the file resides and the user must have write permission for the file itself.

Basic examples

The following example illustrates the instruction RemoveFile:

Example 1

```plaintext
RemoveFile "HOME:/mydir/myfile.log";
```

In this example the file `myfile.log` in directory `mydir` on disk `HOME` is deleted.

Arguments

RemoveFile Path

Path

Data type: string

The name of the file to be deleted, specified with full or relative path.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>A file is accessed incorrectly.</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
RemoveFile [ Path'::=' ] < expression (IN) of string>''
```

Related information

<table>
<thead>
<tr>
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<td>Remove a directory</td>
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<td>Rename a file</td>
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<td>Copy a file</td>
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<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1.177 RenameFile - Rename a file

Usage

RenameFile is used to give a new name to an existing file. It can also be used to move a file from one place to another in the directory structure.

Example 1

```
RenameFile "HOME:/myfile", "HOME:/yourfile";
```

The file myfile is given the name yourfile.

```
RenameFile "HOME:/myfile", "HOME:/mydir/yourfile";
```

The file myfile is given the name yourfile and is moved to the directory mydir.

Arguments

- **RenameFile** OldPath NewPath

  - **OldPath**
    - Data type: string
    - The complete path of the file to be renamed.
  
  - **NewPath**
    - Data type: string
    - The complete path of the renamed file.

Program execution

The file specified in OldPath will be given the name specified in NewPath. If the path in NewPath is different from the path in OldPath then the file will also be moved to the new location.

Error Handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file specified in OldPath does not exist.</td>
</tr>
<tr>
<td>ERR_FILEEXIST</td>
<td>The file specified in NewPath already exists.</td>
</tr>
</tbody>
</table>

Syntax

```
[ OldPath' := ' ] < expression (IN) of string > ','
[ NewPath' := ' ] < expression (IN) of string > ';'
```

Related information

- Make a directory: MakeDir - Create a new directory on page 276

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1 Instructions

1.177 RenameFile - Rename a file

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<tr>
<td>Check file type</td>
<td>IsFile - Check the type of a file on page 1214</td>
</tr>
<tr>
<td>Check file size</td>
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</tr>
</tbody>
</table>
1.178 Reset - Resets a digital output signal

Usage

Reset is used to reset the value of a digital output signal to zero.

Basic examples

The following examples illustrate the instruction Reset:

Example 1

```
Reset do15;
```

The signal do15 is set to 0.

Example 2

```
Reset weld;
```

The signal weld is set to 0.

Arguments

Reset Signal

Signal

Data type: signaldo

The name of the signal to be reset to zero.

Program execution

The true value depends on the configuration of the signal. If the signal is inverted in the system parameters then this instruction causes the physical channel to be set to 1.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Syntax

```
Reset
[Signal ':='] <variable (VAR) of signaldo>''
```

Related information

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<td>Set - Sets a digital output signal on page 582</td>
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### 1.178 Reset - Resets a digital output signal

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</tbody>
</table>
1.179 **ResetAxisDistance** - Reset the traversed distance information for the axis

**Usage**

ResetAxisDistance is used to reset the traversed distance information for the axis.

**Basic examples**

The following examples illustrate the instruction ResetAxisDistance.

**Example 1**

```
ResetAxisDistance Track,1;
```

The traversed distance information for axis 1 on mechanical unit Track will be reset.

**Example 2**

```
PERS dnum distanceLimit := 1000;

PROC main()
  IF GetAxisDistance(Track,1) > distanceLimit THEN
    ErrWrite "I, "Distance counter limit reached", "Distance counter limit for Track has been reached.";
    DoMaintenance();
  ENDIF
ENDPROC

PROC DoMaintenance()
...
  ResetAxisDistance Track, 1;
  ErrWrite "I, "Distance counter reset", "Distance counter for Track has been reset.";
ENDPROC
```

The example describes how ResetAxisDistance can be used together with GetAxisDistance to check if it is time for maintenance of an axis.

**Arguments**

- **ResetAxisDistance** MechUnit AxisNo

  **MechUnit**

  *Mechanical Unit*

  **Data type:** mecunit

  The name of the mechanical unit.

  **AxisNo**

  **Data type:** num

  The number of the axis for which the traversed distance is to be reset.

**Program execution**

Resets the traversed distance information for the selected axis.

*Continues on next page*
1 Instructions

1.179 ResetAxisDistance - Reset the traversed distance information for the axis

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Syntax

ResetAxisDistance

[MechUnit ':='] < variable (VAR) of mecunit > ','

[AxisNo ':='] < variable (VAR) of num > ';

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<th>For information about</th>
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<td>ResetAxisMoveTime</td>
<td>ResetAxisMoveTime - Reset the move time counter of the axis on page 509</td>
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<tr>
<td>GetAxisDistance</td>
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</tr>
<tr>
<td>GetAxisMoveTime</td>
<td>GetAxisMoveTime - Get the move time counter of the axis on page 1154</td>
</tr>
</tbody>
</table>
1.180 ResetAxisMoveTime - Reset the move time counter of the axis

Usage

ResetAxisMoveTime is used to reset the move time information for the axis.

Basic examples

The following examples illustrate the instruction ResetAxisMoveTime.

Example 1

ResetAxisMoveTime Track, 1;

The move time information for axis 1 on mechanical unit Track will be reset.

Example 2

PERS dnum timeLimit := 1000;

PROC main()

IF GetAxisMoveTime(Track, 1) > timeLimit THEN

ErrWrite ", "Time counter limit reached", "Time counter limit for Track has been reached."

DoMaintenance();

ENDIF

ENDPROC

PROC DoMaintenance()

...

ResetAxisMoveTime Track, 1;

ErrWrite ", "Time counter reset", "Time counter for Track has been reset."

ENDPROC

The example describes how ResetAxisMoveTime can be used together with GetAxisMoveTime to check if it is time for maintenance of an axis.

Arguments

ResetAxisMoveTime MechUnit AxisNo

MechUnit

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

AxisNo

Data type: num

The number of the axis for which the move time is to be reset.

Program execution

Resets the move time information for the selected axis.

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1 Instructions

1.180 ResetAxisMoveTime - Reset the move time counter of the axis

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Syntax

ResetAxisMoveTime
[ MechUnit ':='] < variable (VAR) of mecunit > ','
[ AxisNo ':='] < variable (VAR) of num > ';

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</thead>
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<td>ResetAxisDistance</td>
<td>ResetAxisDistance - Reset the traversed distance information for the axis on page 507</td>
</tr>
<tr>
<td>GetAxisDistance</td>
<td>GetAxisDistance - Get the traversed distance counter of the axis on page 1152</td>
</tr>
<tr>
<td>GetAxisMoveTime</td>
<td>GetAxisMoveTime - Get the move time counter of the axis on page 1154</td>
</tr>
</tbody>
</table>
1.181 ResetPPMoved - Reset state for the program pointer moved in manual mode

Usage
ResetPPMoved reset state for the program pointer moved in manual mode.
PPMovedInManMode returns TRUE if the user has moved the program pointer
while the controller is in manual mode - that is, the operator key is at Man Reduced
Speed or Man Full Speed. The program pointer moved state is reset when the key
is switched from Auto to Man, or when using the instruction ResetPPMoved.

Basic examples
The following example illustrates the instruction ResetPPMoved:

Example 1

IF PPMovedInManMode() THEN
  WarnUserOfPPMovement;
  ! DO THIS ONLY ONCE
  ResetPPMoved;
  DoJob;
ELSE
  DoJob;
ENDIF

Program execution
Resets state for the program pointer moved in manual mode for current program
task.

Syntax
ResetPPMoved;''

Related information

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<td>Test whether program pointer has been moved in manual mode</td>
<td>PPMovedInManMode - Test whether the program pointer is moved in manual mode on page 1286</td>
</tr>
</tbody>
</table>
1.182 ResetRetryCount - Reset the number of retries

Usage

ResetRetryCount is used to reset the number of retries that has been done from an error handler. The maximum number of retries that can be done is defined in the configuration.

Basic examples

The following example illustrates the instruction ResetRetryCount:

Example 1

```rapid
VAR num myretries := 0;
...
ERROR
  IF myretries > 2 THEN
    ResetRetryCount;
    myretries := 0;
    TRYNEXT;
  ENDIF
  myretries := myretries + 1;
  RETRY;
...
```

This program will retry the faulty instruction 3 times and then try the next instruction. The internal system retry counter is reset before trying the next instruction (even if this is done by the system at TRYNEXT).

Program execution

For every RETRY made from an error handler an internal system counter will check that the maximum number of retries, specified in the configuration, isn’t exceeded. Executing the instruction ResetRetryCount will reset the counter and make it possible to redo a maximum number of retries again.

Syntax

```
ResetRetryCount ';;'
```

Related information

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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>Resume execution after an error</td>
<td>RETRY - Resume execution after an error on page 516</td>
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<tr>
<td>Configure maximum number of retries</td>
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</tr>
<tr>
<td>Number of remaining retries</td>
<td>RemainingRetries - Remaining retries left to do on page 1315</td>
</tr>
</tbody>
</table>
1.183 ResetTorqueMargin - Reset least torque margin

Usage

ResetTorqueMargin is used to reset the least torque margin to be able to start a new measurement.

Basic examples

The following example illustrates the instruction ResetTorqueMargin.

Example 1

```resettorque
ResetTorqueMargin AxisNo:=3;
! starts a new measurement for axis 3;
```

Arguments

```resettorque
ResetTorqueMargin [\MecUnit ] [ \AxisNo ]
```

[\MecUnit ]

Data type: mecunit

The name of the mechanical unit for which an axis is to be reset. If this argument is omitted, the axis for the connected robot is reset.

[\AxisNo]

Data type: num

The number of the axis to be reset (1–6).

If no axis is specified, all axes for the mechanical unit are reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

| ERR_AXIS_PAR | Parameter axis in function is wrong. |

Syntax

```resettorque
ResetTorqueMargin '('
 [ '\\' MechUnit '::*' ] < variable (VAR) of mecunit > ',',
 [ '\\' AxisNo '::*' < expression (IN) of num > ] ')
```

Related information

<table>
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<tbody>
<tr>
<td>Get torque margin</td>
<td>GetTorqueMargin - Reads the least torque margin on page 1181</td>
</tr>
</tbody>
</table>
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1.184 RestoPath - Restores the path after an interrupt

Usage

RestoPath is used to restore a path that was stored at a previous stage using the instruction StorePath.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction RestoPath:

See also More examples below.

Example 1

RestoPath;

Restores the path that was stored earlier using StorePath.

Program execution

The current movement path of the robot and the external axes are deleted and the path stored earlier using StorePath is restored. Note that nothing moves until the instruction StartMove is executed or a return is made using RETRY from an error handler.

More examples

More examples of how to use the instruction RestoPath are illustrated below.

Example 1

ArcL p100, v100, seam1, weld5 \Weave:=weave1, z10, gun1;
...
ERROR
IF ERRNO=AW_WELD_ERR THEN
  gun_cleaning;
  StartMoveRetry;
ENDIF
...
PROC gun_cleaning()
VAR robtarget p1;
StorePath;
p1 := CRobT();
MoveL pclean, v100, fine, gun1;
...
MoveL p1, v100, fine, gun1;
RestoPath;
ENDPROC

In the event of a welding error the program execution continues in the error handler of the routine which in turn calls gun_cleaning. The movement path being executed at the time is then stored and the robot moves to the position pclean where the error is rectified. When this has been done, the robot returns to the position where the error occurred, p1, and stores the original movement once

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1.184 RestoPath - Restores the path after an interrupt

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again. The weld then automatically restarts, meaning that the robot is first reversed along the path before welding starts and ordinary program execution can continue.

Limitations

Only the movement path data is stored with the instruction StorePath. If the user wants to order movements on the new path level then the actual stop position must be stored directly after StorePath and before RestoPath make a movement to the stored stop position on the path.

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point, otherwise restart after power failure will not be possible.

RestoPath cannot be executed in a RAPID routine connected to any of following special system events: PowerOn, Stop, QStop, Restart or Step.

Syntax

RestoPath';'

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1 Instructions

1.185 RETRY - Resume execution after an error

RobotWare - OS

1.185 RETRY - Resume execution after an error

Usage

The RETRY instruction is used to resume program execution after an error starting with (re-executing) the instruction that caused the error.

Basic examples

The following example illustrates the instruction RETRY:

Example 1

```plaintext
reg2 := reg3/reg4;
...
ERROR
  IF ERRNO = ERR_DIVZERO THEN
    reg4 := 1;
    RETRY;
  ENDIF
```

An attempt is made to divide `reg3` by `reg4`. If `reg4` is equal to 0 (division by zero) then a jump is made to the error handler, which initializes `reg4`. The RETRY instruction is then used to jump from the error handler and another attempt is made to complete the division.

Program execution

Program execution continues with (re-executes) the instruction that caused the error.

Error handling

If the maximum number of retries (4 retries) is exceeded then the program execution stops with an error message. The maximum number of retries can be configured in System Parameters (type General RAPID).

Limitations

The instruction can only exist in a routine’s error handler. If the error was created using a RAISE instruction then program execution cannot be restarted with a RETRY instruction. Then the instruction TRYNEXT should be used.

Syntax

```plaintext
RETRY ';'
```

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<td>TRYNEXT - Jumps over an instruction which has caused an error on page 858</td>
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1.186 RETURN - Finishes execution of a routine

Usage

RETURN is used to finish the execution of a routine. If the routine is a function then the function value is also returned.

Basic examples

The following examples illustrate the instruction RETURN:

Example 1

errormessage;
Set do1;
...
PROC errormessage()
  IF di1=1 THEN
    RETURN;
  ENDIF
  TPWrite "Error";
ENDPROC

The errormessage procedure is called. If the procedure arrives at the RETURN instruction then program execution returns to the instruction following the procedure call, Set do 1.

Example 2

FUNC num abs_value(num value)
  IF value<0 THEN
    RETURN -value;
  ELSE
    RETURN value;
  ENDIF
ENDFUNC

The function returns the absolute value of a number.

Arguments

| RETURN [ Return value |

Return value

Data type: According to the function declaration.
The return value of a function.
The return value must be specified in a RETURN instruction present in a function.
If the instruction is present in a procedure or trap routine then a return value shall not be specified.
1 Instructions

1.186 RETURN - Finishes execution of a routine

Program execution

The result of the RETURN instruction may vary depending on the type of routine it is used in:

• Main routine: If a program has run mode single cycle then the program stops. Otherwise, program execution continues with the first instruction of the main routine.
• Procedure: Program execution continues with the instruction following the procedure call.
• Function: Returns the value of the function.
• Trap routine: Program execution continues from where the interrupt occurred.
• Error handler in a procedure: Program execution continues with the routine that called the routine with the error handler (with the instruction following the procedure call).
• Error handler in a function: The function value is returned.

Syntax

```
RETURN [ <expression> ]';'
```

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1.187 Rewind - Rewind file position

**Usage**

Rewind sets the file position to the beginning of the file.

**Basic examples**

The following example illustrates the instruction **Rewind**:

**Example 1**

```
Rewind iodev1;
```

The file referred to by **iodev1** will have the file position set to the beginning of the file.

**Arguments**

Rewind IODevice

IODevice

**Data type:** iodev

Name (reference) of the file to be rewound.

**Program execution**

The specified file is rewound to the beginning.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type **iodev** will be reset.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
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<th>Name</th>
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</thead>
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<tr>
<td>ERR_FILEACC</td>
<td>A file is accessed incorrectly.</td>
</tr>
</tbody>
</table>

**Limitations**

If the used file has been opened with a **\Bin** or **\Bin \Append** switch, a **Rewind** before any type of a **Write** instruction will be ineffective. The writing will be done at the end of the file.

**Syntax**

```
Rewind [IODevice ':='] <variable [VAR] of iodev>''
```

**Related information**

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1.188 RMQEmptyQueue - Empty RAPID Message Queue
FlexPendant Interface, PC Interface, or Multitasking

1.188 RMQEmptyQueue - Empty RAPID Message Queue

Usage

RMQEmptyQueue empties the RAPID Message Queue (RMQ) in the task that is executing the instruction.

Basic examples

The following example illustrates the instruction RMQEmptyQueue:

Example

RMQEmptyQueue;

The RMQEmptyQueue instruction removes all messages from RMQ in the executing task.

Program execution

The RAPID Message Queue owned by the executing task is emptied. The instruction can be used on all execution levels.

Limitations

RMQEmptyQueue only empties the RAPID Message Queue in the task that is executing the instruction. All other RAPID Message Queues are left as is.

Syntax

RMQEmptyQueue ';'"'

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1.188 RMQEmptyQueue - Empty RAPID Message Queue

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1.189 RMQFindSlot - Find a slot identity from the slot name

Usage
RMQFindSlot (RAPID Message Queue Find Slot) is used to find the slot identity to an RMQ configured for a RAPID task, or the slot identity to a Robot Application Builder client.

Basic examples
The following example illustrates the instruction RMQFindSlot:

Example 1

VAR rmqslot myrmqslot;
RMQFindSlot myrmqslot, "RMQ_T_ROB2";
Get the identity number for the RMQ "RMQ_T_ROB2" configured for the RAPID task "T_ROB2".

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slot Name</td>
<td>string</td>
<td>The name of the client to find the identity number for. The name must be right regarding small and big letters. If the RAPID task is named T_ROB1, and using the name RMQ_t_rob1 for the RMQ, this will end up in a error (see error handling chapter below.)</td>
</tr>
</tbody>
</table>

Program execution
The RMQFindSlot instruction is used to find the slot identity for a named RMQ or Robot Application Builder client.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_RMQ_NAME</td>
<td>The given slot name is not valid or not found.</td>
</tr>
</tbody>
</table>

Syntax

```
RMQFindSlot
[ Slot ':=' ] < variable (VAR) of rmqslot > ','
[ Name ':=' ] < expression (IN) of string > ';
```
## Related information

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<tr>
<td>Get the slot name from a specified slot identity</td>
<td>RMQGetSlotName - Get the name of an RMQ client on page 1316</td>
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<td>RMQ Slot</td>
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1.190 RMQGetMessage - Get an RMQ message
FlexPendant Interface, PC Interface, or Multitasking

1.190 RMQGetMessage - Get an RMQ message

Usage

RMQGetMessage (RAPID Message Queue Get Message) is used to fetch the first RMQ message from the queue for the actual program task.

Basic examples

The following example illustrates the instruction RMQGetMessage:

See also More examples on page 525.

Example 1

TRAP msghandler
VAR rmqmessage myrmqmsg;
RMQGetMessage myrmqmsg;
...
ENDTRAP

In the trap routine msghandler the rmqmessage is fetched from the RMQ and copied to the variable myrmqmsg.

Arguments

RMQGetMessage Message

Message

Data type: rmqmessage
Variable for storage of the RMQ message.
The maximum size of the data that can be received in a rmqmessage is about 3000 bytes.

Program execution

The instruction RMQGetMessage is used to get the first message from the queue of the task executing the instruction. If there is a message, it will be copied to the Message variable, and then removed from the queue to make room for new messages. The instruction is only supported on the trap level.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_RMQ_NOMSG</td>
<td>There is no message in the queue at the moment. If executing RMQGetMessage twice in a trap routine, this can happen. The error can also be generated if there is a power failure between the trap routine being ordered and the instruction RMQGetMessage being executed. The messages in the RMQ will be lost at power fail.</td>
</tr>
<tr>
<td>ERR_RMQ_INVMSG</td>
<td>Invalid message, likely sent from other client than a RAPID task. This may for instance happen if a PC application sends a corrupt message.</td>
</tr>
</tbody>
</table>

Continues on next page
More examples

More examples of how to use the instruction RMQGetMessage are illustrated below.

Example 1

```plaintext
RECORD mydatatype
    int x;
    int y;
ENDRECORD

VAR intnum msgreceive;
VAR mydatatype mydata;

PROC main()
    ! Setup interrupt
    CONNECT msgreceive WITH msghandler;
    ! Order cyclic interrupt to occur for data type mydatatype
    IRMQMessage mydata, msgreceive;
    WHILE TRUE DO
        ! Performing cycle
        ...
    ENDMWHILE
ENDPROC

TRAP msghandler
    VAR rmqmessage message;
    VAR rmqheader header;
    ! Get the RMQ message
    RMQGetMessage message;
    ! Copy RMQ header information
    RMQGetMsgHeader message \Header:=header;
    IF header.datatype = "mydatatype" AND header.ndim = 0 THEN
        ! Copy the data from the message
        RMQGetMsgData message, mydata;
    ELSE
        TPWrite "Received a type not handled or with wrong dimension";
    ENDIF
ENDTRAP
```

When a new message is received, the trap routine msghandler is executed and the new message is copied to the variable message (instruction RMQGetMessage). Then the RMQ header data is copied (instruction RMQGetMsgHeader). If the message is of the expected data type and has the right dimension, the data is copied to the variable mydata (instruction RMQGetMsgData).

Limitations

RMQGetMessage is not supported on the user execution level (i.e. in service routines) or normal execution level.
The maximum size of the data that can be received in a `rmqmessage` is about 3000 bytes.

A recommendation is to reuse a variable of the data type `rmqmessage` as much as possible to save RAPID memory.

### Syntax

```
RMQGetMessage
[ Message ':= ' ] < variable (VAR) of rmqmessage > ;
```

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<tr>
<td>Extract the header data from an <code>rmqmessage</code></td>
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<td>Get the slot name from a specified slot identity</td>
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</tr>
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<td><code>RMQ Message</code></td>
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</table>
1.191 RMQGetMsgData - Get the data part from an RMQ message

Usage
RMQGetMsgData (Rapid Message Queue Get Message Data) is used to get the actual data within the RMQ message.

Basic examples
The following example illustrates the instruction RMQGetMsgData:
See also RMQGetMsgData - Get the data part from an RMQ message on page 527.

Example 1

VAR rmqmessage myrmqmsg;
VAR num data;
...
RMQGetMsgData myrmqmsg, data;
! Handle data

Data of the data type num is fetched from the variable myrmqmsg and stored in the variable data.

Arguments
RMQGetMsgData Message Data

Message

Data type: rmqmessage
Variable containing the received RMQ message.

Data

Data type: anytype
Variable of the expected data type, used for storage of the received data.

Program execution

The instruction RMQGetMsgData is used to get the actual data within the RMQ message, convert it to binary data, compile the data to see if it is possible to store it in the variable specified in the instruction, and then copy it to the variable.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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<tbody>
<tr>
<td>ERR_RMQ_VALUE</td>
<td>The received message and the data type used in argument Data does not have the same data type.</td>
</tr>
<tr>
<td>ERR_RMQ_DIM</td>
<td>The data types are equal, but the dimensions differ between the data in the message and the variable used in argument Data.</td>
</tr>
<tr>
<td>ERR_RMQ_MSGSIZE</td>
<td>The size of the received data is bigger than the maximum configured size for the RMQ for the receiving task.</td>
</tr>
<tr>
<td>ERR_RMQ_INVMSG</td>
<td>This error will be thrown if the message is invalid. This may for instance happen if a PC application sends a corrupt message.</td>
</tr>
</tbody>
</table>

Continues on next page
More examples of how to use the instruction RMQGetMsgData are illustrated below.

Example 1

```rapid
RECORD mydatatype
    int x;
    int y;
ENDRECORD

VAR intnum msgreceive;
VAR mydatatype mydata;

PROC main()
    ! Setup interrupt
    CONNECT msgreceive WITH msghandler;
    ! Order cyclic interrupt to occur for data type mydatatype
    IRMQMessage mydata, msgreceive;
    WHILE TRUE DO
        ! Performing cycle
        ...
    ENDMORESAMPLE
ENDPROC

TRAP msghandler
    VAR rmqmessage message;
    VAR rmqheader header;
    ! Get the RMQ message
    RMQGetMessage message;
    ! Copy RMQ header information
    RMQGetMsgHeader message Header:=header;

    IF header.datatype = "mydatatype" AND header.ndim = 0 THEN
        ! Copy the data from the message
        RMQGetMsgData message, mydata;
    ELSE
        TPWrite "Received a type not handled or with wrong dimension";
    ENDIF
ENDTRAP
```

When a new message is received, the trap routine msghandler is executed and the new message is copied to the variable message (instruction RMQGetMessage). Then the RMQ header data is copied (instruction RMQGetMsgHeader). If the message is of the expected data type and has the right dimension, the data is copied to the variable mydata (instruction RMQGetMsgData).

Syntax

```
RMQGetMsgData
    [ Message ':=' ] < variable (VAR) of rmqmessage > ','
    [ Data ':=' ] < reference (VAR) of anytype > ';
```
## 1 Instructions

### 1.191 RMQGetMsgData - Get the data part from an RMQ message

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<td>Send data to the queue of a RAPID task</td>
<td>RMQSendMessage - Send an RMQ data message on page 536</td>
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<td>RMQGetMessage - Get an RMQ message on page 524</td>
</tr>
<tr>
<td>Send data to the queue of a RAPID task and wait for an answer from the client</td>
<td>RMQSendWait - Send an RMQ data message and wait for a response on page 540</td>
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<td>RMQGetMsgHeader - Get header information from an RMQ message on page 530</td>
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<tr>
<td>RMQ Message</td>
<td>rmqmessage - RAPID Message Queue message on page 1567</td>
</tr>
</tbody>
</table>
1 Instructions

1.192 RMQGetMsgHeader - Get header information from an RMQ message

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1.192 RMQGetMsgHeader - Get header information from an RMQ message

Usage

RMQGetMsgHeader (RAPID Message Queue Get Message Header) get the header information within the received RMQ message and store it in variables of type rmqheader, rmqslot or num.

Basic examples

The following examples illustrate the instruction RMQGetMsgHeader:

See also More examples on page 531.

Example 1

VAR rmqmessage myrmqmsg;
VAR rmqheader myrmqheader;
...
RMQGetMsgHeader myrmqmsg, \Header:=myrmqheader;

In this example the variable myrmqheader is filled with data copied from the rmqheader part of the variable myrmqmsg.

Example 2

VAR rmqmessage rmqmessage1;
VAR rmqheader rmqheader1;
VAR rmqslot rmqslot1;
VAR num userdef := 0;
...
RMQGetMsgHeader rmqmessage1 \Header:=rmqheader1 \SenderId:=rmqslot1 \UserDef:=userdef;

In this example the variables rmqheader1, rmqslot1 and userdef are filled with data copied from the variable rmqmessage1.

Arguments

RMQGetMsgHeader Message [\Header] [\SenderId] [\UserDef]

Message

Data type: rmqmessage
Variable containing the received RMQ message from which the information about the message should be copied.

[\Header]

Data type: rmqheader
Variable for storage of the RMQ header information that is copied from the variable specified as the parameter Message.

[\SenderId]

Data type: rmqslot
Variable for storage of the sender identity information that is copied from the variable specified as the parameter Message.

Continues on next page
User Defined data

Data type: num

Variable for storage of user-defined data that is copied from the variable specified as the parameter Message. To get any valid data in this variable, the sender needs to specify that this should be included when sending an RMQ message. If it is not used, the value will be set to -1.

Program execution

The instruction RMQGetMsgHeader gets the header information within the received RMQ message and copies it to to variables of type rmqheader, rmqslot or num depending on what arguments are used.

More examples

More examples of how to use the instruction RMQGetMsgHeader are illustrated below.

Example 1

```
RECORD mydatatype
    int x;
    int y;
ENDRECORD

VAR intnum msgreceive;
VAR mydatatype mydata;

PROC main()
    ! Setup interrupt
    CONNECT msgreceive WITH msghandler;
    ! Order cyclic interrupt to occur for data type mydatatype
    IRMQMessage mydata, msgreceive;
    WHILE TRUE DO
        ! Performing cycle
        ...
    ENDWHILE
ENDPROC

TRAP msghandler
    VAR rmqmessage message;
    VAR rmqheader header;

    ! Get the RMQ message
    RMQGetMessage message;
    ! Copy RMQ header information
    RMQGetMsgHeader message \Header:=header;

    IF header.datatype = "mydatatype" AND header.ndim = 0 THEN
        ! Copy the data from the message
        RMQGetMsgData message, mydata;
```
1 Instructions

1.192 RMQGetMsgHeader - Get header information from an RMQ message

FlexPendant Interface, PC Interface, or Multitasking

Continued

ELSE
  TPWrite "Received a type not handled or with wrong dimension";
ENDIF
ENDTRAP

When a new message is received, the trap routine msghandler is executed and the new message is copied to the variable message (instruction RMQGetMessage). Then the RMQ header data is copied (instruction RMQGetMsgHeader). If the message is of the expected data type and has the right dimension, the data is copied to the variable mydata (instruction RMQGetMsgData).

Syntax

RMQGetMsgHeader
  [ Message := ] < variable (VAR) of rmqmessage > ','
  [ '\' Header := ] < variable (VAR) of rmqheader >
  [ '\' SenderId := ] < variable (VAR) of rmqslot >
  [ '\' UserDef := ] < variable (VAR) of num > ';

Related information

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<tbody>
<tr>
<td>Description of the RAPID Message Queue functionality</td>
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<td>Send data to the queue of a RAPID task</td>
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<td>RMQ Message</td>
<td>rmqheader - RAPID Message Queue Message header on page 1565</td>
</tr>
</tbody>
</table>
1.193 RMQReadWait - Returns message from RMQ

Usage
RMQReadWait is used in synchronous mode to receive any type of message.

Basic examples
The following example illustrates the instruction RMQReadWait:
See also More examples on page 534.

Example
```plaintext
VAR rmqmessage myrmqmsg;
RMQReadWait myrmqmsg;
```
The first message in the queue is received in the variable myrmqmsg.

Arguments
RMQReadWait Message [\TimeOut]

Message
Data type: rmqmessage
The variable in which the received message is placed.

[\TimeOut]
Data type: num
The maximum amount of time [s] that program execution waits for a message. If this time runs out before the condition is met, the error handler will be called, if there is one, with the error code ERR_RMQ_TIMEOUT. If there is no error handler, the execution will be stopped. It is possible to set the timeout to 0 (zero) seconds, so that there is no wait at all.

If the parameter \TimeOut is not used, the waiting time is 60 sec. To wait forever, use the predefined constant WAIT_MAX.

Program execution
All incoming messages are queued and RMQReadWait handles the messages in FIFO order, one message at a time. It is the users responsibility to avoid a full queue and to be prepared to handle any type of message supported by RAPID Message Queue.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_RMQ_TIMEOUT</td>
<td>No answer has been received within the time-out time</td>
</tr>
<tr>
<td>ERR_RMQ_INVMSG</td>
<td>This error will be thrown if the message is invalid. This can for example happen if a PC application sends a corrupt message</td>
</tr>
</tbody>
</table>

Continues on next page
More examples

More examples of how to use the instruction `RMQReadWait` are illustrated below.

**Example 1**

```plaintext
VAR rmqmessage myrmqmsg;
RMQReadWait myrmqmsg \TimeOut:=30;
```

The first message in the queue is received in the variable `myrmqmsg`. If no message is received within 30 seconds the program execution is stopped.

**Example 2**

```plaintext
PROC main()
    VAR rmqmessage myrmqmsg;
    FOR i FROM 1 TO 25 DO
        RMQReadWait myrmqmsg \TimeOut:=30;
        ...
    ENDFOR
    ERROR
    IF ERRNO = ERR_RMQ_TIMEOUT THEN
        TPWrite "ERR_RMQ_TIMEOUT error reported";
        ...
    ENDFIF
    ENDPROC
```

Messages are received from the queue and stored in the variable `myrmqmsg`. If receiving a message takes longer than 30 seconds, the error handler is called.

**Limitations**

`RMQReadWait` is only supported in synchronous mode. Executing this instruction in interrupt based mode will cause a fatal runtime error.

`RMQReadWait` is not supported in trap execution level or user execution level. Executing this instruction in either of these levels will cause a fatal runtime error.

**Syntax**

```plaintext
RMQReadWait
    [ Message ' := ' ] < variable (VAR) of rmqmessage>
    [ ' \ TimeOut' := ' ] < expression (IN) of num > ) ';'
```

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1.194 RMQSendMessage - Send an RMQ data message

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1.194 RMQSendMessage - Send an RMQ data message

Usage

RMQSendMessage (RAPID Message Queue Send Message) is used to send data to an RMQ configured for a RAPID task, or to a Robot Application Builder client.

Basic examples

The following examples illustrate the instruction RMQSendMessage:

See also More examples on page 537.

Example 1

VAR rmqslot destination_slot;
VAR string data:="Hello world";
.. RMQFindSlot destination_slot,"RMQ_Task2";
RMQSendMessage destination_slot,data;

The example shows how to send the value in the variable data to the RAPID task "Task2" with the configured RMQ "RMQ_Task2".

Example 2

VAR rmqslot destination_slot;
CONST robtarget p5:=[ [600, 500, 225.3], [1, 0, 0, 0], [1, 1, 0, 0], [ 11, 12.3, 9E9, 9E9, 9E9, 9E9] ];
VAR num my_id:=1;
.. RMQFindSlot destination_slot,"RMQ_Task2";
RMQSendMessage destination_slot, p5 \UserDef:=my_id;
my_id:=my_id + 1;

The example shows how to send the value in the constant p5 to the RAPID task "Task2" with the configured RMQ "RMQ_Task2". A user-defined number is also sent. This number can be used by the receiver as an identifier.

Arguments

RMQSendMessage Slot SendData [\UserDef]

Slot

Data type: rmqslot

The identity slot number of the client that should receive the message.

SendData

Data type: anytype

Reference to a variable, persistent or constant containing the data to be sent to the client with identity as in argument Slot.

[\UserDef]

User Defined data

Data type: num

Continues on next page
Data specifying user-defined information to the receiver of the \texttt{SendData}, i.e. the client with identity number as in variable \texttt{Slot}. The value must be an integer between 0 and 32767.

Program execution

The instruction \texttt{RMQSendMessage} is used to send data to a specified client. The instruction packs the indata in a storage container and sends it.

If the receiving client is not interested in receiving messages, i.e. has not setup any interrupt to occur for the data type specified in the \texttt{RMQSendMessage} instruction or is not waiting in an \texttt{RMQSendWait} instruction, the message will be discarded, and a warning will be generated.

Not all data types can be sent with the instruction (see limitations).

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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<tbody>
<tr>
<td>ERR_RMQ_MSGSIZE</td>
<td>The size of message is too big. Either the data exceeds the maximum allowed message size, or the receiving client is not configured to receive the size of the data that is sent.</td>
</tr>
<tr>
<td>ERR_RMQ_FULL</td>
<td>The destination message queue is full.</td>
</tr>
<tr>
<td>ERR_RMQ_INVALID</td>
<td>The destination slot has not been connected or the destination slot is no longer available. If not connected, a call to \texttt{RMQFindSlot} must be done. If not available, the reason is that a remote client has disconnected from the controller.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction \texttt{RMQSendMessage} are illustrated below.

Example 1

```plaintext
MODULE SenderMod
RECORD msgrec
    num x;
    num y;
ENDRECORD

PROC main()
    VAR rmqslot destinationSlot;
    VAR msgrec msg :=\{0, 0, 0\};

    ! Connect to a Robot Application Builder client
    RMQFindSlot destinationSlot "My_RAB_client";

    ! Perform cycle
    WHILE TRUE DO
        ! Update msg with valid data
        ...
        ! Send message
```

Continues on next page
The example shows how to use instruction `RMQSendMessage` with error handling of occurring run-time errors. The program sends user-defined data of the type `msgrec` to a Robot Application Builder client called "My_RAB_client".

**Limitations**

It is not possible to set up interrupts, or send or receive data instances of data types that are of non-value, semi-value types or data type `motsetdata`. The maximum size of data that can be sent to a Robot Application Builder client is about 5000 bytes. The maximum size of data that can be received by a RMQ and stored in an `rmqmessage` data type is about 3000 bytes. The size of the data that can be received by an RMQ can be configured (default size 400, max size 3000).

**Syntax**

```plaintext
RMQSendMessage
[ Slot ':= ' ] < variable (VAR) of rmqslot > ','
[ SendData ':= ' ] < reference (REF) of anytype >
[ '\\ UserDef ':=' ] < expression (IN) of num > ] ';
```

**Related information**

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<td>For information about</td>
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<tr>
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<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Send data to the queue of a RAPID task and wait for an answer from the client</td>
<td><strong>RMQSendWait</strong> - Send an RMQ data message and wait for a response on page 540</td>
</tr>
<tr>
<td>Extract the header data from an rmqmessage</td>
<td><strong>RMQGetMsgHeader</strong> - Get header information from an RMQ message on page 530</td>
</tr>
<tr>
<td>Extract the data from an rmqmessage</td>
<td><strong>RMQGetMsgData</strong> - Get the data part from an RMQ message on page 527</td>
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<tr>
<td>Order and enable interrupts for a specific data type</td>
<td><strong>IRMQMessage</strong> - Orders RMQ interrupts for a data type on page 224</td>
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<tr>
<td>Get the slot name from a specified slot identity</td>
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</tr>
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1 Instructions

1.195 RMQSendWait - Send an RMQ data message and wait for a response

Usage

With the RMQSendWait (RAPID Message Queue Send Wait) instruction it is possible to send data to an RMQ or to a Robot Application Builder client, and wait for an answer from the specified client. If using this instruction, the user needs to know what kind of data type will be sent in the answer from the client.

Basic examples

The following examples illustrate the instruction RMQSendWait:

See also More examples on page 543.

Example 1

```rapid
VAR rmqslot destination_slot;
VAR string sendstr:="This string is from T_ROB1";
VAR rmqmessage receivemsg;
VAR num mynum;
.
RMQfindSlot destination_slot, "RMQ_T_ROB2";
RMQSendWait destination_slot, sendstr, receivemsg, mynum;
RMQGetMsgData receivemsg, mynum;
```

The example shows how to send the data in the variable `sendstr` to the RAPID task "T_ROB2" with the configured RMQ "RMQ_T_ROB2". Now the instruction RMQSendWait waits for a reply from the task "T_ROB2". The instruction in "T_ROB2" needs to send data that is stored in a num data type to terminate the waiting instruction RMQSendWait. When the message has been received, the data is copied to the variable `mynum` from the variable `receivemsg` with the instruction RMQGetMsgData.

Example 2

```rapid
VAR rmqslot rmqslot1;
VAR string mysendstr;
VAR rmqmessage rmqmessage1;
VAR string receivestr;
VAR num mysendid:=1;
.
mysendstr:="Message from Task1";
RMQfindSlot rmqslot1, "RMQ_Task2";
RMQSendWait rmqslot1, mysendstr \UserDef:=mysendid, rmqmessage1, receivestr \TimeOut:=20;
RMQGetMsgData rmqmessage1, receivestr;
mysendid:=mysendid + 1;
```

The example shows how to send the data in the variable `mysendstr` to the RAPID task "Task2" with the configured RMQ "RMQ_Task2". A user-defined number is also sent. This number can be used by the receiver as an identifier and must be bounced back to the sender to terminate the waiting RMQSendWait instruction. Another demand to terminate the waiting instruction is that the right data type is sent from the client. That data type is specified by the variable `receivestr` in the
RMQSendWait instruction. After the message has been received, the actual data is copied to the variable `receivestr` with the instruction `RMQGetMsgData`.

### Arguments

- **RMQSendWait Slot SendData [\UserDef] Message ReceiveDataType [\Timeout]

**Slot**

Data type: `rmqslot`

The identity number of the client that should receive the message.

**SendData**

Data type: `anytype`

Reference to a variable, persistent or constant containing the data to be sent to the client with identity number as in the variable `Slot`.

[\UserDef]

**User Defined data**

Data type: `num`

Data specifying user-defined information to the receiver of the `SendData`, that is, the client with the identity number as in the variable `Slot`. If using this optional argument, the `RMQSendWait` instruction will only terminate if the `ReceiveDataType` and the specified `UserDef` is as specified in the message answer. The value must be an integer between 0 and 32767.

**Message**

Data type: `rmqmessage`

The variable in which the received message is placed.

**ReceiveDataType**

Data type: `anytype`

A reference to a persistent, variable or constant of the data type that the instruction is waiting for. The actual data is not copied to this variable when the `RMQSendWait` is executed. This argument is only used to specify the actual data type the `RMQSendWait` instruction is waiting for.

[\Timeout]

Data type: `num`

The maximum amount of time [s] that program execution waits for an answer. If this time runs out before the condition is met, the error handler will be called, if there is one, with the error code `ERR_RMQ_TIMEOUT`. If there is no error handler, the execution will be stopped.

If the parameter `\Timeout` is not used, the waiting time is 60 s. To wait forever, use the predefined constant `WAIT_MAX`. 

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1 Instructions

1.195 RMQSendWait - Send an RMQ data message and wait for a response

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Program execution

The instruction RMQSendWait sends data and waits for an answer from the client with the specified slot identity. The answer must be an rmqmessage from the client that got the message and the answer must be of the same data type that is specified in the argument ReceiveDataType. The message will be sent in the same way as when using RMQSendMessage, i.e. the receiver will get a normal RAPID Message Queue message. It is the responsibility of the sender that the receiver knows that a reply is needed. If the optional argument UserDef is used in the RMQSendWait, the demand is that the receiving client uses the same UserDef in the answer.

If the receiving client is not interested in receiving messages, that is, has not set up any interrupt to occur for the data type specified in the RMQSendWait instruction, the message will be discarded, and a warning will be generated. The instruction returns an error after the time used in the argument TimeOut, or the default time-out time 60 s. This error can be dealt with in an error handler.

The RMQSendWait instruction has the highest priority if a message is received and it fits the description for both the expected answer and a message connected to a trap routine (see instruction IRMQMessage - Orders RMQ interrupts for a data type on page 224).

If a power failure occurs when waiting for an answer from the client, the variable used in the argument Slot is set to 0 and the instruction is executed again. The instruction will then fail because of an invalid slot identity and the error handler will be called, if there is one, with the error code ERR_RMQ_INVALID. The slot identity can be reinitialized there.

Not all data types can be sent with the instruction (see limitations).

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_RMQ_MSGSIZE</td>
<td>The size of message is too big. Either the data exceeds the maximum allowed message size, or the receiving client is not configured to receive the size of the data that is sent.</td>
</tr>
<tr>
<td>ERR_RMQ_FULL</td>
<td>The destination message queue is full.</td>
</tr>
<tr>
<td>ERR_RMQ_INVALID</td>
<td>The rmqslot has not been initialized, or the destination slot is no longer available. This can happen if the destination slot is a remote client and the remote client has disconnected from the controller. RMQSendWait was interrupted by a power failure, and at restart the rmqslot is set to 0.</td>
</tr>
<tr>
<td>ERR_RMQ_TIMEOUT</td>
<td>No answer has been received within the time-out time.</td>
</tr>
<tr>
<td>ERR_RMQ_INVMSG</td>
<td>This error will be thrown if the message is invalid. This may for instance happen if a PC application sends a corrupt message.</td>
</tr>
</tbody>
</table>
1 Instructions

1.195 RMQSendWait - Send an RMQ data message and wait for a response

FlexPendant Interface, PC Interface, or Multitasking

Continued

More examples

More examples of how to use the instruction RMQSendWait are illustrated below.

Example 1

MODULE RMQ_Task1_mod
PROC main()
  VAR rmqslot destination_slot;
  VAR string mysendstr:="String sent from RMQ_Task1_mod";
  VAR string myrecstr;
  VAR rmqmessage recmsg;
  VAR rmqheader header;

  !Get slot identity to client called RMQ_Task2
  RMQFindSlot destination_slot, "RMQ_Task2";

  WHILE TRUE DO
    ! Do something ...
    !Send data in mysendstr, wait for an answer of type string
    RMQSendWait destination_slot, mysendstr, recmsg, myrecstr;
    !Get information about the received message
    RMQGetMsgHeader recmsg \Header:=header;
    IF header.datatype = "string" AND header.ndim = 0 THEN
      ! Copy the data in recmsg
      RMQGetMsgData recmsg, myrecstr;
      TPWrite "Received string: " + myrecstr;
    ELSE
      TPWrite "Not a string that was received";
    ENDIF
  ENDWHILE
ENDPROC
ENDMODULE

The data in the variable mysendstr is sent to the RAPID task "Task2" with the configured RAPID Message Queue "RMQ_Task2" with the instruction RMQSendWait. The answer from the RAPID task "Task2" should be a string (specified of the data type of the variable myrecstr). The RMQ message received as an answer is received in the variable recmsg. The use of the variable myrecstr in the call to RMQSendWait is just specification of the data type the sender is expecting as an answer. No valid data is placed in the variable in the RMQSendWait call.

Limitations

It is not allowed to execute RMQSendWait in synchronous mode. That will cause a fatal runtime error.

It is not possible to set up interrupts, or send or receive data instances of data types that are of non-value, semi-value types or data type motsetdata.

The maximum size of data that can be sent to a Robot Application Builder client is about 5000 bytes. The maximum size of data that can be received by an RMQ and stored in an rmqmessage data type is about 3000 bytes. The size of the data

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1 Instructions

1.195 RMQSendWait - Send an RMQ data message and wait for a response

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Continued

that can be received by an RMQ can be configured (default size 400, max size 3000).

### Syntax

```
RMQSendWait
[ Slot ':='] < variable (VAR) of rmqslot > ','
[ SendData ':='] < reference (REF) of anytype >
[ '\ UserDef ':='] < expression (IN) of num > ] '','
[ Message' :='] < variable (VAR) of rmqmessage > ','
[ ReceiveDataType ':='] < reference (REF) of anytype > ','
[ '\ Timeout ':='] < expression (IN) of num > ] ';'
```

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</tr>
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<td>RMQFindSlot - Find a slot identity from the slot name on page 522</td>
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<td>Send data to the queue of a RAPID task</td>
<td>RMQSendMessage - Send an RMQ data message on page 536</td>
</tr>
<tr>
<td>Get the first message from a RAPID Message Queue.</td>
<td>RMQGetMessage - Get an RMQ message on page 524</td>
</tr>
<tr>
<td>Extract the header data from an rmqmessage</td>
<td>RMQGetMsgHeader - Get header information from an RMQ message on page 530</td>
</tr>
<tr>
<td>Extract the data from an rmqmessage</td>
<td>RMQGetMsgData - Get the data part from an RMQ message on page 527</td>
</tr>
<tr>
<td>Order and enable interrupts for a specific data type</td>
<td>IRMQMessage - Orders RMQ interrupts for a data type on page 224</td>
</tr>
<tr>
<td>Get the slot name from a specified slot identity</td>
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<td>RMQ Slot</td>
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</tr>
<tr>
<td>RMQ Message</td>
<td>rmqmessage - RAPID Message Queue message on page 1567</td>
</tr>
</tbody>
</table>
1.196 SafetyControllerSyncRequest - Initiation of hardware synchronization procedure

**Usage**

SafetyControllerSyncRequest is used to initiate the hardware synchronization procedure.

**Basic examples**

The following example illustrates the instruction SafetyControllerSyncRequest.

**Example 1**

SafetyControllerSyncRequest;
Initiate the hardware synchronization procedure.

**Program execution**

This instruction must be called prior to the synchronization signal activation.

**Syntax**

SafetyControllerSyncRequest ';' 

**Related information**

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1 Instructions

1.197 Save - Save a program module

RobotWare - OS

1.197 Save - Save a program module

Usage

Save is used to save a program module.
The specified program module in the program memory will be saved with the original (specified in Load or StartLoad) or specified file path.
It is also possible to save a system module at the specified file path.

Basic examples

The following example illustrates the instruction Save:
See also More examples on page 547.

Example 1

Load "HOME:/PART_B.MOD";
  ...
  Save "PART_B";
Load the program module with the file name PART_B.MOD from HOME: into the program memory.
Save the program module PART_B with the original file path HOME: and with the original file name PART_B.MOD.

Arguments

Save [\TaskRef]|\[\TaskName] ModuleName [\FilePath] [\File]

[\TaskRef]

Task Reference
Data type: taskid
The program task identity in which the program module should be saved.
For all program tasks in the system the predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", e.g. for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string
The program task name in which the program module should be saved.
If none of the arguments \TaskRef or \TaskName is specified then the specified program module in the current (executing) program task will be saved.

ModuleName

Data type: string
The program module to save.

[\FilePath]

Data type: string
The file path and the file name to the place where the program module is to be saved. The file name shall be excluded when the argument \File is used.

Continues on next page
Datatype: string

When the filename is excluded in the argument \FilePath it must be specified with this argument.

The argument \FilePath\File can only be omitted for program modules loaded with Load or StartLoad-WaitLoad and the program module will be stored at the same destination as specified in these instructions. To store the program module at another destination it is also possible to use the argument \FilePath\File.

The argument \FilePath\File must be used to be able to save a program module that previously was loaded from the FlexPendant, external computer, or system configuration.

Program execution

Program execution waits for the program module to finish saving before proceeding with the next instruction.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_IOERROR</td>
<td>The save file cannot be opened because of denied permission, no such directory, or no space left on device.</td>
</tr>
<tr>
<td>ERR_MODULE</td>
<td>The program module cannot be saved because there is no module name, unknown module name, or ambiguous module name.</td>
</tr>
<tr>
<td>ERR_PATH</td>
<td>The argument \FilePath is not specified for program modules loaded from the FlexPendant, System Parameters, or an external computer.</td>
</tr>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument \TaskName cannot be found in the system.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction Save are illustrated below.

Example 1

Save "PART_A" \FilePath:="HOME:/DOORDIR/PART_A.MOD";

Save the program module PART_A to HOME: in the file PART_A.MOD and in the directory DOORDIR.

Example 2

Save "PART_A" \FilePath:="HOME:" \File:="DOORDIR/PART_A.MOD";

Same as in the above example 1 but another syntax.

Example 3

Save \TaskRef:=TSK1Id, "PART_A"
\FilePath:="HOME:/DOORDIR/PART_A.MOD";
1 Instructions

1.197 Save - Save a program module

RobotWare - OS
Continued

Save program module PART_A in program task TSK1 to the specified destination. This is an example where the instruction Save is executing in one program task and the saving is done in another program task.

Example 4

Save \TaskName:="TSK1", "PART_A"
\FilePath:"HOME:/DOORDIR/PART_A.MOD";

Save program module PART_A in program task TSK1 to the specified destination. This is another example of where the instruction Save is executing in one program task and the saving is done in another program task.

Limitations

Trap routines, system I/O events, and other program tasks cannot execute during the saving operation. Therefore, any such operations will be delayed.

The save operation can interrupt update of PERS data done step by step from other program tasks. This will result in inconsistent whole PERS data.

A program stop during execution of the Save instruction can result in a guard stop with motors off. The error message "20025 Stop order timeout" will be displayed on the FlexPendant.

Avoid ongoing robot movements during the saving.

Syntax

Save
[[ '!' TaskRef ':=<variable (VAR) of taskid>]
[ [ '!' TaskName ':=<expression (IN) of string> ] ',']
[ ModuleName ':'='] <expression (IN) of string>
[ '!' FilePath ':=<expression (IN) of string>] ]
[ '!' File ':=<expression (IN) of string>] ';

Related information

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<th>For information about</th>
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</tr>
</tbody>
</table>
1.198 SaveCfgData - Save system parameters to file

**Usage**

SaveCfgData is used to save system parameters to file. This can be useful after updating the system parameters with instruction WriteCfgData.

**Basic examples**

The following examples illustrates the instruction SaveCfgData.

**Example 1**

```plaintext
SaveCfgData "SYSPAR" \File:="MYEIO.cfg", EIO_DOMAIN;
```

Saving I/O configuration domain to the file MYEIO.cfg in directory SYSPAR.

**Example 2**

```plaintext
SaveCfgData "SYSPAR", ALL_DOMAINS;
```

Saving all existing configuration domains to directory SYSPAR. The files will get the names EIO.cfg, MMC.cfg, PROC.cfg, SIO.cfg, SYS.cfg and MOC.cfg.

**Arguments**

SaveCfgData FilePath [\File] Domain

**FilePath**

Data type: string

The file path and the file name to where the file should be saved. The file name shall be excluded when the argument \File is used.

**\File**

Data type: string

When the file name is excluded in the argument \FilePath it must be specified with this argument.

**Domain**

Data type: cfgdomain

The system parameter domain to save.

**Program execution**

Saves system parameters to file.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CFG_Ill_DOMAIN</td>
<td>The cfgdomain used is invalid or not in use.</td>
</tr>
<tr>
<td>ERR_CFG_WRITEFILE</td>
<td>The directory does not exist, or the FilePath and File used is a directory, or some other problem regarding saving the file.</td>
</tr>
</tbody>
</table>
1 Instructions

1.198 SaveCfgData - Save system parameters to file

RobotWare - OS
Continued

Syntax

SaveCfgData

[FilePath ':='] <expression (IN) of string>

['\' File ':='] <expression (IN) of string>

[Domain ':='] <expression (IN) of cfgdomain> ';

Related information

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<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1.199 SearchC - Searches circularly using the robot

Usage

SearchC (Search Circular) is used to search for a position when moving the tool center point (TCP) circularly.

During the movement the robot supervises a digital input signal or a persistent variable. When the value of the signal or persistent variable changes to the requested one the robot immediately reads the current position.

This instruction can typically be used when the tool held by the robot is a probe for surface detection. The outline coordinates of a work object can be obtained using the SearchC instruction.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

When using search instructions it is important to configure the I/O system to have a very short time from setting the physical signal to the system to getting the information regarding the setting (use I/O device with interrupt control, not poll control). How to do this can differ between fieldbuses. If using DeviceNet the ABB units (local I/O) will give short times since they are using connection type Change of State. If using other fieldbuses ensure that you configure the network in a proper way to get right conditions.

Basic examples

The following examples illustrate the instruction SearchC:

See also More examples on page 557.

Example 1

SearchC di1, sp, cirpoint, p10, v100, probe;

The TCP of the probe is moved circularly towards the position p10 at a speed of v100. When the value of the signal di1 changes to activethe position is stored in sp.

Example 2

SearchC \Stop, di2, sp, cirpoint, p10, v100, probe;

The TCP of the probe is moved circularly towards the position p10. When the value of the signal di2 changes to active the position is stored in sp and the robot stops immediately.

Example 3

PERS bool mypers:=FALSE;
... 
SearchC \Stop, mypers, sp, cirpoint, p10, v100, probe;

The TCP of the probe is moved circularly towards the position p10. When the value of the persistent variable mypers changes to TRUE the position is stored in sp and the robot stops immediately.
1 Instructions

1.199 SearchC - Searches circularly using the robot

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Continued

Arguments

SearchPoint CirPoint ToPoint [\ID] Speed [\V] | [\T] Tool 
[\WObj] | [\Corr] | [\TLoad]

[ \Stop ]

**Stiff Stop**

Data type: switch

The robot movement is stopped as quickly as possible without keeping the TCP on the path when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal or persistent value changed.

Test first with a slow speed, for example <100 mm/s, and then gradually increase the speed to the desired value.

**WARNING**

Stopping the search with a stiff stop (switch \Stop) is only allowed if the TCP-speed is lower than 100 mm/s. A stiff stop at higher speed can cause some axes to move in unpredictable directions.

**Note**

For a YuMi robot, the maximum speed for searching with stiff stop is 1000 mm/s.

[ \SStop ]

**Soft Stop**

Data type: switch

The robot movement is stopped as quickly as possible while keeping the TCP on the path (soft stop) when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved only a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal changed.

[ \Sup ]

**Supervision**

Data type: switch

The search instruction is sensitive to signal activation or persistent variable value change during the complete movement (flying search), i.e. even after the first signal change or persistent variable change has been reported. If more than one match occurs during a search then a recoverable error is generated with the robot in the ToPoint.

If the arguments \Stop, \SStop, and \Sup are omitted (no switch used at all):

- the movement continues (flying search) to the position specified in the ToPoint argument (same as with argument \Sup)

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1.199 SearchC - Searches circularly using the robot

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- error is reported for none search hit but is not reported for more than one search hit (first search hit is returned as the SearchPoint)

Signal

Data type: signal
The name of the signal to supervise.

PersBool

Data type: bool
The persistent variable to supervise.

[ Flanks ]

Data type: switch
The positive and negative edge of the signal is valid for a search hit. If using argument PersBool it is the value change of the variable that is valid for a search hit.

For signal: If the argument Flanks is omitted, only the positive edge of the signal is valid for a search hit and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process, or the communication with the signal is lost then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler.

For persistent variable: If the argument Flanks is omitted, it is only when the value change to TRUE that is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

[ PosFlank ]

Data type: switch
The positive edge of the signal is valid for a search hit, or the change of the value to TRUE if using a persistent variable.

[ NegFlank ]

Data type: switch
The negative edge of the signal is valid for a search hit, or the change of the value to FALSE if using a persistent variable.

[ HighLevel ]

Data type: switch
The same functionality as if not using Flanks switch.

For signal: The positive edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process or the communication with the signal is lost then the robot movement is stopped as

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1.199 SearchC - Searches circularly using the robot

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quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error \( \text{ERR\_SIGSUPSEARCH} \) will be generated and can be handled in the error handler.

For persistent variable: Only the value change to TRUE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error \( \text{ERR\_PERSSUPSEARCH} \) will be generated and can be handled in the error handler.

\[ \text{LowLevel} \]

**Data type:** switch

For signal: The negative edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has value 0 already at the beginning of a search process or the communication with the signal is lost then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error \( \text{ERR\_SIGSUPSEARCH} \) will be generated and can be handled in the error handler.

For persistent variable: Only the value change to FALSE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the value FALSE already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error \( \text{ERR\_PERSSUPSEARCH} \) will be generated and can be handled in the error handler.

**SearchPoint**

**Data type:** robtarget

The position of the TCP and external axes when the search signal has been triggered. The position is specified in the outermost coordinate system taking the specified tool, work object, and active \( \text{ProgDisp/ExtOffs} \) coordinate system into consideration.

**CirPoint**

**Data type:** robtarget

The circle point of the robot. See the instruction \( \text{MoveC} \) for a more detailed description of circular movement. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

**ToPoint**

**Data type:** robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction). \( \text{SearchC} \) always uses a stop point as zone data for the destination.

\[ \text{ID} \]

**Synchronization id**

**Data type:** identno

Continues on next page
The argument \[ \text{ID} \] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

### Speed

**Data type:** speeddata

The speed data that applies to movements. Speed data defines the velocity of the tool center point, the external axes and the tool reorientation.

### Velocity

**Data type:** num

This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

### Time

**Data type:** num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

### Tool

**Data type:** tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination position.

### Work Object

**Data type:** wobjdata

The work object (coordinate system) to which the robot positions in the instruction are related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified for a linear movement relative to the work object to be performed.

### Correction

**Data type:** switch

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1.199 SearchC - Searches circularly using the robot

When this argument is present the correction data written to a corrections entry by the instruction CorrWrite will be added to the path and destination position.

The RobotWare option Path Corrections is required when using this argument.

[TLoad ]

Total load
Data type: loaddata

The TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the TLoad argument is set to load0, then the TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveC for information about circular movement. The movement is always ended with a stop point, i.e. the robot stops at the destination point.

When a flying search is used, i.e. the Sup argument is specified or none switch at all is specified, the robot movement always continues to the programmed destination point. When a search is made using the switch Stop or SStop, the robot movement stops when the first search hit is detected.

The SearchC instruction returns the position of the TCP when the value of the digital signal or persistent variable changes to the requested one, as illustrated in figure below.
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1.199 SearchC - Searches circularly using the robot

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The figure shows how flank-triggered signal detection is used (the position is stored when the signal is changed the first time only).

![Diagram showing flank-triggered signal detection]

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>
| ERR_WHLLSEARCH              | • No signal detection occurred.  
                              • More than one signal detection occurred – this occurs only if the \Sup argument is used. |
| ERR_SIGSUPSEARCH            | The signal has already a positive value at the beginning of the search process or the communication with the signal is lost.  
                              This occurs only if the \Flanks argument is omitted. |
| ERR_PERSUPSEARCH            | The persistent variable is already TRUE at the beginning of the search process.  
                              This occurs only if the \Flanks argument is omitted. |

Errors can be handled in different ways depending on the selected running mode:

- **Continuous forward / Instruction forward / ERR_WHLLSEARCH:** No position is returned and the movement always continues to the programmed destination point. The system variable ERRNO is set to ERR_WHLLSEARCH and the error can be handled in the error handler of the routine.

- **Continuous forward / Instruction forward / ERR_SIGSUPSEARCH and ERR_PERSUPSEARCH:** No position is returned and the movement always stops as quickly as possible at the beginning of the search path. The system variable ERRNO is set to ERR_SIGSUPSEARCH or ERR_PERSUPSEARCH depending on used argument (signal or persistent variable), and the error can be handled in the error handler of the routine.

- **Instruction backward:** During backward execution the instruction carries out the movement without any supervision.

More examples

More examples of how to use the instruction SearchC are illustrated below.

**Example 1**

SearchC \Sup, d1\Flanks, sp, cirpoint, p10, v100, probe;

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1 Instructions

1.199 SearchC - Searches circularly using the robot

The TCP of the probe is moved circularly towards the position \( p_{10} \). When the value of the signal \( d_{11} \) changes to active or passive the position is stored in \( sp \). If the value of the signal changes twice then program generates an error.

Limitations

General limitations according to instruction MoveC.

SearchC cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Zone data for the positioning instruction that precedes SearchC must be used carefully. The recommendation is to use \( z_{0} \), or a small zone that still gives a smooth movement. The start of the search, i.e. when the I/O signal is ready to react, is not, in this case, the programmed destination point of the previous positioning instruction but a point along the real robot path. The figure below illustrates an example of something that may go wrong when zone data other than fine is used.

The instruction SearchC should never be restarted after the circle point has been passed. Otherwise the robot will not take the programmed path (positioning around the circular path in another direction compared to that which is programmed).

The figure shows how a match is made on the wrong side of the object because the wrong zone data was used.
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1.199 SearchC - Searches circularly using the robot

WARNING

Limitations for searching if coordinated synchronized movements:

• If using SearchL, SearchC or SearchExtJ for one program task and some other move instruction in another program task, it is only possible to use flying search with switch \Sup. Besides that, only possible to do error recovery with TRYNEXT.

• It's possible to use all searching functionality, if using some of the instructions SearchL, SearchC or SearchExtJ in all involved program tasks with coordinated synchronized movements and generate search hit from same digital input signal. This will generate search hit synchronously in all search instructions. Any error recovery must also be the same in all involved program tasks.

While searching is active, it isn't possible to store current path with instruction StorePath.

Repetition accuracy for search hit position with TCP speed 20 - 1000 mm/s 0.1 - 0.3 mm.

Typical stop distance using a search velocity of 50 mm/s:

• without TCP on path (switch \Stop) 1-3 mm
• with TCP on path (switch \SStop) 4-8 mm

Limitations for searching on a conveyor:

• a search will stop the robot when hit or if the search fails, so make the search in the same direction as the conveyor moves and continue after the search-stop with a move to a safe position. Use error handling to move to a safe position when search fails.

• the repetition accuracy for the search hit position will be poorer when searching on a conveyor and depends on the speed of the conveyor and how stabil the speed is.

Syntax

SearchC

["\' Stop ","] | ["\' SStop ","] | ["\' Sup ","]
[Signal":" ] <variable (VAR) of signal1>|
[PersBool ":=" ] <persistent (PERS) of bool>
["\' Flanks"] |
["\' PosFlank"] |
["\' NegFlank"] |
["\' HighLevel"] |
["\' LowLevel "] |
[SearchPoint ":="] <var or pers (INOUT) of robtarget>','
[CirPoint ":="] <expression (IN) of robtarget>',','
[TPPoint ":="] <expression (IN) of robtarget>',','
["\' ID ":="] <expression (IN) of iden1n>','
[Speed":" ] <expression (IN) of speeddata>
["\' V ":="] <expression (IN) of num>]
["\' T ":="] <expression (IN) of num>]'"
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1.199 SearchC - Searches circularly using the robot

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Continued

[Tool ':='] <persistent (PERS) of tooldata>
["' WObj' :=' <persistent (PERS) of wobjdata>
["' Corr ']
["' TLoad ' :=' <persistent (PERS) of loaddata>]';

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<td>System parameter ModalPayLoad-Mode for activating and deactivating payload.</td>
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</tr>
</tbody>
</table>

Path Corrections Application manual - Controller software OmniCore
1.200 SearchExtJ - Search with one or several mechanical units without TCP

Usage

SearchExtJ (Search External Joints) is used to search for an external axes position when moving only linear or rotating external axes. The external axes can belong to one or several mechanical units without TCP.

During the movement the robot supervises a digital input signal or a persistent variable. When the value of the signal or persistent variable changes to the requested one the robot immediately reads the current position.

This instruction can only be used if:

- The actual program task is defined as a Motion Task
- The task controls one or several mechanical units without TCP

When using search instructions it is important to configure the I/O system to have a very short time delay from setting the physical signal until the system gets the information about the setting (use I/O device with interrupt control, not poll control).

How to do this can differ between fieldbuses. If using DeviceNet, the ABB units DSQC 651 (AD Combi I/O) and DSQC 652 (Digital I/O) will give a short time delay since they are using the connection type Change of State. If using other fieldbuses, ensure that the network is properly configured to get the correct conditions.

Basic examples

The following examples illustrate the instruction SearchExtJ:

See also More examples on page 567.

Example 1

SearchExtJ di1, searchp, jpos10, vrot20;

The mec. unit with rotational axes is moved towards the position jpos10 at a speed of vrot20. When the value of the signal di1 changes to active, the position is stored in searchp.

Example 2

SearchExJ \Stop, di2, posx, jpos20, vlin50;

The mec. unit with linear axis is moved towards the position jpos20. When the value of the signal di2 changes to active, the position is stored in posx and the ongoing movement is stopped immediately.

Example 3

PERS bool mypers:=FALSE;

... 

SearchExJ \Stop, di2, posx, jpos20, vlin50;

The mec. unit with linear axis is moved towards the position jpos20. When the value of the persistent variable mypers changes to TRUE, the position is stored in posx and the ongoing movement is stopped immediately.

Arguments

| [\PosFlank] | [\NegFlank] | [\HighLevel] | [\LowLevel] |
SearchJointPos ToJointPos [\ID] | [\UseEOffs] Speed [\T]

Continues on next page
1 Instructions

1.200 SearchExtJ - Search with one or several mechanical units without TCP

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Continued

[ \Stop ]

**Stiff Stop**

Data type: `switch`

The robot movement is stopped as quickly as possible without keeping the TCP on the path when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal or persistent value changed.

![WARNING]

To stop the searching with stiff stop (switch \Stop) is only allowed if the TCP-speed is lower than 100 mm/s. At a stiff stop with higher speeds some axes can move in unpredictable direction.

[ \SStop ]

**Soft Stop**

Data type: `switch`

The robot movement is stopped as quickly as possible while keeping the TCP on the path (soft stop) when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved only a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal changed.

[ \Sup ]

**Supervision**

Data type: `switch`

The search instruction is sensitive to signal activation or persistent variable value change during the complete movement (flying search), i.e. even after the first signal change or persistent variable change has been reported. If more than one match occurs during a search then a recoverable error is generated with the robot in the ToPoint.

If the arguments \Stop, \SStop, and \Sup are omitted (no switch used at all):

- The movement continues (flying search) to the position specified in the ToJointPos argument (same as with argument \Sup)
- An error is reported for one search hit but is not reported for more than one search hit (the first search hit is returned as the SearchJointPos)

**Signal**

Data type: `signaldi`

The name of the signal to supervise.

**PersBool**

Data type: `bool`

The persistent variable to supervise.
[ \Flanks ]

Data type: switch

The positive and the negative edge of the signal is valid for a search hit. If using argument PersBool it is the value change of the variable that is valid for a search hit.

For signal: If the argument \Flanks is omitted, only the positive edge of the signal is valid for a search hit and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process, or the communication with the signal is lost then the movement is stopped as quickly as possible. A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler.

For persistent variable: If the argument \Flanks is omitted, it is only when the value change to TRUE that is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the movement is stopped as quickly as possible. A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

[ \PosFlank ]

Data type: switch

The positive edge of the signal is valid for a search hit, or the change of the value to TRUE if using a persistent variable.

[ \NegFlank ]

Data type: switch

The negative edge of the signal is valid for a search hit, or the change of the value to FALSE if using a persistent variable.

[ \HighLevel ]

Data type: switch

The same functionality as if not using \Flanks switch.

For signal: The positive edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process or the communication with the signal is lost then the movement is stopped as quickly as possible. A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler.

For persistent variable: Only the value change to TRUE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the movement is stopped as quickly as possible. A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

[ \LowLevel ]

Data type: switch

Continues on next page
For signal: The negative edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has value 0 already at the beginning of a search process or the communication with the signal is lost then the movement is stopped as quickly as possible. A user recovery error `ERR_SIGSUPSEARCH` will be generated and can be handled in the error handler.

For persistent variable: Only the value change to FALSE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the value FALSE already at the beginning of a search process then the movement is stopped as quickly as possible. A user recovery error `ERR_PERSSUPSEARCH` will be generated and can be handled in the error handler.

### SearchJointPos

**Data type:** jointtarget

The position of the external axes when the search signal has been triggered. The position takes any active `ExtOffs` into consideration.

### ToJointPos

**Data type:** jointtarget

The destination point for the external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction). `SearchExtJ` always uses a stop point as zone data for the destination.

### [ \ID ]

**Synchronization id**

**Data type:** identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

### [ \UseEOffs ]

**Use External Offset**

**Data type:** switch

The offset for external axes, setup by instruction `EOffsSet`, is activated for `SearchExtJ` instruction when the argument `UseEOffs` is used. See instruction `EOffsSet` for more information about external offset.

### Speed

**Data type:** speeddata

The speed data that applies to movements. Speed data defines the velocity of the linear or rotating external axis.

### [ \T ]

**Time**

**Data type:** num

**Continues on next page**
This argument is used to specify the total time in seconds during which the mechanical unit moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the mechanical unit cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

**Program execution**

See the instruction `MoveExtJ` for information about movement of mechanical units without TCP.

The movement always ends with a stop point, i.e. the additional axes stop at the destination point. If a flying search is used, that is, the \Sup argument is specified or no switch is specified, the movement always continues to the programmed destination point. If a search is made using the switch \Stop or \SStop, the movement stops when the first search hit is detected.

The `SearchExtJ` instruction stores the position of the external axes when the value of the digital signal or persistent variable changes to the requested one, as illustrated in figure below.

The figure shows how flank-triggered signal detection is used (the position is only stored when the signal is changed the first time).

![Flank-triggered signal detection](image)

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>
| ERR_WHLSEARCH         | • No signal detection occurred.  
                          • More than one signal detection occurred – this occurs only if the \Sup argument is used. |
| ERR_SIGSUPSEARCH      | The signal has already a positive value at the beginning of the search process or the communication with the signal is lost. This occurs only if the \Flanks argument is omitted. |

*Continues on next page*
The persistent variable is already TRUE at the beginning of the search process. This occurs only if the \Flanks argument is omitted.

Errors can be handled in different ways depending on the selected running mode:

- **Continuous forward / Instruction forward / ERR_WHLSEARCH**: No position is returned and the movement always continues to the programmed destination point. The system variable ERRNO is set to ERR_WHLSEARCH and the error can be handled in the error handler of the routine.

- **Continuous forward / Instruction forward / ERR_SIGSUPSEARCH and ERR_PERSUPSEARCH**: No position is returned and the movement always stops as quickly as possible at the beginning of the search path. The system variable ERRNO is set to ERR_SIGSUPSEARCH or ERR_PERSUPSEARCH depending on used argument (signal or persistent variable), and the error can be handled in the error handler of the routine.

- **Instruction backward**: During backward execution the instruction carries out the movement without any supervision.

**Example**

```
VAR num fk;
...
MoveExtJ jpos10, vrot100, fine;
SearchExtJ \Stop, di1, sp, jpos20, vrot5;
...
ERROR
IF ERRNO=ERR_WHLSEARCH THEN
    StorePath;
    MoveExtJ jpos10, vrot50, fine;
    RestoPath;
    ClearPath;
    StartMove;
    RETRY;
ELSEIF ERRNO=ERR_SIGSUPSEARCH THEN
    TPWrite "The signal of the SearchExtJ instruction is already high!";
    TPReadFK fk,"Try again after manual reset of signal ?","YES",
    stEmpty, stEmpty, stEmpty, "NO";
    IF fk = 1 THEN
        StorePath;
        MoveExtJ jpos10, vrot50, fine;
        RestoPath;
        ClearPath;
        StartMove;
        RETRY;
    ELSE
        Stop;
    ENDIF
ENDIF
```

Continued
If the signal is already active at the beginning of the search process or the communication with the signal is lost, a user dialog will be activated (TPReadFK ...;). Reset the signal and push YES on the user dialog and the mec. unit moves back to jpos10 and tries once more. Otherwise program execution will stop.

If the signal is passive at the beginning of the search process, the mec. unit searches from position jpos10 to jpos20. If no signal detection occurs, the robot moves back to jpos10 and tries once more.

More examples

More examples of how to use the instruction `SearchExtJ` are illustrated below.

**Example 1**

```
SearchExtJ \Sup, di1\Flanks, searchp,jpos10, vrot20;
```

The mec. unit is moved towards the position jpos10. When the value of the signal `di1` changes to active or passive, the position is stored in `searchp`. If the value of the signal changes twice, the program generates an error after the search process is finished.

**Example 2**

```
SearchExtJ \Stop, di1, sp, jpos20, vlin50;
MoveExtJ sp, vlin50, fine \Inpos := inpos50;
```

A check on the signal `di1` will be made at the beginning of the search process and if the signal already has a positive value or the communication with the signal is lost, the movement stops. Otherwise the mec. unit is moved towards the position jpos20. When the value of the signal `di1` changes to active, the position is stored in `sp`. The mec. unit is moved back to this point using an accurately defined stop point.

Limitations

`SearchExtJ` cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Limitations for searching if coordinated synchronized movements:

- If using `SearchL`, `SearchC`, or `SearchExtJ` for one program task and some other move instruction in another program task, it is only possible to use flying search with switch `\Sup`. Besides that, it is only possible to do error recovery with `TRYNEXT`.
- It is possible to use all searching functions if using some of the instructions `SearchL`, `SearchC` or `SearchExtJ` in all involved program tasks with coordinated synchronized movements and generate search hits from the same digital input signal. This will generate search hits synchronously in all search instructions. Any error recovery must also be the same in all involved program tasks.
- While searching is active, it isn’t possible to store current path with instruction `StorePath`.

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1.200 SearchExtJ - Search with one or several mechanical units without TCP

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Continued

Syntax

SearchExtJ
['\' Stop ','] | ['\' SStop ','] | ['\' Sup ',']
[Signal ':='] <variable (VAR) of signaldi> |
[PersBool ':='] <persistent (PERS) of bool>
['\' Flanks] |
['\' PosFlank] |
['\' NegFlank] |
['\' HighLevel] |
['\' LowLevel '],'
[SearchJointPos ':='] <var or pers (INOUT) of jointtarget>','
[ToJointPos ':=' ] <expression (IN) of jointtarget >
['\' ID ':=' <expression (IN) of identno >],'
['\' UseEOffs ',' ]
[Speed ':=' ] <expression (IN) of speeddata>
['\' T ':=' <expression (IN) of num> ];'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<td>Move mec. units without TCP</td>
<td>MoveExtJ - Move one or several mechanical units without TCP on page 335</td>
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<tr>
<td>Definition of jointtarget</td>
<td>jointtarget - Joint position data on page 1521</td>
</tr>
<tr>
<td>Definition of velocity</td>
<td>speeddata - Speed data on page 1584</td>
</tr>
<tr>
<td>Using error handlers</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Motion in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1.201 SearchL - Searches linearly using the robot

Usage

SearchL (Search Linear) is used to search for a position when moving the tool center point (TCP) linearly.

During the movement the robot supervises a digital input signal or a persistent variable. When the value of the signal or persistent variable changes to the requested one the robot immediately reads the current position.

This instruction can typically be used when the tool held by the robot is a probe for surface detection. Using the SearchL instruction the outline coordinates of a work object can be obtained.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

When using search instructions it is important to configure the I/O system to have a very short time from setting the physical signal to the system to getting the information regarding the setting (use I/O device with interrupt control, not poll control). How to do this can differ between fieldbuses. If using DeviceNet the ABB units (local I/O) will give short times since they are using connection type Change of State. If using other fieldbuses ensure that you configure the network in a proper way to get right conditions.

Basic examples

The following examples illustrate the instruction SearchL:

See also More examples on page 576.

Example 1

    SearchL di1, sp, p10, v100, probe;

The TCP of the probe is moved linearly towards the position p10 at a speed of v100. When the value of the signal di1 changes to active the position is stored in sp.

Example 2

    SearchL \Stop, di2, sp, p10, v100, probe;

The TCP of the probe is moved linearly towards the position p10. When the value of the signal di2 changes to active the position is stored in sp and the robot stops immediately.

Example 3

    PERS bool mypers:=FALSE;
    ...
    SearchL mypers, sp, p10, v100, probe;

The TCP of the probe is moved linearly towards the position p10 at a speed of v100. When the value of the persistent variable mypers changes to TRUE the position is stored in sp.

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1 Instructions

1.201 SearchL - Searches linearly using the robot

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Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SearchL</td>
<td>Linear search instruction</td>
</tr>
<tr>
<td>\Stop</td>
<td>Stiff stop</td>
</tr>
<tr>
<td>\SStop</td>
<td>Soft stop</td>
</tr>
<tr>
<td>\Sup</td>
<td>Supervision</td>
</tr>
<tr>
<td>PersBool</td>
<td>Persistent boolean</td>
</tr>
<tr>
<td>\Flanks</td>
<td>Positive and negative flanks</td>
</tr>
<tr>
<td>\NegFlank</td>
<td>Negative flank</td>
</tr>
<tr>
<td>\HighLevel</td>
<td>High level</td>
</tr>
<tr>
<td>\LowLevel</td>
<td>Low level</td>
</tr>
<tr>
<td>SearchPoint</td>
<td>Search point</td>
</tr>
<tr>
<td>ToPoint</td>
<td>To point</td>
</tr>
<tr>
<td>\ID</td>
<td>ID</td>
</tr>
<tr>
<td>Speed</td>
<td>Speed</td>
</tr>
<tr>
<td>Tool</td>
<td>Tool</td>
</tr>
<tr>
<td>WObj</td>
<td>Work object</td>
</tr>
<tr>
<td>\Corr</td>
<td>Correction</td>
</tr>
<tr>
<td>\TLoad</td>
<td>T-load</td>
</tr>
</tbody>
</table>

\Stop

**Stiff Stop**

Data type: switch

The robot movement is stopped as quickly as possible without keeping the TCP on the path when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal or persistent value changed.

Test first with a slow speed, for example <100 mm/s, and then gradually increase the speed to the desired value.

**WARNING**

Stopping the search with a stiff stop (switch \Stop) is only allowed if the TCP-speed is lower than 100 mm/s. A stiff stop at higher speed can cause some axes to move in unpredictable directions.

**Note**

For a YuMi robot, the maximum speed for searching with stiff stop is 1000 mm/s.

\SStop

**Soft Stop**

Data type: switch

The robot movement is stopped as quickly as possible while keeping the TCP on the path (soft stop) when the value of the search signal changes to active or the persistent variable value changes to TRUE. The robot is moved only a small distance before it stops and is not moved back to the searched position, i.e. to the position where the signal changed.

\Sup

**Supervision**

Data type: switch

The search instruction is sensitive to signal activation or persistent variable value change during the complete movement (flying search), i.e. even after the first signal change or persistent variable change has been reported. If more than one match occurs during a search then a recoverable error is generated with the robot in the ToPoint.

If the arguments \Stop, \SStop, and \Sup are omitted (no switch used at all):

- the movement continues (flying search) to the position specified in the ToPoint argument (same as with argument \Sup)

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1.201 SearchL - Searches linearly using the robot

RobotWare - OS

Continued

- error is reported for none search hit but is not reported for more than one search hit (first search hit is returned as the SearchPoint)

Signal

Data type: signaldi
The name of the signal to supervise.

PersBool

Data type: bool
The persistent variable to supervise.

[ \Flanks ]

Data type: switch
The positive and the negative edge of the signal is valid for a search hit. If using argument PersBool it is the value change of the variable that is valid for a search hit.

For signal: If the argument \Flanks is omitted, only the positive edge of the signal is valid for a search hit and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process, or the communication with the signal is lost then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler.

For persistent variable: If the argument \Flanks is omitted, it is only when the value change to TRUE that is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

[ \PosFlank ]

Data type: switch
The positive edge of the signal is valid for a search hit, or the change of the value to TRUE if using a persistent variable.

[ \NegFlank ]

Data type: switch
The negative edge of the signal is valid for a search hit, or the change of the value to FALSE if using a persistent variable.

[ \HighLevel ]

Data type: switch
The same functionality as if not using \Flanks switch.

For signal: The positive edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has the positive value already at the beginning of a search process or the communication with the signal is lost then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler.
quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler. For persistent variable: Only the value change to TRUE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the positive value already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

[ \LowLevel ]

Data type: switch

For signal: The negative edge of the signal is valid for a search hit, and a signal supervision will be activated at the beginning of a search process. This means that if the signal has value 0 already at the beginning of a search process or the communication with the signal is lost then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_SIGSUPSEARCH will be generated and can be handled in the error handler. For persistent variable: Only the value change to FALSE is a valid search hit and a variable supervision will be activated at the beginning of a search process. This means that if persistent variable has the value FALSE already at the beginning of a search process then the robot movement is stopped as quickly as possible, while keeping the TCP on the path (soft stop). A user recovery error ERR_PERSSUPSEARCH will be generated and can be handled in the error handler.

SearchPoint

Data type: robtarget

The position of the TCP and external axes when the search signal has been triggered. The position is specified in the outermost coordinate system taking the specified tool, work object, and active ProgDisp/ExtOffs coordinate system into consideration.

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction). SearchL always uses a stop point as zone data for the destination.

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in the MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity of the tool center point, the external axes, and the tool reorientation.

[ \V ]

**Velocity**

*Data type: num*

This argument is used to specify the velocity of the TCP in mm/s directly in the instruction. It is then substituted for the corresponding velocity specified in the speed data.

[ \T ]

**Time**

*Data type: num*

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a fine point or ends in a fine point, the actual movement time will be larger than the programmed time.

**Tool**

*Data type: tooldata*

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination position.

[ \WObj ]

**Work Object**

*Data type: wobjdata*

The work object (coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if so then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used then this argument must be specified for a linear movement relative to the work object to be performed.

[ \Corr ]

**Correction**

*Data type: switch*

Correction data written to a corrections entry by the instruction `CorrWrite` will be added to the path and destination position if this argument is present.

The RobotWare option *Path Corrections* is required when using this argument.

[ \TLoad ]

**Total load**

*Data type: loaddata*
The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveL for information about linear movement.

The movement always ends with a stop point, i.e. the robot stops at the destination point. If a flying search is used, i.e. the \Sup argument is specified or none switch at all is specified, then the robot movement always continues to the programmed destination point. If a search is made using the switch \Stop or \SStop the robot movement stops when the first search hit is detected.

The SearchL instruction stores the position of the TCP when the value of the digital signal or persistent variable changes to the requested one, as illustrated in figure below.

The figure shows how flank-triggered signal detection is used (the position is stored when the signal is changed the first time only).
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>
| ERR_WHLSEARCH                  | • No signal detection occurred.  
                                 | • More than one signal detection occurred – this occurs only if the \Sup argument is used. |
| ERR_SIGSUPSEARCH               | The signal has already a positive value at the beginning of the search process or the communication with the signal is lost.  
                                 | This occurs only if the \Flanks argument is omitted. |
| ERR_PERSSUPSEARCH              | The persistent variable is already TRUE at the beginning of the search process.  
                                 | This occurs only if the \Flanks argument is omitted. |

Errors can be handled in different ways depending on the selected running mode:

- **Continuous forward / Instruction forward / ERR_WHLSEARCH:** No position is returned and the movement always continues to the programmed destination point. The system variable ERRNO is set to ERR_WHLSEARCH and the error can be handled in the error handler of the routine.

- **Continuous forward / Instruction forward / ERR_SIGSUPSEARCH and ERR_PERSSUPSEARCH:** No position is returned and the movement always stops as quickly as possible at the beginning of the search path. The system variable ERRNO is set to ERR_SIGSUPSEARCH or ERR_PERSSUPSEARCH depending on used argument (signal or persistent variable), and the error can be handled in the error handler of the routine.

- **Instruction backward:** During backward execution the instruction carries out the movement without any supervision.

Example

```plaintext
VAR num fk;
...
MoveL p10, v100, fine, tool1;
SearchL \Stop, dl1, sp, p20, v100, tool1;
...
ERROR
IF ERRNO=ERR_WHLSEARCH THEN
    StorePath;
    MoveL p10, v100, fine, tool1;
    RestoPath;
    ClearPath;
    StartMove;
    RETRY;
ELSEIF ERRNO=ERR_SIGSUPSEARCH THEN
    TPWrite "The signal of the SearchL instruction is already high!";
```

Continues on next page
1 Instructions

1.201 SearchL - Searches linearly using the robot

RobotWare - OS

Continued

TPReadFK fk,"Try again after manual reset of signal ?","YES", stEmpty, stEmpty, stEmpty, "NO";

IF fk = 1 THEN
  StorePath;
  MoveL p10, v100, fine, tool1;
  RestoPath;
  ClearPath;
  StartMove;
  RETRY;
ELSE
  Stop;
ENDIF

If the signal is already active at the beginning of the search process or the communication with the signal is lost then a user dialog will be activated (TPReadFK ...). Reset the signal and push YES on the user dialog, and the robot moves back to p10 and tries once more. Otherwise program execution will stop.

If the signal is passive at the beginning of the search process then the robot searches from position p10 to p20. If no signal detection occurs then the robot moves back to p10 and tries once more.

More examples

More examples of how to use the instruction SearchL are illustrated below.

Example 1

SearchL \Sup, di1 \Flanks, sp, p10, v100, probe;

The TCP of the probe is moved linearly towards the position p10. When the value of the signal di1 changes to active or passive the position is stored in sp. If the value of the signal changes twice then the program generates an error after the search process is finished.

Example 2

SearchL \Stop, di1, sp, p10, v100, tool1;
  MoveL sp, v100, fine \Inpos := inpos50, tool1;
  PDispOn *, tool1;
  MoveL p100, v100, z10, tool1;
  MoveL p110, v100, z10, tool1;
  MoveL p120, v100, z10, tool1;
  PDispOff;

At the beginning of the search process, a check on the signal di1 will be done and if the signal already has a positive value or the communication with the signal is lost, the robot stops. Otherwise the TCP of tool1 is moved linearly towards the position p10. When the value of the signal di1 changes to active, the position is stored in sp. The robot is moved back to this point using an accurately defined stop point. Using program displacement, the robot then moves relative to the searched position, sp.

Example 3

PERS bool MyTrigger:=FALSE;

Continues on next page
At the beginning of the search process, a check on the persistent variable `MyTrigger` will be done and if the variable already is TRUE, the robot stops. Otherwise the TCP of `tool1` is moved linearly towards the position `p10`. When the value of the persistent variable `MyTrigger` changes to TRUE, the position is stored in `sp`. The robot is moved back to this point using an accurately defined stop point. Using program displacement, the robot then moves relative to the searched position, `sp`.

**Limitations**

`SearchL` cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Zone data for the positioning instruction that precedes `SearchL` must be used carefully. The start of the search, i.e. when the I/O signal is ready to react, is not, in this case, the programmed destination point of the previous positioning instruction but a point along the real robot path. The figures below illustrate examples of things that may go wrong when zone data other than `fine` is used.

The following figure shows that a match is made on the wrong side of the object because the wrong zone data was used.

![Diagram](xx0500002244)

The following figure shows that no match was detected because the wrong zone data was used.

![Diagram](xx0500002248)
The following figure shows that no match was detected because the wrong zone data was used.

![Figure showing no match detected due to wrong zone data]

Limitations for searching if coordinated synchronized movements:

- If using `SearchL`, `SearchC` or `SearchExtJ` for one program task and some other move instruction in another program task, it is only possible to use flying search with switch `\Sup`. Besides that, only possible to do error recovery with `TRYNEXT`.

- It’s possible to use all searching functionality, if using some of the instructions `SearchL`, `SearchC` or `SearchExtJ` in all involved program tasks with coordinated synchronized movements and generate search hit from same digital input signal. This will generate search hit synchronously in all search instructions. Any error recovery must also be the same in all involved program tasks.

While searching is active, it isn’t allowed to store current path with instruction `StorePath`.

Repetition accuracy for search hit position with TCP speed 20 - 1000 mm/s 0.1 - 0.3 mm.

Typical stop distance using a search velocity of 50 mm/s:

- without TCP on path (switch `\Stop`) 1-3 mm
- with TCP on path (switch `\SStop`) 4-8 mm

Limitations for searching on a conveyor:

- a search will stop the robot when hit or if the search fails, so make the search in the same direction as the conveyor moves and continue after the search-stop with a move to a safe position. Use error handling to move to a safe position when search fails.

- the repetition accuracy for the search hit position will be poorer when searching on a conveyor and depends on the speed of the conveyor and how stabil the speed is.

**Syntax**

```plaintext
SearchL
['" Stop ",'] | ['" SStop ",'] | ['" Sup ",']
[Signal ':='] <variable (VAR) of signaldi> | [PersBool ':='] <persistent (PERS) of bool>
['" Flanks'] | ['" PosFlank'] | ['" NegFlank'] | ['" HighLevel']
```

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1 Instructions

1.202 SenDevice - connect to a sensor device

Sensor Interface

1.202 SenDevice - connect to a sensor device

Usage

SenDevice is used to connect to a sensor device connected to the sensor interface. The sensor interface communicates with sensors via I/O devices.

Configuration example

This is an example of a sensor channel configuration.

These parameters belong to the type Transmission Protocol in the topic Communication.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Remote Address</th>
<th>Remote Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>sen1:</td>
<td>SOCKDEV</td>
<td>192.168.125.101</td>
<td>6344</td>
</tr>
</tbody>
</table>

Basic examples

The following example illustrates the instruction SenDevice:

Example 1

! Define variable numbers
CONST num SensorOn := 6;
CONST num XCoord := 8;
CONST num YCoord := 9;
CONST num ZCoord := 10;
VAR pos SensorPos;
! Connect to the sensor device" sen1:" (defined in sio.cfg).
SenDevice "sen1:";
! Request start of sensor measurements
WriteVar "sen1:", SensorOn, 1;
! Read a cartesian position from the sensor.
SensorPos.x := ReadVar "sen1:", XCoord;
SensorPos.y := ReadVar "sen1:", YCoord;
SensorPos.z := ReadVar "sen1:", ZCoord;
! Stop sensor
WriteVar "sen1:", SensorOn, 0;

Arguments

SenDevice device

data type: string

The I/O device name configured in sio.cfg for the sensor used.

Syntax

ReadBlock

[device ':='] <expression(IN) of string>,'
[BlockNo ':='] <expression (IN) of num>,'
[FileName ':='] <expression (IN) of string>,'

Continues on next page
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1 Instructions

1.203 Set - Sets a digital output signal

Usage

Set is used to set the value of a digital output signal to one.

Basic examples

The following examples illustrate the instruction Set:

Example 1

```plaintext
Set do15;

The signal do15 is set to 1.
```

Example 2

```plaintext
Set weldon;

The signal weldon is set to 1.
```

Arguments

Set Signal

Signal

Data type: signaldo

The name of the signal to be set to one.

Program execution

There is a short delay before the signal physically gets its new value. If you do not want the program execution to continue until the signal has got its new value then you can use the instruction SetDO with the optional parameter \Sync.

The true value depends on the configuration of the signal. If the signal is inverted in the system parameters then this instruction causes the physical channel to be set to zero.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
Set [ Signal ':=' ] < variable (VAR) of signaldo > ';
```

Continues on next page
### Related information

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1 Instructions

1.204 SetAllDataVal - Set a value to all data objects in a defined set

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1.204 SetAllDataVal - Set a value to all data objects in a defined set

Usage

SetAllDataVal(*Set All Data Value*) makes it possible to set a new value to all data objects of a certain type that match the given grammar.

Basic examples

The following example illustrates the instruction SetAllDataVal:

```
VAR mydata mydata0:=0;
...
SetAllDataVal "mydata"\TypeMod:="mytypes"\Hidden,mydata0;
```

This will set all data objects of data type mydata in the system to the same value that the variable mydata0 has (in the example to 0). The user defined data type mydata is defined in the module mytypes.

Arguments

SetAllDataVal Type [\TypeMod] [\Object] [\Hidden] Value

Type

Data type: string

The type name of the data objects to be set.

[\TypeMod]

*Type Module*

Data type: string

The module name where the data type is defined, if using user defined data types. Argument TypeMode cannot be used for data in modules installed as -Shared or -Installed. The module name is not available for those data.


[\Object]

Data type: string

The default behavior is to set all data objects of the data type above but this option makes it possible to name one or several objects with a regular expression. See also the instruction SetDataSearch.

[\Hidden]

Data type: switch

This also matches data objects that are in routines (routine data or parameters) hidden by some routine in the call chain.

Value

Data type: anytype

This argument holds the new value to be set. The data type must be the same as the data type for the object to be set.

Continues on next page
1.204 SetAllDataVal - Set a value to all data objects in a defined set

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Continued

Program execution

The instruction will fail if the specification for Type or TypeMod is wrong.
If the matching data object is an array then all elements of the array will be set to the specified value.
If the matching data object is read-only data then the value will not be changed.
If the system does not have any matching data objects then the instruction will accept it and return successfully.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SYMBOL_TYPE</td>
<td>The data object and the variable used in argument Value is of different types. If using ALIAS datatypes, you will also get this ERROR, even though the types might have the same base data type.</td>
</tr>
</tbody>
</table>

Limitations

For a semivalue data type it is not possible to search for the associated value data type. For example, if searching for dionum then there are no search results for signal signaldi and if searching for num then there are no search results for signals signalgi or signalai.

It is not possible to set a value to a variable declared as LOCAL in a built-in RAPID module.

Syntax

```
SetAllDataVal
[Type ':='] <expression (IN) of string>
['\'TypeMod ':='<expression (IN) of string>]
['\'Object ':='<expression (IN) of string>]
['\'Hidden ] ','
[Value ':='] <variable (VAR) of anytype>,'
```

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1 Instructions

1.205 SetAO - Changes the value of an analog output signal

**Usage**

SetAO is used to change the value of an analog output signal.

**Basic examples**

The following example illustrates the instruction SetAO:

See also [More examples on page 587](#).

**Example 1**

```plaintext
SetAO ao2, 5.5;
```

The signal ao2 is set to 5.5.

**Arguments**

<table>
<thead>
<tr>
<th>SetAO</th>
<th>Signal</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Datatype: signalao</td>
<td>Datatype: num</td>
</tr>
</tbody>
</table>

The name of the analog output signal to be changed.

The desired value of the signal.

**Program execution**

The programmed value is scaled (in accordance with the system parameters) before it is sent on the physical channel. A diagram of how analog signal values are scaled is shown in the figure below.

![Diagram of analog signal scaling](image-url)
### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed value argument for the specified analog output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction `SetAO` are illustrated below.

**Example 1**

```
SetAO weldcurr, curr_outp;
```

The signal `weldcurr` is set to the same value as the current value of the variable `curr_outp`.

### Syntax

```
SetAO
  [ Signal ':=' ] < variable (VAR) of signalao > ','
  [ Value ':=' ] < expression (IN) of num > ';'
```

### Related information

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</tbody>
</table>
1.206 SetDataSearch - Define the symbol set in a search sequence

Usage

SetDataSearch is used together with function GetNextSym to retrieve data objects from the system.

Basic examples

The following examples illustrate the instruction SetDataSearch:

Example 1

```rapid
VAR datapos block;
VAR string name;
...
SetDataSearch "robtarget" \InTask;
WHILE GetNextSym(name, block \Recursive) DO
...
```

This session will find all objects for a robtarget in the task.

Example 2

```rapid
RECORD testrecord
  num value1;
  num value2;
ENDRECORD

VAR datapos block;
VAR string name;
VAR testrecord mydata1:= [1,2];
VAR testrecord mydata2:= [3,4];
...
SetDataSearch "testrecord" \TypeMod:="MYMODULE" \InTask;
WHILE GetNextSym(name, block \Recursive) DO
...
```

The data type testrecord is a user defined data type, and defined in the module named MYMODULE. This session will find all objects for a testrecord in the task.

Arguments

SetDataSearch Type [\TypeMod] [\Object] [\PersSym]
[\VarSym][\ConstSym] [\InTask] | [\InMod]
[\InRout][\GlobalSym] | [\LocalSym]

Type

Data type: string

The data type name of the data objects to be retrieved.

[\TypeMod]

Type Module

Data type: string

The module name where the data type is defined, if using user defined data types.
Argument `typeMode` cannot be used for data in modules installed as `-Shared` or `-Installed`. The module name is not available for those data. See **Technical reference manual - System parameters**, topic **Controller**, type **Automatic Loading of Modules**.

**Datatype:** `string`

The default behavior is to set all data objects of the data type above but this option makes it possible to name one or several objects with a regular expression. A regular expression is a powerful mechanism to specify a grammar to match the data object names. The string can consist of either ordinary characters and meta characters. A meta character is a special operator used to represent one or more ordinary characters in the string with the purpose to extend the search. It is possible to see if a string matches a specified pattern as a whole or search within a string for a substring matching a specified pattern.

Within a regular expression all alphanumeric characters match themselves. That is to say that the pattern "abc" will only match a data object named "abc". To match all data object names containing the character sequence "abc" it is necessary to add some meta characters. The regular expression for this is ".*abc.*".

The available meta character set is shown below.

<table>
<thead>
<tr>
<th>Expression</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>.</td>
<td>Any single character.</td>
</tr>
<tr>
<td>[s]</td>
<td>Any single character in the non-empty set s, where s is a sequence of characters. Ranges may be specified as c-c.</td>
</tr>
<tr>
<td>[^s]</td>
<td>Any single character not in the set s.</td>
</tr>
<tr>
<td>r*</td>
<td>Zero or more occurrences of the regular expression r.</td>
</tr>
<tr>
<td>r+</td>
<td>One or more occurrences of the regular expression r.</td>
</tr>
<tr>
<td>r?</td>
<td>Zero or one occurrence of the regular expression r.</td>
</tr>
<tr>
<td>(r)</td>
<td>The regular expression r. Used for separate that regular expression from another.</td>
</tr>
<tr>
<td>r</td>
<td>r'</td>
</tr>
<tr>
<td>.*</td>
<td>Any character sequence (zero, one, or several characters).</td>
</tr>
</tbody>
</table>

The default behavior is to accept any symbols but if one or several of following `PersSym`, `VarSym`, or `ConstSym` is specified then only symbols that match the specification are accepted.

**Persistent Symbols**

**Data type:** `switch`

Accept persistent variable (PERS) symbols.

**Variable Symbols**

**Data type:** `switch`
Accept variable (VAR) symbols.

[ \ConstSym ]

Constant Symbols
Data type: switch
Accept constant (CONST) symbols.
If not one of the flags \InTask or \InMod are specified then the search is started at system level. The system level is the root to all other symbol definitions in the symbol tree. At the system level all build- in symbols are located plus the handle to the task level. At the task level all loaded global symbols are located plus the handle to the modules level.
If the \Recursive flag is set in GetNextSym then the search session will enter all loaded modules and routines below the system level.

[ \InTask ]

In Task
Data type: switch
Start the search at the task level. At the task level all loaded global symbols are located plus the handle to the modules level.
If the \Recursive flag is set in GetNextSym then the search session will enter all loaded modules and routines below the task level.

[ \InMod ]

In Module
Data type: string
Start the search at the specified module level. At the module level all loaded global and local symbols declared in the specified module are located plus the handle to the routines level.
If the \Recursive flag is set in GetNextSym then the search session will enter all loaded routines below the specified module level (declared in the specified module).

[ \InRout ]

In Routine
Data type: string
Search only at the specified routine level.
The module name for the routine must be specified in the argument \InMod.
The default behavior is to match both local and global module symbols, but if one of following \GlobalSym or \LocalSym is specified then only symbols that match the specification are accepted.

[ \GlobalSym ]

Global Symbols
Data type: switch
Skip local module symbols.

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1 Instructions

1.206 SetDataSearch - Define the symbol set in a search sequence

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Continued

[ \LocalSym ]

Local Symbols

Data type: switch

Skip global module symbols.

Program execution

The instruction will fail if the specification for one of Type, TypeMod, InMod, or InRout is wrong.

If the system does not have any matching objects the instruction will accept it and return successfully but the first GetNextSym will return FALSE.

Limitations

Array data objects cannot be defined in the symbol search set and cannot be found in a search sequence.

For a semivalue data type it is not possible to search for the associated value data type. For example, if searching for dionum then there are no search results for signal signaldi and if searching for num then there are no search results for signals signalgi or signalai.

Installed built-in symbols declared as LOCAL will never be found, irrespective of use of argument \GlobalSym, \LocalSym or none of these.

Installed built-in symbols declared as global or as TASK will always be found, irrespective of use of argument \GlobalSym, \LocalSym or none of these.

It is not possible to use SetDataSearch for searching for data of some ALIAS data type defined with RAPID code. No limitation for predefined ALIAS data type.

Syntax

SetDataSearch

[Type ' :=' ] <expression (IN) of string>

['\'TypeMod ':' = '<expression (IN) of string>]

['\'Object ':' = '<expression (IN) of string>]

['\'PersSym]

['\'VarSym]

['\'ConstSym]

['\'InTask]

['\'InMod' :=<expression (IN) of string>]

['\'InRout' :=<expression (IN) of string>]

['\'GlobalSym]

['\'LocalSym'];'

Related information

<table>
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<tr>
<th>For information about</th>
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## Instructions

### 1.206 SetDataSearch - Define the symbol set in a search sequence

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</tr>
<tr>
<td>Advanced RAPID</td>
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</tr>
</tbody>
</table>
1.207 SetDataVal - Set the value of a data object

Usage

SetDataVal (Set Data Value) makes it possible to set a value for a data object that is specified with a string variable.

Basic examples

The following examples illustrate the instruction SetDataVal:

Example 1

VAR datapos block;
VAR bool truevar:=TRUE;
...
SetDataSearch "bool" \Object:="my.*" \InMod:="mymod"\LocalSym;
WHILE GetNextSym(name,block) DO
    SetDataVal name\Block:=block,truevar;
ENDWHILE

This session will set all local bool that begin with my in the module mymod to TRUE.

Example 2

VAR string StringArrVar_copy{2};
...
StringArrVar_copy[1] := "test1";
StringArrVar_copy[2] := "test2";
SetDataVal "StringArrVar", StringArrVar_copy;

This session will set the array StringArrVar to contain the two strings test1 and test2.

Arguments

SetDataVal Object [\Block]\[\TaskRef]\[\TaskName] Value

Object

Data type: string
The name of the data object.

[ \Block ]

Data type: datapos
The enclosed block to the data object. This can only be fetched with the GetNextSym function.
If this argument is omitted then the value of the visible data object in the current program execution scope will be set.

[\TaskRef]

Task Reference
Data type: taskid
The program task identity in which to search for the data object specified. When using this argument, you may search for PERS or TASKPERS declarations in other tasks, any other declarations will result in an error.

Continues on next page
For all program tasks in the system the predefined variables of the data type `taskid` will be available. The variable identity will be "taskname"+"Id", e.g. for the task `T_ROB1` the variable identity will be `T_ROB1Id`.

**[
TaskName]
**

**Data type:** string  
The program task name in which to search for the data object specified. When using this argument, you may search for PERS or TASKPERS declarations in other tasks, any other declarations will result in an error.

**Value**

**Data type:** anytype  
Variable which holds the new value to be set. The data type must be the same as the data type for the data object to be set. The set value must be fetched from a variable but can be stored in a variable or persistent.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
</table>
| ERR_SYM_ACCESS     | • The data object is non-existent.  
• The data object is read-only data.  
• The data object is routine data or routine parameter and not located in the current active routine.  
• Searching in other tasks for other declarations than PERS or TASKPERS.  

<table>
<thead>
<tr>
<th>ERR_INVDIM</th>
<th>The data object and the variable used in argument <code>Value</code> have different dimensions</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SYMBOL_TYPE</td>
<td>The data object and the variable used in argument <code>Value</code> is of different types. If using ALIAS datatypes, you will also get this ERROR, even though the types might have the same base data type.</td>
</tr>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument <code>\TaskName</code> cannot be found in the system.</td>
</tr>
</tbody>
</table>

---

### Limitations

For a semivalue data type it is not possible to search for the associated value data type. E.g. if searching for `dionum` then no search hit for signal `signaldi` will be obtained and if searching for `num` then no search hit for signals `signalgi` or `signalai` will be obtained.

It is not possible to set a value to a variable declared as LOCAL in a built-in RAPID module.

### Syntax

```rapid
SetDataVal
    [ Object ':= ' ] < expression (IN) of string >
```

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1 Instructions

1.207 SetDataVal - Set the value of a data object

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Continued

['
'Block' := '<variable (VAR) of datapos>

[ 'TaskRef' := '<variable (VAR) of taskid>

[ 'TaskName' := ' <expression (IN) of string> ' 

[ Value ':= ' ] <variable (VAR) of anytype>]';

Related information

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
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</tr>
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</tr>
<tr>
<td>Get the value of a data object</td>
<td>GetDataVal - Get the value of a data object on page 166</td>
</tr>
<tr>
<td>Set the value of many data objects</td>
<td>SetAllDataVal - Set a value to all data objects in a defined set on page 584</td>
</tr>
<tr>
<td>The related data type datapos</td>
<td>datapos - Enclosing block for a data object on page 1490</td>
</tr>
<tr>
<td>Advanced RAPID</td>
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</tr>
</tbody>
</table>
1 Instructions

1.208 SetDO - Changes the value of a digital output signal

Usage

SetDO is used to change the value of a digital output signal, with or without a time delay.

Basic examples

The following examples illustrate the instruction SetDO.

Example 1

```
SetDO do15, 1;
```

The signal do15 is set to 1.

Example 2

```
SetDO weld, off;
```

The signal weld is set to off.

Example 3

```
SetDO \SDelay := 0.2, weld, high;
```

The signal weld is set to high with a delay of 0.2 s. The program execution continues with the next instruction.

Arguments

```
SetDO [ \SDelay ] Signal Value
```

[ \SDelay ]

**Signal Delay**

Data type: num

Delays the change for the amount of time given in seconds (max. 2000s). Program execution continues directly with the next instruction. After the given time delay the signal is changed without the rest of the program execution being affected.

**Signal**

Data type: signaldo

The name of the signal to be changed.

**Value**

Data type: dionum

The desired value of the signal 0 or 1.

<table>
<thead>
<tr>
<th>Specified Value</th>
<th>Set digital output to</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Any value except 0</td>
<td>1</td>
</tr>
</tbody>
</table>

Program execution

The true value depends on the configuration of the signal. If the signal is inverted in the system parameters then the value of the physical channel is the opposite.
If the argument `\$Delay` is not used then the signal will be set as fast as possible, and the next instruction will be executed at once without waiting for the signal to be physically set.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ARGVALERR</td>
<td>The value for the $Delay argument exceeds the maximum value allowed (2000 s).</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

### Limitations

If a `SetDO` with a `\$Delay` argument is followed by a new `SetDO` on the same signal, with or without `\$Delay` argument, then the first `SetDO` will be cancelled if the second `SetDO` is executed before the delay time of the first `SetDO` have expired.

### Syntax

```
SetDO
    ['\' SDelay ':=' <expression (IN) of num>',',']
    [Signal ':='] <variable (VAR) of signaldo>','
    [Value ':='] <expression (IN) of dionum>';'
```

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/Output instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1 Instructions

1.209 SetGO - Changes the value of a group of digital output signals

Usage

SetGO is used to change the value of a group of digital output signals with or without a time delay.

Basic examples

The following examples illustrate the instruction SetGO:

Example 1

```
SetGO go2, 12;
```

The signal go2 is set to 12. If go2 comprises 4 signals, e.g. outputs 6-9, then outputs 6 and 7 are set to zero while outputs 8 and 9 are set to one.

Example 2

```
SetGO \SDelay := 0.4, go2, 10;
```

The signal go2 is set to 10. If go2 comprises 4 signals, e.g. outputs 6-9, then outputs 6 and 8 are set to zero while outputs 7 and 9 are set to one with a delay of 0.4 s. The program execution continues with the next instruction.

Example 3

```
SetGO go32, 4294967295;
```

The signal go32 is set to 4294967295. go32 comprises 32 signals, which are all set to one.

Arguments

<table>
<thead>
<tr>
<th>SetGO</th>
<th>\SDelay</th>
<th>Signal</th>
<th>Value</th>
</tr>
</thead>
</table>

- **Signal Delay**
  - Data type: num
  - Delays the change for the period of time stated in seconds (max. 2000s). Program execution continues directly with the next instruction. After the specified time delay the value of the signals is changed without the rest of the program execution being affected.
  - If the argument is omitted then the signal values are changed directly.

- **Signal**
  - Data type: signalgo
  - The name of the signal group to be changed.

- **Value**
  - Data type: num
  - The desired value of the signal group (a positive integer) is shown in the table below.
  - The permitted value is dependent on the number of signals in the group. A num datatype can hold the value for a group of 23 signals or less.

Continues on next page
The desired value of the signal group (a positive integer) is shown in the table below. The permitted value is dependent on the number of signals in the group. A dnum datatype can hold the value for a group of 32 signals or less.

<table>
<thead>
<tr>
<th>No. of signals</th>
<th>Permitted Value</th>
<th>Permitted Dvalue</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>0-3</td>
<td>0-3</td>
</tr>
<tr>
<td>3</td>
<td>0-7</td>
<td>0-7</td>
</tr>
<tr>
<td>4</td>
<td>0-15</td>
<td>0-15</td>
</tr>
<tr>
<td>5</td>
<td>0-31</td>
<td>0-31</td>
</tr>
<tr>
<td>6</td>
<td>0-63</td>
<td>0-63</td>
</tr>
<tr>
<td>7</td>
<td>0-127</td>
<td>0-127</td>
</tr>
<tr>
<td>8</td>
<td>0-255</td>
<td>0-255</td>
</tr>
<tr>
<td>9</td>
<td>0-511</td>
<td>0-511</td>
</tr>
<tr>
<td>10</td>
<td>0-1023</td>
<td>0-1023</td>
</tr>
<tr>
<td>11</td>
<td>0-2047</td>
<td>0-2047</td>
</tr>
<tr>
<td>12</td>
<td>0-4095</td>
<td>0-4095</td>
</tr>
<tr>
<td>13</td>
<td>0-8191</td>
<td>0-8191</td>
</tr>
<tr>
<td>14</td>
<td>0-16383</td>
<td>0-16383</td>
</tr>
<tr>
<td>15</td>
<td>0-32767</td>
<td>0-32767</td>
</tr>
<tr>
<td>16</td>
<td>0-65535</td>
<td>0-65535</td>
</tr>
<tr>
<td>17</td>
<td>0-131071</td>
<td>0-131071</td>
</tr>
<tr>
<td>18</td>
<td>0-262143</td>
<td>0-262143</td>
</tr>
<tr>
<td>19</td>
<td>0-524287</td>
<td>0-524287</td>
</tr>
<tr>
<td>20</td>
<td>0-1048575</td>
<td>0-1048575</td>
</tr>
<tr>
<td>21</td>
<td>0-2097151</td>
<td>0-2097151</td>
</tr>
<tr>
<td>22</td>
<td>0-4194303</td>
<td>0-4194303</td>
</tr>
<tr>
<td>23</td>
<td>0-8388607</td>
<td>0-8388607</td>
</tr>
<tr>
<td>24</td>
<td>*</td>
<td>0-16777215</td>
</tr>
<tr>
<td>25</td>
<td>*</td>
<td>0-33554431</td>
</tr>
<tr>
<td>26</td>
<td>*</td>
<td>0-67108863</td>
</tr>
<tr>
<td>27</td>
<td>*</td>
<td>0-134217727</td>
</tr>
<tr>
<td>28</td>
<td>*</td>
<td>0-268435455</td>
</tr>
<tr>
<td>29</td>
<td>*</td>
<td>0-536870911</td>
</tr>
<tr>
<td>30</td>
<td>*</td>
<td>0-1073741823</td>
</tr>
<tr>
<td>31</td>
<td>*</td>
<td>0-2147483647</td>
</tr>
<tr>
<td>32</td>
<td>*</td>
<td>0-4294967295</td>
</tr>
</tbody>
</table>

Continues on next page
1 Instructions

1.209 SetGO - Changes the value of a group of digital output signals

*) The Value argument of type num can only hold up to 23 signals compared to the Dvalue argument of type dnum that can hold up to 32 signals.

Program execution

The programmed value is converted to an unsigned binary number. This binary number is sent on the signal group with the result that individual signals in the group are set to 0 or 1. Because of internal delays the value of the signal may be undefined for a short period of time.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ARGVALERR</td>
<td>The value for the SDelay argument exceeds the maximum value allowed (2000 s).</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed Value or Dvalue argument for the specified digital group output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Limitations

Maximum number of signals that can be used for a group is 23 if argument Value is used and 32 if argument Dvalue is used. This limitation is valid for all instructions and functions using group signals.

Syntax

```
SetGO
[ \" SDelay ':=' < expression (IN) of num > ',\' ]
[ Signal ':=' ] < variable (VAR) of signalgo > ','
[ Value ':=' ] < expression (IN) of num >
[ Dvalue ':=' ] < expression (IN) of dnum > ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other input/output instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Configuration of I/O (system parameters)</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.210 SetLeadThrough - Activate and deactivate lead-through

Usage

`SetLeadThrough` is used to activate and deactivate lead-through for a TCP robot.

Basic examples

The following examples illustrates the instruction `SetLeadThrough`.

Example 1

```
SetLeadThrough \On;
```

Activates lead-through for the TCP robot `ROB_L` if executed in the `T_ROB_L` RAPID task. By default a `StopMove` instruction is ordered when lead-through is activated.

Example 2

```
SetLeadThrough \Off;
```

Deactivates lead-through for the TCP robot `ROB_L` if executed in the `T_ROB_L` RAPID task. By default a `ClearPath` instruction and a `StartMove` instruction is also executed.

Example 3

```
SetLeadThrough \On \NoStopMove;
.. StopMove;
.. SetLeadThrough \Off \NoStartMove \NoClearPath;
.. StartMove;
```

Set lead-through for the TCP robot. The lead-through will not be activated until a `StopMove` instruction has been executed or the program execution has been stopped. The deactivation of the lead-through is done and later on the movement is restarted.

Arguments

```
```

- **[\On]**
  - Data type: switch
  - Activate lead-through.

- **[\Off]**
  - Data type: switch
  - Deactivate lead-through.

- **[\NoStopMove]**
  - Data type: switch
  - Can only be used together with the `\On` switch.
1 Instructions

1.210 SetLeadThrough - Activate and deactivate lead-through

LeadThrough

Continued

If using \NoStopMove switch, no StopMove order will be executed. Lead-through has been set, but not activated. Lead-through is activated when the program execution is stopped or when a StopMove instruction is executed.

[\NoStartMove]

Data type: switch
Can only be used together with the \Off switch.
If this switch is used, the restart of the movement of the TCP robot will not be ordered. A StartMove instruction is needed to resume the movement.

[\NoClearPath]

Data type: switch
Can only be used together with the \Off switch.
The path is not cleared when deactivating lead-through, and the TCP robot will continue on the programmed path when the StartMove order is executed.

Program execution

Lead-through status is set if the argument \On (or no argument) is used, but not activated until a StopMove instruction has been executed or the program execution is stopped.

By default a StopMove instruction is executed when lead-through is activated with SetLeadThrough \On. A ClearPath instruction and a StartMove instruction is executed when lead-through is deactivated if not using \NoClearPath or \NoStartMove switches.

If the SetLeadThrough instruction is executed from a non-motion task, the lead-through activation will be done for the TCP robot in the connected motion task. The StartMove order must be done from the same task as the StopMove order.

The activation of lead-through is valid until a SetLeadThrough \Off instruction is executed.

The default value (no lead-through) is automatically set:

- when using the restart mode Reset RAPID.
- when loading a new program or a new module.
- when starting program execution from the beginning.
- when moving the program pointer to main.
- when moving the program pointer to a routine.
- when moving the program pointer in such a way that the execution order is lost.
- when going to motors off.

Continues on next page
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PATHDIST</td>
<td>The robot is too far from the path (more than 10 mm or 20 degrees) to perform a restart of the interrupted movement. Move the robot closer to the path before attempting RETRY.</td>
</tr>
<tr>
<td>ERR_STARTMOVE</td>
<td>The robot is in hold state when executing a SetLeadThrough \Off. Wait some time before attempting RETRY.</td>
</tr>
<tr>
<td>ERR_PROGSTOP</td>
<td>The robot is in program stop state when executing a SetLeadThrough \Off. Wait some time before attempting RETRY.</td>
</tr>
<tr>
<td>ERR_ALRDY_MOVING</td>
<td>The robot is already moving when executing a SetLeadThrough \Off. Wait some time before attempting RETRY.</td>
</tr>
</tbody>
</table>

Limitations

- Only one of several non-motion tasks is allowed at the same time to do SetLeadThrough against the same motion task.
- SetLeadThrough only works for TCP robots.

The instruction SetLeadThrough can only be used for YuMi and GoFa robots.

Syntax

SetLeadThrough

['\'On] | ['\'Off]
['\'NoStopMove] | ['\'NoStartMove]
['\'NoClearPath] ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check lead-through status</td>
<td>IsLeadThrough - Check lead-through status on page 1218</td>
</tr>
<tr>
<td>Stopping movements</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>Continuing a movement</td>
<td>StartMove - Restarts robot movement on page 673</td>
</tr>
<tr>
<td>Continuing a movement</td>
<td>StartMoveRetry - Restarts robot movement and execution on page 676</td>
</tr>
<tr>
<td>More examples</td>
<td>ClearPath - Clear current path on page 85</td>
</tr>
</tbody>
</table>
1 Instructions

1.211 SetSysData - Set system data

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1.211 SetSysData - Set system data

Usage

SetSysData activates the specified system data name for the specified data type. With this instruction it is possible to change the current active Tool, Work Object, PayLoad or Total Load for the robot in actual or connected motion task.

Basic examples

The following example illustrates the instruction SetSysData:

Example 1

SetSysData tool5;
The tool tool5 is activated.
SetSysData tool0 \ObjectName := "tool6";
The tool tool6 is activated.
SetSysData anytool \ObjectName := "tool2";
The tool tool2 is activated.

Arguments

SetSysData SourceObject [\ObjectName]

SourceObject

Data type: anytype

Persistent variable that should be active as current system data.
The data type of this argument also specifies the type of system data to be activated for the robot in actual or connected motion task.

<table>
<thead>
<tr>
<th>Data type</th>
<th>Type of system data</th>
</tr>
</thead>
<tbody>
<tr>
<td>tooldata</td>
<td>Tool</td>
</tr>
<tr>
<td>wobjdata</td>
<td>Work Object</td>
</tr>
<tr>
<td>loaddata</td>
<td>Payload/Total Load</td>
</tr>
</tbody>
</table>

Entire array or record component cannot be used.

[ \ObjectName ]

Data type: string

If this optional argument is specified then it specifies the name of the data object to be active (overrides name specified in argument SourceObject). The data type of the data object to be active is always fetched from the argument SourceObject.

Program execution

The current active system data object for the Tool, Work Object, PayLoad or Total Load is set according to the arguments.

Note that this instruction only activates a new data object (or the same as before) and never changes the value of any data object.

Continues on next page
1.211 SetSysData - Set system data

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Continued

Syntax

SetSysData

[ SourceObject':='}] < persistent (PERS) of anytype>
'value':< expression (IN) of string> ];'

Related information

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<th>See</th>
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<td>tooldata - Tool data on page 1606</td>
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<td>Definition of work objects</td>
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<tr>
<td>Definition of payload</td>
<td>loaddata - Load data on page 1524</td>
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<td>Get system data</td>
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</table>

Advanced RAPID

Application manual - Controller software Omni-Core
1 Instructions

1.212 SetupCyclicBool - Setup a Cyclic bool condition

Usage

SetupCyclicBool is used to set up a logical condition that cyclically will be evaluated and assigned to a persistent boolean variable, a Cyclic bool.

Basic examples

The following example illustrates the instruction SetupCyclicBool.
See also More examples on page 607.

Example 1

PERS bool cyclicflag1;

PROC main()
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  ...

Sets up a cyclic evaluation of the logical condition di1=1 AND do2=1 and assigns the result to the persistent boolean variable cyclicflag1.

Arguments

SetupCyclicBool Flag Cond [

Flag

Data type: bool
The persistent boolean variable that stores the value of the logical condition.

Cond

Data type: bool
The logical expression that should be evaluated cyclically.
The expression can consist of:
- Constants or persistent variables of the types bool, num and dnum (and alias of bool, num and dnum).
- Global digital input and output signals.
- Operands: 'NOT' 'AND' 'OR' 'XOR' '=' (')' 

[

Data type: signaldo
The result of the logical condition is set to the digital output signal used in optional argument Signal when the persistent boolean variable is updated.
It is not recommended to use the resultant signal as a part of the condition to a cyclic bool.

Program execution

With this instruction it is possible to setup more complex conditions and use the cyclic flag instead to see if the condition is met or not.
The cyclic evaluation of the logical condition and the assignment to the persistent boolean variable is done every 12 ms.

Continues on next page
The behavior of the Cyclic bool functionality can be configured. For more information see Application manual - Controller software OmniCore and Technical reference manual - System parameters.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with the instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction `SetupCyclicBool` are illustrated below.

#### Example 1

```
ALIAS bool aliasBool;
PERS bool cyclicflag1;
TASK PERS aliasBool cyclicflag2:=FALSE;
PERS aliasBool flag1:=FALSE;
TASK PERS aliasBool flag2:=FALSE;
CONST num HIGH:=1;
CONST num LOW:=0;

PROC main()
  SetupCyclicBool cyclicflag1, (di1=HIGH AND di2=HIGH AND di3=LOW) OR flag1=TRUE;
  SetupCyclicBool cyclicflag2, di4=HIGH AND flag2=TRUE;
  ...
  WaitUntil cyclicflag1=TRUE;
  IF cyclicflag2 = TRUE THEN
    MoveL p1, v1000, z30, tool2;
  ELSE
    MoveL p2, v1000, z30, tool2;
 ENDIF
  ...
```

The example above sets up cyclic evaluation of 2 expressions. The execution waits until `cyclicflag1` is set. `cyclicflag2` decides to which position the robot should move.

#### Example 2

```
!This condition is wrong:
SetupCyclicBool m1, 5;

!This condition is correct:
SetupCyclicBool m1, myNum = 5;
```
The first condition is not correct since the value 5 is not a boolean. The second condition is correct since the comparison can be evaluated as a boolean condition, i.e. TRUE or FALSE.

**Limitations**

- The expression must be evaluated to a boolean value TRUE or FALSE. All parts of the expression must also be evaluated to a boolean value TRUE or FALSE.
- Any PERS num or dnum, CONST num or dnum or literal num or dnum used in a condition must be of integer type. If using any decimal value this will cause a fatal error.

**Syntax**

```plaintext
SetupCyclicBool
[Flag ':='] <persistent (PERS) of bool>','
[Cond ':='] <expression (IN) of bool>
['\' Signal ':=' <variable (VAR) of signaldo>]';
```

**Related information**

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<td>Remove a Cyclic bool condition</td>
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</tr>
<tr>
<td>Remove all Cyclic bool conditions</td>
<td><code>RemoveAllCyclicBool - Remove all Cyclic bool conditions on page 496</code></td>
</tr>
<tr>
<td>Cyclically evaluated logical conditions, Cyclic bool</td>
<td><code>Application manual - Controller software OmniCore</code></td>
</tr>
<tr>
<td>Configuring Cyclic bool</td>
<td><code>Technical reference manual - System parameters</code></td>
</tr>
</tbody>
</table>
1.213 SimCollision - Simulate a collision

**Usage**

SimCollision is used to simulate a collision. The instruction can be valuable when testing error handling for collisions.

**Basic examples**

The following example illustrates the instruction SimCollision.

**Example 1**

```
SimCollision;
```

Simulate a motion collision to test error handling.

**Program execution**

Execution of SimCollision will simulate a motion collision. The instruction can be valuable when testing error handling for motion collisions and should only be used for testing purposes. The instruction will generate an event log 41910, *Collision simulated with instruction SimCollision*, when used.

**Syntax**

```
SimCollision';'
```

**Related information**

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<thead>
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<th>See</th>
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<tr>
<td><strong>Collision Detection</strong></td>
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</tr>
</tbody>
</table>
1 Instructions

1.214 SingArea - Defines interpolation around singular points

SingArea is used to define how the robot is to move in the proximity of singular points. SingArea is also used to define linear and circular interpolation for robots with less than six axes, and a six-axes robot can be programmed to run with axis 4 locked to 0 or ±180 degrees. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction SingArea:

Example 1

SingArea \Wrist;
The orientation of the tool may be changed slightly to pass a singular point (axes 4 and 6 in line).
Robots with less than six axes may not be able to reach an interpolated tool orientation. By using SingArea \Wrist the robot can achieve the movement but the orientation of the tool will be slightly changed.

Example 2

SingArea \LockAxis4;
A six-axis robot can be programmed to run with axis 4 locked to 0 or ±180 degrees to avoid singularity problems when axis 5 is close to 0. The programmed position is reached with axis 4 locked to 0 or ±180 degrees. If the position was not programmed with axis 4 at 0 or ±180 degrees, it is now reached with a different tool orientation.
If the starting position of axis 4 deviates more than 2 degrees from the locked position, then the first movement will behave as if SingArea was called with the argument \Wrist.

Example 3

SingArea \Off;
The tool orientation is not allowed to differ from the programmed orientation. If a singular point is passed then one or more axes may perform a sweeping movement resulting in a reduction in TCP velocity.
Robots with less than six axes may not be able to reach a programmed tool orientation. As a result the robot will stop.

Arguments

SingArea [\Wrist] | [\LockAxis4] | [\Off]
[\Wrist]

Data type: switch
The tool orientation is allowed to differ somewhat to avoid wrist singularity. Used when axes 4 and 6 are parallel (axis 5 at 0 degrees). Also used for linear and circular interpolation of robots with less than six axes where the tool orientation is allowed to differ.

```
\[\text{LockAxis4}\]
```

**Data type:** switch

The programmed position is reached with axis 4 locked to 0 or ±180 degrees. If the position was not programmed with axis 4 at 0 or ±180 degrees, it is now reached with a different tool orientation.

If the starting position of axis 4 deviates more than 2 degrees from the locked position, then the first movement will behave as if `SingArea` was called with the argument `\Wrist`.

```
\[\text{Off}\]
```

**Data type:** switch

The tool orientation is not allowed to differ. Used when no singular points are passed or when the orientation is not permitted to be changed.

If none of the arguments are specified the system will be set to `\Off`.

**Program execution**

The specified interpolation applies for the next executed movement instruction until a new `SingArea` instruction is executed.

If the argument `\Wrist` is specified then the orientation is joint-interpolated to avoid singular points. In this way the TCP follows the correct path, but the orientation of the tool deviates somewhat. This will also happen when a singular point is not passed.

If the argument `\LockAxis4` is specified, then axis 4 is locked to 0 or ±180 degrees to avoid singular points. The TCP will in general follow the correct path, but the orientation of the tool will deviate if the position was not programmed with axis 4 at 0 or ±180 degrees. For paths with large reorientations, the TCP may deviate from the programmed linear path.

The movement is only affected on execution of linear or circular interpolation.

By default, program execution automatically uses the `\Off` argument for robots with six axes. Robots with less than six axes may use either the `\Off` argument or the `/\Wrist` argument by default. This is automatically set in event routine `SYS_RESET`.

The default value is automatically set

- when using the restart mode `Reset RAPID`
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to `main`
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

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1.214 SingArea - Defines interpolation around singular points

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Continued

Syntax

SingArea


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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Motion settings data</td>
<td>motsetdata - Motion settings data on page 1534</td>
</tr>
</tbody>
</table>
1.215 SkipWarn - Skip the latest warning

Usage

SkipWarn (Skip Warning) is used to skip the latest generated warning message to be stored in the Event Log during execution in running mode continuously or cycle (no warnings skipped in FWD or BWD step).

With SkipWarn it is possible to repeatedly do error recovery in RAPID without filling the Event Log with only warning messages.

Basic examples

The following example illustrates the instruction SkipWarn:

Example 1

```plaintext
%"notexistingproc"%;
nextinstruction;
ERROR
    IF ERRNO = ERR_REFUNKPRC THEN
        SkipWarn;
        TRYNEXT;
    ENDIF
ENDPROC
```

The program will execute the nextinstruction and no warning message will be stored in the Event Log.

Syntax

```
SkipWarn ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Technical reference manual - RAPID Overview Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Error number</td>
<td>errnum - Error number on page 1497</td>
</tr>
</tbody>
</table>
SocketAccept is used to accept incoming connection requests. SocketAccept can only be used for server applications. The ports in the controller's firewall must be opened, see the type Firewall Manager in Technical reference manual - System parameters.

The following example illustrates the instruction `SocketAccept`:

See also More examples on page 615.

Example 1

```plaintext
VAR socketdev server_socket;
VAR socketdev client_socket;
...
SocketCreate server_socket;
SocketBind server_socket, "192.168.0.1", 1025;
SocketListen server_socket;
SocketAccept server_socket, client_socket;
```

A server socket is created and bound to port 1025 on the controller network address 192.168.0.1. After execution of `SocketListen` the server socket starts to listen for incoming connections on this port and address. `SocketAccept` waits for any incoming connections, accepts the connection request, and returns a client socket for the established connection.

Arguments

```
SocketAccept Socket ClientSocket [\ClientAddress] [ \Time ]
```

**Socket**

Data type: `socketdev`

The server socket that are waiting for incoming connections. The socket must already be created, bounded, and ready for listening.

**ClientSocket**

Data type: `socketdev`

The returned new client socket that will be updated with the accepted incoming connection request.

**[\ClientAddress]**

Data type: `string`

The variable that will be updated with the IP-address of the accepted incoming connection request.

**[\Time]**

Data type: `num`

The maximum amount of time [s] that program execution waits for incoming connections. If this time runs out before any incoming connection then the error

Continues on next page
handler will be called, if there is one, with the error code ERR_SOCK_TIMEOUT. If there is no error handler then the execution will be stopped.

If parameter \Time is not used then the waiting time is 60 s. To wait forever, use the predefined constant WAIT_MAX.

Program execution

The server socket will wait for any incoming connection requests. When accepting the incoming connection request the instruction is ready and the returned client socket is by default connected and can be used in SocketSend and SocketReceive instructions.

Tip

The firewall must allow socket messaging, see Technical reference manual - System parameters.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed (has been closed or is not created). Use SocketCreate to create a new socket.</td>
</tr>
<tr>
<td>ERR_SOCK_TIMEOUT</td>
<td>The connection was not established within the time out time</td>
</tr>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction SocketAccept are illustrated below.

Example 1

```plaintext
VAR socketdev server_socket;
VAR socketdev client_socket;
VAR string receive_string;
VAR string client_ip;
...
SocketCreate server_socket;
SocketBind server_socket, "192.168.0.1", 1025;
SocketListen server_socket;
WHILE TRUE DO
  SocketAccept server_socket, client_socket
  \ClientAddress:=client_ip;
  SocketReceive client_socket \Str := receive_string;
  SocketSend client_socket \Str := "Hello client with ip-address " +client_ip;
  ! Wait for client acknowledge
  ...
  SocketClose client_socket;
ENDWHILE
```
A server socket is created and bound to port 1025 on the controller network address 192.168.0.1. After execution of `SocketListen` the server socket starts to listen for incoming connections on this port and address. `SocketAccept` will accept the incoming connection from some client and store the client address in the string `client_ip`. Then the server receives a string message from the client and stores the message in `receive_string`. Then the server responds with the message "Hello client with ip-address xxx.xxx.x.x" and closes the client connection.

After that the server is ready for a connection from the same or some other client in the WHILE loop. If PP is moved to main in the program then all open sockets are closed (SocketClose can always be done even if the socket is not created).

**Syntax**

```
SocketAccept
    [Socket ':='] <variable (VAR) of socketdev>','
    [ClientSocket ':='] <variable (VAR) of socketdev>
    ['\' ClientAddress ':=' <variable (VAR) of string>]
    ['\' Time ':=' <expression (IN) of num>]';'
```

**Related information**

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</thead>
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</tr>
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<tr>
<td>Receive data from remote computer</td>
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<tr>
<td>Close the socket</td>
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</tr>
<tr>
<td>Bind a socket (only server)</td>
<td>SocketBind - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Listening connections (only server)</td>
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<tr>
<td>Example client socket application</td>
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<td>Example of server socket application</td>
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</tr>
<tr>
<td>Firewall settings</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.217 SocketBind - Bind a socket to my IP-address and port

**Usage**

SocketBind is used to bind a socket to the specified server IP-address and port number. SocketBind can only be used for server applications.

The ports in the controller’s firewall must be opened, see the type Firewall Manager in Technical reference manual - System parameters.

**Basic examples**

The following example illustrates the instruction SocketBind:

**Example 1**

```plaintext
VAR socketdev server_socket;
SocketCreate server_socket;
SocketBind server_socket, "192.168.0.1", 1025;
```

A server socket is created and bound to port 1025 on the controller network address 192.168.0.1. The server socket can now be used in an SocketListen instruction to listen for incoming connections on this port and address.

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket</td>
<td>socketdev</td>
<td>The server socket to bind. The socket must be created but not already bound.</td>
</tr>
<tr>
<td>LocalAddress</td>
<td>string</td>
<td>The server network address to bind the socket to. The only valid addresses are any public WAN addresses or the controller service port address 192.168.125.1.</td>
</tr>
<tr>
<td>LocalPort</td>
<td>num</td>
<td>The server port number to bind the socket to. Generally ports 1025-4999 are free to use.</td>
</tr>
</tbody>
</table>

**Program execution**

The server socket is bound to the specified server port and IP-address.

An error is generated if the specified port is already in use.

Use the SocketBind and SocketListen instructions in the startup of the program to associate a local address with a socket and then listen for incoming connections on the specified port. This is recommended to do only once for each socket and port that is used (TCP/IP).

Use the SocketBind instruction if receiving data with SocketReceiveFrom (UDP/IP).
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_ADDR_INVALID</td>
<td>The specified address is invalid.</td>
</tr>
<tr>
<td>ERR_SOCK_ADDR_INUSE</td>
<td>The address and port is already in use and cannot be used again. Use a different port number.</td>
</tr>
<tr>
<td>ERR_SOCK_IS_BOUND</td>
<td>The socket has already been bound to an address and cannot be bound again.</td>
</tr>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed (has been closed or is not created)</td>
</tr>
<tr>
<td></td>
<td>Use SocketCreate to create a new socket.</td>
</tr>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system.</td>
</tr>
</tbody>
</table>

Syntax

SocketBind

[Sock ‘:=’] <variable (VAR) of socketdev>,'
[LocalAddress ‘:=’] <expression (IN) of string>,'
[LocalPort ‘:=’] <expression (IN) of num>;'
1.218 SocketClose - Close a socket

Usage

SocketClose is used when a socket connection is no longer going to be used. After a socket has been closed it cannot be used in any socket call except SocketCreate.

Basic examples

The following example illustrates the instruction SocketClose:

Example 1

SocketClose socket1;
The socket is closed and cannot be used anymore.

Arguments

SocketClose Socket

Socket

Data type: socketdev

The socket to be closed.

Program execution

The socket will be closed and its allocated resources will be released.

Any socket can be closed at any time. The socket cannot be used after closing. It can be reused for a new connection after a call to SocketCreate.

Limitations

Closing the socket connection immediately after sending the data with SocketSend can lead to loss of sent data. This is because TCP/IP socket has built-in functionality to resend the data if there is some communication problem.

To avoid such problems with loss of data, do the following before SocketClose:

- handshake the shutdown or
- WaitTime 2

Avoid fast loops with SocketCreate ... SocketClose, because the socket is not really closed until a certain time (TCP/IP functionality).

Syntax

SocketClose
    [Socket ':='] <variable (VAR) of socketdev>'

Related information

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</tr>
<tr>
<td>Create a new socket</td>
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</tr>
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</table>

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### 1.218 SocketClose - Close a socket

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</tr>
<tr>
<td>Send data to remote computer</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
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</tr>
<tr>
<td>Listening connections (only server)</td>
<td>SocketListen - Listen for incoming connections on page 627</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td>SocketAccept - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
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</tr>
<tr>
<td>Example client socket application</td>
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<td>Send data to remote computer</td>
<td>SocketSendTo - Send data to remote computer on page 643</td>
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<tr>
<td>Example server socket application</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceiveFrom - Receive data from remote computer on page 634</td>
</tr>
</tbody>
</table>
1.219 SocketConnect - Connect to a remote computer

**Usage**

SocketConnect is used to connect the socket to a remote computer in a client application.

**Basic examples**

The following example illustrates the instruction `SocketConnect`:

See also More examples on page 622.

**Example 1**

```
SocketConnect socket1, "192.168.0.1", 1025;
```

Trying to connect to a remote computer at ip-address 192.168.0.1 and port 1025.

**Arguments**

- **Socket**
  - **Data type:** socketdev
  - The client socket to connect. The socket must be created but not already connected.

- **Address**
  - **Data type:** string
  - The address of the remote computer. The remote computer must be specified as an IP address. It is not possible to use the name of the remote computer.

- **Port**
  - **Data type:** num
  - The port on the remote computer. Generally ports 1025-4999 are free to use. Ports below 1025 can already be taken.

- **[ \Time ]**
  - **Data type:** num
  - The maximum amount of time [s] that program execution waits for the connection to be accepted or denied. If this time runs out before the condition is met then the error handler will be called, if there is one, with the error code `ERR_SOCK_TIMEOUT`. If there is no error handler then the execution will be stopped.

  If parameter `\Time` is not used the waiting time is 60 s. To wait forever, use the predefined constant `WAIT_MAX`.

Continues on next page
1 Instructions

1.219 SocketConnect - Connect to a remote computer

Socket Messaging
Continued

Program execution

The socket tries to connect to the remote computer on the specified address and port. The program execution will wait until the connection is established, failed, or a timeout occurs.

Tip

The firewall must allow socket messaging, see Technical reference manual - System parameters.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_ADDR_INVALID</td>
<td>The specified address is invalid</td>
</tr>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed (has been closed or is not created). Use SocketCreate to</td>
</tr>
<tr>
<td></td>
<td>create a new socket.</td>
</tr>
<tr>
<td>ERR_SOCK_IS_CONN</td>
<td>The socket is connected.</td>
</tr>
<tr>
<td>ERR_SOCK_NET_UNREACH</td>
<td>Network is unreachable or connection is lost after a socket is opened.</td>
</tr>
<tr>
<td>ERR_SOCK_TIMEOUT</td>
<td>The connection was not established within the time-out time.</td>
</tr>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction SocketConnect are illustrated below.

Example 1

```plaintext
VAR num retry_no := 0;
VAR socketdev my_socket;
...
SocketCreate my_socket;
SocketConnect my_socket, "192.168.0.1", 1025;
...
ERROR
IF ERRNO = ERR_SOCK_TIMEOUT THEN
  IF retry_no < 5 THEN
    WaitTime 1;
    retry_no := retry_no + 1;
    RETRY;
  ELSE
    RAISE;
ENDIF
ENDIF
```

A socket is created and tries to connect to a remote computer. If the connection is not established within the default time-out time, i.e. 60 seconds, then the error

Continues on next page
handler retries to connect. Four retries are attempted then the error is reported to the user.

Syntax

```
SocketConnect
  [Socket ':='] <variable (VAR) of socketdev>'','
  [Address ':='] <expression (IN) of string>'','
  [Port ':='] <expression (IN) of num>
  ['\' Time ':='] <expression (IN) of num>]'';
```

Related information

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<th>Described in:</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Application manual - Controller software Omni-Core</td>
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<tr>
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<td>SocketCreate - Create a new socket on page 624</td>
</tr>
<tr>
<td>Send data to remote computer</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
<td>SocketBind - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Listening connections (only server)</td>
<td>SocketListen - Listen for incoming connections on page 627</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td>SocketAccept - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
<td>SocketGetStatus - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Example client socket application</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Example server socket application</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Firewall settings</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1 Instructions

1.220 SocketCreate - Create a new socket

Socket Messaging

1.220 SocketCreate - Create a new socket

Usage

SocketCreate is used to create a new socket for connection based communication or connectionless communication.

Both socket messaging of stream type protocol TCP/IP with delivery guarantee and datagram protocol UDP/IP is supported. Both server and client application can be developed. For datagram protocol UDP/IP, broadcast is supported.

Basic examples

The following examples illustrate the instruction SocketCreate:

Example 1

VAR socketdev socket1;
...
SocketCreate socket1;

A new socket device using stream type protocol TCP/IP is created and assigned into the variable socket1.

Example 2

VAR socketdev udp_sock1;
...
SocketCreate udp_sock1 \UDP;

A new socket device using datagram protocol UDP/IP is created and assigned into the variable udp_sock1.

Arguments

SocketCreate Socket [\UDP] [\ISOLatin1Encoding]

Socket

Data type: socketdev

The variable for storage of the system’s internal socket data.

[ \UDP ]

Data type: switch

Specifies that the socket should be of the type datagram protocol UDP/IP.

[ \ISOLatin1Encoding ]

Data type: switch

If using this switch the SocketSendXXX/SocketReceiveXXX instructions convert the data used in the argument Str to/from ISO 8859-1 (Latin-1) encoding before sending/receiving it.

This makes it possible to communicate with external clients/servers requiring ISO 8859-1 encoded data.

If this switch is used in SocketCreate, then it is not needed in the instructions SocketSend, SocketSendTo, SocketReceive, and SocketReceiveFrom.

Continues on next page
Program execution

The instruction creates a new socket device.
The socket must not already be in use. The socket is in use between `SocketCreate` and `SocketClose`.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system.</td>
</tr>
</tbody>
</table>

Limitations

Any number of sockets can be declared but it is only possible to use 32 sockets at the same time.

Avoid fast loops with `SocketCreate` ... `SocketClose`, because the socket is not really closed until after a certain time (when using TCP/IP functionality).

Syntax

```
SocketCreate
    [Socket ':='] <variable (VAR) of socketdev>
    ['"' UDP]
    ['"' ISOLatin1Encoding]';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket communication in general</td>
<td>Application manual - Controller software Omni-Core, section Socket Messaging</td>
</tr>
<tr>
<td>Connect to remote computer (only client)</td>
<td><code>SocketConnect</code> - Connect to a remote computer on page 621</td>
</tr>
<tr>
<td>Send data to remote computer</td>
<td><code>SocketSend</code> - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td><code>SocketReceive</code> - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Close the socket</td>
<td><code>SocketClose</code> - Close a socket on page 619</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
<td><code>SocketBind</code> - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Listening connections (only server)</td>
<td><code>SocketListen</code> - Listen for incoming connections on page 627</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td><code>SocketAccept</code> - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
<td><code>SocketGetStatus</code> - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Example client socket application</td>
<td><code>SocketSend</code> - Send data to remote computer on page 639</td>
</tr>
</tbody>
</table>

Continues on next page
## 1 Instructions

### 1.220 SocketCreate - Create a new socket

**Socket Messaging Continued**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Send data to remote computer</td>
<td>SocketSendTo - Send data to remote computer on page 643</td>
</tr>
<tr>
<td>Example server socket application</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceiveFrom - Receive data from remote computer on page 634</td>
</tr>
</tbody>
</table>
1.221 SocketListen - Listen for incoming connections

Usage

`SocketListen` is used to start listening for incoming connections, i.e. start acting as a server. `SocketListen` can only be used for server applications.

Basic examples

The following example illustrates the instruction `SocketListen`:

Example 1

```plaintext
VAR socketdev server_socket;
VAR socketdev client_socket;
...
SocketCreate server_socket;
SocketBind server_socket, "192.168.0.1", 1025;
SocketListen server_socket;
WHILE listening DO;
  ! Waiting for a connection request
  SocketAccept server_socket, client_socket;
```

A server socket is created and bound to port 1025 on the controller network address 192.168.0.1. After execution of `SocketListen` the server socket starts to listen for incoming connections on this port and address.

Arguments

`SocketListen Socket`

Socket

- **Data type:** `socketdev`
- The server socket that should start listening for incoming connections. The socket must already be created and bound.

Program execution

The server socket start listening for incoming connections. When the instruction is ready the socket is ready to accept an incoming connection.

Use the `SocketBind` and `SocketListen` instructions in the startup of the program to associate a local address with a socket and then listen for incoming connections on the specified port. This is recommended to do only once for each socket and port that is used.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed (has been closed or is not created). Use <code>SocketCreate</code> to create a new socket.</td>
</tr>
<tr>
<td>ERR_SOCK_IS_CONN</td>
<td>The socket is connected.</td>
</tr>
<tr>
<td>ERR_SOCK_NOT_BOUND</td>
<td>The socket has not been bound to an address.</td>
</tr>
</tbody>
</table>
### 1 Instructions

#### 1.2.21 SocketListen - Listen for incoming connections

Socket Messaging

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system.</td>
</tr>
</tbody>
</table>

**Syntax**

```plaintext
SocketListen

 [Socket ':='] <variable (VAR) of socketdev> ';
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket communication in general</td>
<td>Application manual - Controller software Omni-Core</td>
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<td>SocketCreate - Create a new socket on page 624</td>
</tr>
<tr>
<td>Connect to remote computer (only client)</td>
<td>SocketConnect - Connect to a remote computer on page 621</td>
</tr>
<tr>
<td>Send data to remote computer</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Close the socket</td>
<td>SocketClose - Close a socket on page 619</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
<td>SocketBind - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td>SocketAccept - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
<td>SocketGetStatus - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Example client socket application</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Example server socket application</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
</tbody>
</table>
1.222 SocketReceive - Receive data from remote computer

**Usage**

SocketReceive is used for receiving data from a remote computer. SocketReceive can be used both for client and server applications.

**Basic examples**

The following example illustrates the instruction SocketReceive:

See also *More examples on page 631.*

**Example 1**

```plaintext
VAR string str_data;
...
SocketReceive socket1 \Str := str_data;
```

Receive data from a remote computer and store it in the string variable `str_data`.

**Arguments**

SocketReceive Socket [ [\Str ] | [\RawData ] | [\Data ]

[\ReadNoOfBytes] [\NoRecBytes] [\Time] [ \ISOLatin1Encoding ]

**Socket**

Data type: socketdev

In a client application where the socket receives the data, the socket must already be created and connected.

In a server application where the socket receives the data, the socket must already be accepted.

[ \Str ]

Data type: string

The variable in which the received string data should be stored. Max. number of characters 80 can be handled.

[ \RawData ]

Data type: rawbytes

The variable in which the received rawbytes data should be stored. Max. number of rawbytes 1024 can be handled.

[ \Data ]

Data type: array of byte

The variable in which the received byte data should be stored. Max. number of byte 1024 can be handled.

Only one of the optional parameters \Str, \RawData, and \Data can be used at the same time.

[ \ReadNoOfBytes ]

Read number of Bytes

Data type: num

Continues on next page
The number of bytes to read. The minimum value of bytes to read is 1, and the maximum amount is the value of the size of the data type used, i.e. 80 bytes if using a variable of the data type string.

If communicating with a client that always sends a fixed number of bytes, this optional parameter can be used to specify that the same amount of bytes should be read for each `SocketReceive` instruction.

If the sender sends RawData, the receiver needs to specify that 4 bytes should be received for each `rawbytes` sent.

**Number Received Bytes**

Data type: `num`

Variable for storage of the number of bytes needed from the specified `socket.dev`.

The same result can also be achieved with

- function `StrLen` on variable in argument `\Str`
- function `RawBytesLen` on variable in argument `\RawData`

**Time**

Data type: `num`

The maximum amount of time [s] that program execution waits for the data to be received. If this time runs out before the data is transferred then the error handler will be called, if there is one, with the error code `ERR_SOCK_TIMEOUT`. If there is no error handler then the execution will be stopped.

If parameter `\Time` is not used then the waiting time is 60 s. To wait forever, use the predefined constant `WAIT_MAX`.

**ISOLatin1Encoding**

Data type: `switch`

If using this switch the `SocketReceive` instruction handles the received data as ISO 8859-1 (Latin-1) encoded data, and converts the data to UTF8 encoding before copying it to the RAPID string used in argument `Str`.

This makes it possible to communicate with external clients/servers requiring ISO 8859-1 encoded data.

**Program execution**

The execution of `SocketReceive` will wait until the data is available or fail with a timeout error.

The amount of bytes read is specified by the data type used in the instruction. If using a `string` data type to receive data in, 80 bytes is received if there is 80 bytes that can be read. If using optional argument `ReadNoOfBytes` the user can specify how many bytes that should be received for each `SocketReceive`. 

---

Continues on next page
The data that is transferred on the cable is always bytes, max. 1024 bytes in one message. No header is added by default to the message. The usage of any header is reserved for the actual application.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Input data</th>
<th>Cable data</th>
<th>Output data</th>
</tr>
</thead>
<tbody>
<tr>
<td>\Str</td>
<td>1 char</td>
<td>1 byte (8 bits)</td>
<td>1 char</td>
</tr>
<tr>
<td>RawData</td>
<td>1 rawbytes</td>
<td>1 byte (8 bits)</td>
<td>1 rawbytes</td>
</tr>
<tr>
<td>Data</td>
<td>1 byte</td>
<td>1 byte (8 bits)</td>
<td>1 byte</td>
</tr>
</tbody>
</table>

It is possible to mix the used data type (string, rawbytes, or array of byte) between SocketSend and SocketReceive.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed. Broken connection.</td>
</tr>
<tr>
<td>ERR_SOCK_NET_UNREACH</td>
<td>Network is unreachable or connection is lost after a socket is opened.</td>
</tr>
<tr>
<td>ERR_SOCK_NOT_CONN</td>
<td>The socket is not connected</td>
</tr>
<tr>
<td>ERR_SOCK_TIMEOUT</td>
<td>No data was received within the time out time.</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction SocketReceive are illustrated below.

#### Example 1

```plaintext
VAR socketdev server_socket;
VAR socketdev client_socket;
VAR string client_ip;

PROC server_messaging()
VAR string receive_string;
...
! Create, bind, listen and accept of sockets in error handlers
SocketReceive client_socket \Str := receive_string;
SocketSend client_socket \Str := "Hello client with ip-address"+client_ip;
! Wait for acknowlegde from client
...
SocketClose server_socket;
SocketClose client_socket;
ERROR
IF ERRNO=ERR_SOCK_TIMEOUT THEN
RETRY;
ELSEIF ERRNO=ERR_SOCK_CLOSED THEN
server_recover;
RETRY;
ELSE
! No error recovery handling
```

Continues on next page
1.222 SocketReceive - Receive data from remote computer

Socket Messaging

Continued

This is an example of a server program with creation, binding, listening, and accepting of sockets in error handlers. In this way the program can handle power fail restart.

In the procedure server_recover, a server socket is created and bound to port 1025 on the controller network address 192.168.0.1. After execution of SocketListen the server socket starts to listen for incoming connections on this port and address. SocketAccept will accept the incoming connection from some client and store the client address in the string client_ip.

In the communication procedure server_messaging the server receives a string message from the client and stores the message in receive_string. Then the server responds with the message "Hello client with ip-address xxx.xxx.x.x".

Limitations

There is no built-in synchronization mechanism in Socket Messaging to avoid received messages that are compounded of several sent messages. It is up to the programmer to handle the synchronization with “Ack” messages (one sequence of SocketSend - SocketReceive in the client or server program must be completed before next sequence of SocketSend - SocketReceive).

All sockets are closed after power fail restart. This problem can be handled by error recovery. See example above.

Avoid fast loops with SocketCreate ... SocketClose because the socket is not really closed until a certain time (TCP/IP functionality).

The maximum size of the data that can be received in one call is limited to 1024 bytes.

Continues on next page
1.222 SocketReceive - Receive data from remote computer

Socket Messaging
Continued

Syntax

SocketReceive
[Socket ' := ' ] <variable (VAR) of socketdev>
[['' Str ' := ' ] <variable (VAR) of string>]
[['' RawData ' := ' ] <variable (VAR) of rawbytes>]
[['' Data ' := ' ] <array {*} (VAR) of byte>]
[['' ReadNoOfBytes ' := ' ] <expression (IN) of num>]
[['' NoRecBytes ' := ' ] <variable (VAR) of num>]
[['' Time ' := ' ] <expression (IN) of num>]
[[\ISOLatin1Encoding ] ; ']

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket communication in general</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
<tr>
<td>Create a new socket</td>
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</tr>
<tr>
<td>Connect to remote computer (only client)</td>
<td>SocketConnect - Connect to a remote computer on page 621</td>
</tr>
<tr>
<td>Send data to remote computer</td>
<td>SocketSend - Send data to remote computer on page 639</td>
</tr>
<tr>
<td>Close the socket</td>
<td>SocketClose - Close a socket on page 619</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
<td>SocketBind - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Listening connections (only server)</td>
<td>SocketListen - Listen for incoming connections on page 627</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td>SocketAccept - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
<td>SocketGetStatus - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Example client socket application</td>
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</tr>
<tr>
<td>Test for the presence of data on a socket.</td>
<td>SocketPeek - Test for the presence of data on a socket on page 1336</td>
</tr>
</tbody>
</table>
1 Instructions

1.223 SocketReceiveFrom - Receive data from remote computer

Socket Messaging

1.223 SocketReceiveFrom - Receive data from remote computer

Usage

SocketReceiveFrom is used for receiving data from a remote computer. SocketReceiveFrom can be used both for client and server applications. SocketReceiveFrom is used for connectionless communication with datagram protocol UDP/IP.

Basic examples

The following example illustrates the instruction SocketReceiveFrom:

See also More examples on page 631.

Example 1

VAR string str_data;
VAR string RemoteAddress;
VAR num RemotePort;
...
SocketCreate \UDP;
SocketBind myUDPsock, "192.168.9.100", 4044;
SocketReceiveFrom socket1 \Str := str_data, RemoteAddress, RemotePort;

Receive data from a remote computer and store it in the string variable str_data. The address of the remote computer is stored in the string variable RemoteAddress and the port number is stored in the num variable RemotePort.

Arguments

SocketReceiveFrom Socket [ \Str ] | [ \RawData ] | [ \Data ]
[\ReadNoOfBytes] [\NoRecBytes] RemoteAddress RemotePort
[\Time] [ \ISOLatin1Encoding ]

Socket

Data type: socketdev
A socket device identifying a bound socket.

[ \Str ]

Data type: string
The variable in which the received string data should be stored. Max. number of characters 80 can be handled.

[ \RawData ]

Data type: rawbytes
The variable in which the received rawbytes data should be stored. Max. number of rawbytes 1024 can be handled.

[ \Data ]

Data type: array of byte
The variable in which the received byte data should be stored. Max. number of byte 1024 can be handled.

Continues on next page
1.223 SocketReceiveFrom - Receive data from remote computer

Only one of the optional parameters \Str, \RawData, and \Data can be used at the same time.

[ \ReadNoOfBytes ]

Read number of Bytes
Data type: num
The number of bytes to read. The minimum value of bytes to read is 1, and the maximum amount is the value of the size of the data type used, i.e. 80 bytes if using a variable of the data type string.

If communicating with a client that always sends a fixed number of bytes, this optional parameter can be used to specify that the same amount of bytes should be read for each SocketReceive instruction.

If the sender sends RawData, the receiver needs to specify that 4 bytes should be received for each rawbytes sent.

[ \NoRecBytes ]

Number Received Bytes
Data type: num
Variable for storage of the number of bytes needed from the specified socketdev.
The same result can also be achieved with
• function StrLen on variable in argument \Str
• function RawBytesLen on variable in argument \RawData

RemoteAddress
Data type: string
A string variable containing the source address of the remote computer.

RemotePort
Data type: num
A num variable containing the port used by the remote computer when sending the datagram package.

[ \Time ]

Data type: num
The maximum amount of time [s] that program execution waits for the data to be received. If this time runs out before the data is transferred then the error handler will be called, if there is one, with the error code ERR_SOCK_TIMEOUT. If there is no error handler then the execution will be stopped.

If parameter \Time is not used then the waiting time is 60 s. To wait forever, use the predefined constant WAIT_MAX.

[ \ISOLatin1Encoding ]

Data type: switch
If using this switch the SocketReceiveFrom instruction handles the received data as ISO 8859-1 (Latin-1) encoded data, and converts the data to UTF8 encoding before copying it to the RAPID string used in argument \Str.

Continues on next page
This makes it possible to communicate with external clients/servers requiring ISO 8859-1 encoded data.

Program execution

The execution of `SocketReceiveFrom` receives a datagram and stores the source address and source port. It will wait until the data is available or fail with a timeout error.

The amount of bytes read is specified by the data type used in the instruction. If using a `string` data type to receive data in, 80 bytes is received if there is 80 bytes that can be read.

The data that is transferred on the cable is always bytes, max. 1024 bytes in one message. No header is added by default to the message. The usage of any header is reserved for the actual application.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Input data</th>
<th>Cable data</th>
<th>Output data</th>
</tr>
</thead>
<tbody>
<tr>
<td>\Str</td>
<td>1 char</td>
<td>1 byte (8 bits)</td>
<td>1 char</td>
</tr>
<tr>
<td>\RawData</td>
<td>1 rawbytes</td>
<td>1 byte (8 bits)</td>
<td>1 rawbytes</td>
</tr>
<tr>
<td>\Data</td>
<td>1 byte</td>
<td>1 byte (8 bits)</td>
<td>1 byte</td>
</tr>
</tbody>
</table>

It is possible to mix the used data type (string, rawbytes, or array of byte) between `SocketSendTo` and `SocketReceiveFrom`.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed.</td>
</tr>
<tr>
<td>ERR_SOCK_NET_UNREACH</td>
<td>Network is unreachable or connection is lost after a socket is opened.</td>
</tr>
<tr>
<td>ERR_SOCK_NOT_BOUND</td>
<td>The socket has not been bound to an address.</td>
</tr>
<tr>
<td>ERR_SOCK_TIMEOUT</td>
<td>No data was received within the time out time.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction `SocketReceiveFrom` are illustrated below.

**Example 1**

```plaintext
VAR socketdev udp_socket;
VAR string client_ip;
VAR num client_port;

PROC server_messaging()
    VAR string receive_string;
    ...
    ! Create and bind of sockets in error handlers
    SocketReceiveFrom udp_socket \Str := receive_string, client_ip, client_port;
    SocketSendTo udp_socket, client_ip, client_port \Str := "Hello client with ip-address"+client_ip;
```

Continues on next page
... 
SocketClose udp_socket; 
ERROR 
IF ERRNO=ERR_SOCK_TIMEOUT THEN 
RETRY; 
ELSEIF ERRNO=SOCK_CLOSED THEN 
messaging_recover; 
RETRY; 
ELSE 
! No error recovery handling 
ENDIF 
ENDPROC 

PROC messaging_recover() 
SocketClose udp_socket; 
SocketCreate udp_socket \UDP; 
SocketBind udp_socket, "192.168.0.1", 1025; 
ERROR 
IF ERRNO=ERR_SOCK_CLOSED THEN 
RETURN; 
ELSE 
! No error recovery handling 
ENDIF 
ENDPROC 

This is an example of a server program with creation and binding of sockets in error handlers. In this way the program can handle power fail restart. 
In the communication procedure server_messaging the server receives a string message from the client and stores the message in receive_string. Then the server responds with the message "Hello client with ip-address xxx.xxx.x.x". 

Limitations 
All sockets are closed after power fail restart. This problem can be handled by error recovery. See example above. 
The maximum size of the data that can be received in one call is limited to 1024 bytes. 

Syntax 
SocketReceiveFrom 
[Socket ':='] <variable (VAR) of socketdev> 
["'" Str '==' <variable (VAR) of string>] 
["'" RawData '==' <variable (VAR) of rawbytes>] 
["'" Data '==' <array {*} (VAR) of byte>] 
["'" ReadNoOfBytes '==' <expression (IN) of num>] 
["'" NoRecBytes '==' <variable (VAR) of num>] 
[RemoteAddress '=='] <variable (VAR) of string> 
[RemotePort '=='] <variable (VAR) of num> 
["'" Time '==' <variable (IN) of num>] 
[\ISOLatin1Encoding ];'
Related information

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<th>See</th>
</tr>
</thead>
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<td>Send data to remote computer</td>
<td>SocketSend - Send data to remote computer on page 639</td>
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</tr>
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<td>Example client socket application</td>
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</tr>
<tr>
<td>Send data to remote computer</td>
<td>SocketSendTo - Send data to remote computer on page 643</td>
</tr>
<tr>
<td>Test for the presence of data on a socket</td>
<td>SocketPeek - Test for the presence of data on a socket on page 1336</td>
</tr>
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</table>
1.224 SocketSend - Send data to remote computer

Usage
SocketSend is used to send data to a remote computer. SocketSend can be used both for client and server applications.

Basic examples
The following example illustrates the instruction SocketSend:
See also More examples on page 640.

Example 1
SocketSend socket\1 \Str := "Hello world";
Sends the message "Hello world" to the remote computer.

Arguments
SocketSend Socket [ \Str ] [ \RawData ] [ \Data ] [ \NoOfBytes ] [ \ISOLatin1Encoding ]

Socket
Data type: socketdev
In client application the socket to send from must already be created and connected.
In server application the socket to send to must already be accepted.

[ \Str ]
Data type: string
The string to send to the remote computer.

[ \RawData ]
Data type: rawbytes
The rawbytes data to send to the remote computer.

[ \Data ]
Data type: array of byte
The data in the byte array to send to the remote computer.
Only one of the optional parameters \Str, \RawData, or \Data can be used at the same time.

[ \NoOfBytes ]
Data type: num
If this argument is specified only this number of bytes will be sent to the remote computer. The call to SocketSend will fail if \NoOfBytes is larger than the actual number of bytes in the data structure to send.
If this argument is not specified then the whole data structure (valid part of rawbytes) will be sent to the remote computer.

[ \ISOLatin1Encoding ]
Data type: switch

Continues on next page
1 Instructions

1.224 SocketSend - Send data to remote computer

Socket Messaging

Continued

If using this switch the **SocketSend** instruction converts the data used in the argument `\Str` to ISO 8859-1 (Latin-1) encoding before sending it. This makes it possible to communicate with external clients/servers requiring ISO 8859-1 encoded data.

Program execution

The specified data is sent to the remote computer. If the connection is broken an error is generated.

The data that is transferred on the cable is always bytes, max. 1024 bytes in one message. No header is added by default to the message. The usage of any header is reserved for the actual application.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Input data</th>
<th>Cable data</th>
<th>Output data</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>\Str</code></td>
<td>1 char</td>
<td>1 byte (8 bits)</td>
<td>1 char</td>
</tr>
<tr>
<td><code>\RawData</code></td>
<td>1 rawbytes</td>
<td>1 byte (8 bits)</td>
<td>1 rawbytes</td>
</tr>
<tr>
<td><code>\Data</code></td>
<td>1 byte</td>
<td>1 byte (8 bits)</td>
<td>1 byte</td>
</tr>
</tbody>
</table>

It’s possible to mix the used data type (**string**, **rawbytes**, or **array of byte**) between **SocketSend** and **SocketReceive**.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed. Broken connection.</td>
</tr>
<tr>
<td>ERR_SOCK_NET_UNREACH</td>
<td>Network is unreachable or connection is lost after a socket is opened.</td>
</tr>
<tr>
<td>ERR_SOCK_NOT_CONN</td>
<td>The socket is not connected</td>
</tr>
<tr>
<td>ERR_SOCK_UNSPEC</td>
<td>Unspecified exception from underlying call to the operating system</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction **SocketSend** are illustrated below.

**Example 1**

```plaintext
VAR socketdev client_socket;
VAR string receive_string;

PROC client_messaging()
...
! Create and connect the socket in error handlers
SocketSend client_socket \Str := "Hello server";
SocketReceive client_socket \Str := receive_string;
...
SocketClose client_socket;
ERROR
IF ERRNO=ERR_SOCK_TIMEOUT THEN
RETRY;
```

Continues on next page
ELSEIF ERRNO=ERR_SOCK_CLOSED THEN
    client_recover;
    RETRY;
ELSE
    ! No error recovery handling
ENDIF
ENDPROC

PROC client_recover()
    SocketClose client_socket;
    SocketCreate client_socket;
    SocketConnect client_socket, "192.168.0.2", 1025;
ERROR
    IF ERRNO=ERR_SOCK_TIMEOUT THEN
        RETRY;
    ELSEIF ERRNO=ERR_SOCK_CLOSED THEN
        RETURN;
    ELSE
        ! No error recovery handling
    ENDIF
ENDPROC

This is an example of a client program with creation and connection of socket in error handlers. In this way the program can handle power fail restart.

In the procedure client_recover the client socket is created and connected to a remote computer server with IP-address 192.168.0.2 on port 1025.

In the communication procedure client_messaging the client sends "Hello server" to the server and the server responds with "Hello client" to the client, which is stored in the variable receive_string.

Example 2

VAR socketdev client_socket;
VAR string receive_string;

PROC client_messaging()
    ...
    ! Send cr and lf to the server
    SocketSend client_socket \\Str := "\0D\0A";
    ...
ENDPROC

This is an example of a client program that sends non printable characters (binary data) in a string. This can be useful if communicating with sensors or other clients that requires such characters.

Continues on next page
Limitations

There is no built-in synchronization mechanism in Socket Messaging to prevent received messages that are compounded of several sent messages. It is up to the programmer to handle the synchronization with Ack messages (one sequence of SocketSend — SocketReceive in the client or server program must be completed before the next sequence of SocketSend — SocketReceive).

All sockets are closed after power fail restart. This problem can be handled by error recovery. See example above.

Avoid fast loops with SocketCreate ... SocketClose because the socket is not really closed until a certain time (TCP/IP functionality).

The size of the data to send is limited to 1024 bytes.

Syntax

```
SocketSend
  [Socket ':='] <variable (VAR) of socketdev>
  [Str ':=' <expression (IN) of string>]
  [\RawData ':=' <variable (VAR) of rawdata>]
  [\Data ':=' <array {*} (IN) of byte>]
  ['\' NoOfBytes ':=' <expression (IN) of num>]
  ['\' ISOLatin1Encoding]'`
```

Related information

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</tr>
<tr>
<td>Receive data from remote computer</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Close the socket</td>
<td>SocketClose - Close a socket on page 619</td>
</tr>
<tr>
<td>Bind a socket (only server)</td>
<td>SocketBind - Bind a socket to my IP-address and port on page 617</td>
</tr>
<tr>
<td>Listening connections (only server)</td>
<td>SocketListen - Listen for incoming connections on page 627</td>
</tr>
<tr>
<td>Accept connections (only server)</td>
<td>SocketAccept - Accept an incoming connection on page 614</td>
</tr>
<tr>
<td>Get current socket state</td>
<td>SocketGetStatus - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Example server socket application</td>
<td>SocketReceive - Receive data from remote computer on page 629</td>
</tr>
<tr>
<td>Use of non printable characters (binary data)</td>
<td>Technical reference manual - RAPID kernel</td>
</tr>
</tbody>
</table>
1.225 SocketSendTo - Send data to remote computer

Usage

SocketSendTo is used to send data to a remote computer. SocketSendTo can be used both for client and server applications. SocketSendTo is used for connectionless communication with datagram protocol UDP/IP.

Basic examples

The following example illustrates the instruction SocketSendTo:
See also More examples on page 640.

Example 1

VAR socketdev udp_socket;

SocketCreate udp_socket \UDP;
SocketSendTo udp_socket, Address, Port \Str := "Hello world";

Sends the message "Hello world" to the remote computer with IP address Address and port Port.

Arguments

SocketSendTo Socket RemoteAddress RemotePort [ \Str ] | [ \RawData ] | [ \Data ] [ \NoOfBytes ] [ \ISOLatin1Encoding ]

Socket

Data type: socketdev
The socket must already been created.

RemoteAddress

Data type: string
The address of the remote computer. The remote computer must be specified as an IP address. It is not possible to use the name of the remote computer.

RemotePort

Data type: num
The port on the remote computer. Generally ports 1025-4999 are free to use. Ports below 1025 can already be taken.

[ \Str ]

Data type: string
The string to send to the remote computer.

[ \RawData ]

Data type: rawbytes
The rawbytes data to send to the remote computer.

[ \Data ]

Data type: array of byte

Continues on next page
1 Instructions

1.225 SocketSendTo - Send data to remote computer

**Socket Messaging**

*Continued*

The data in the byte array to send to the remote computer.

Only one of the optional parameters \Str, \RawData, or \Data can be used at the same time.

\[ \text{NoOfBytes } \]

**Data type: num**

If this argument is specified only this number of bytes will be sent to the remote computer. The call to `SocketSendTo` will fail if `NoOfBytes` is larger than the actual number of bytes in the data structure to send.

If this argument is not specified then the whole data structure (valid part of rawbytes) will be sent to the remote computer.

\[ \text{ISOLatin1Encoding } \]

**Data type: switch**

If using this switch the `SocketSendTo` instruction converts the data used in the argument `Str` to ISO 8859-1 (Latin-1) encoding before sending it.

This makes it possible to communicate with external clients/servers requiring ISO 8859-1 encoded data.

**Program execution**

The specified data is sent to the remote computer.

The data that is transferred on the cable is always bytes, max. 1024 bytes in one message. No header is added by default to the message. The usage of any header is reserved for the actual application.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Input data</th>
<th>Cable data</th>
<th>Output data</th>
</tr>
</thead>
<tbody>
<tr>
<td>\Str</td>
<td>1 char</td>
<td>1 byte (8 bits)</td>
<td>1 char</td>
</tr>
<tr>
<td>\RawData</td>
<td>1 rawbytes</td>
<td>1 byte (8 bits)</td>
<td>1 rawbytes</td>
</tr>
<tr>
<td>\Data</td>
<td>1 byte</td>
<td>1 byte (8 bits)</td>
<td>1 byte</td>
</tr>
</tbody>
</table>

It's possible to mix the used data type (string, rawbytes, or array of byte) between `SocketSendTo` and `SocketReceiveFrom`.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SOCK_CLOSED</td>
<td>The socket is closed.</td>
</tr>
<tr>
<td>ERR_SOCK_NET_UNREACH</td>
<td>Network is unreachable or connection is lost after a socket is opened.</td>
</tr>
</tbody>
</table>

**More examples**

More examples of the instruction `SocketSendTo` are illustrated below.

**Example 1**

```rapid
VAR socketdev client_socket;
VAR string receive_string;
```
VAR string RemoteAddress;
VAR num RemotePort;

PROC client_messaging()
...
! Create and bind the socket in error handlers
SocketSendTo client_socket, "192.168.0.2", 1025 \Str := "Hello server";
SocketReceiveFrom client_socket \Str := receive_string,
    RemoteAddress, RemotePort;
...
SocketClose client_socket;
ERROR
    IF ERRNO=ERR_SOCK_TIMEOUT THEN
        RETRY;
    ELSEIF ERRNO=ERR_SOCK_CLOSED THEN
        client_recover;
        RETRY;
    ELSE
        ! No error recovery handling
        ENDIF
    ENDPROC

PROC client_recover()
    SocketClose client_socket;
    SocketCreate client_socket \UDP;
    SocketBind client_socket, "192.168.0.2", 1025;
ERROR
    IF ERRNO=ERR_SOCK_TIMEOUT THEN
        RETRY;
    ELSEIF ERRNO=ERR_SOCK_CLOSED THEN
        RETURN;
    ELSE
        ! No error recovery handling
        ENDIF
    ENDPROC

This is an example of a client program with creation and bind of socket in error handlers. In this way the program can handle power fail restart.
In the procedure client_recover the client socket is created and bound to a remote computer server with IP-address 192.168.0.2 on port 1025.
In the communication procedure client_messaging the client sends "Hello server" to the server and the server responds with "Hello client" to the client, which is stored in the variable receive_string.

Example 2

VAR socketdev udp_socket;

PROC message_send()
...
! Send cr and lf to the server

Continues on next page
1 Instructions

1.225 SocketSendTo - Send data to remote computer

Socket Messaging

Continued

SocketSendTo udp_socket, "192.168.0.2", 1025 \Str := "\0D\0A";

... ENDPROC

This is an example the program sends non printable characters (binary data) in a string. This can be useful if communicating with sensors or other clients that requires such characters.

Limitations

All sockets are closed after power fail restart. This problem can be handled by error recovery. See example above.

The size of the data to send is limited to 1024 bytes.

Syntax

SocketSendTo
[Socket ':='] <variable (VAR) of socketdev>
[RemoteAddress ':='] <expression (IN) of string>
[RemotePort ':='] <expression (IN) of num>
[\Str ':=' <expression (IN) of string>]
[\\RawData ':=' <variable (VAR) of rawdata>]
[\\Data ':=' <array {*} (IN) of byte>]
['\' NoOfBytes ':=' <expression (IN) of num>]
[\ISOLatin1Encoding '];'

Related information

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<td>Receive data from remote computer</td>
<td>SocketReceiveFrom - Receive data from remote computer on page 634</td>
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1.225 SocketSendTo - Send data to remote computer

*Socket Messaging Continued*

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<td><em>Technical reference manual - RAPID kernel</em></td>
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</table>
1 Instructions

1.226 SoftAct - Activating the soft servo

RobotWare - OS

1.226 SoftAct - Activating the soft servo

Usage

SoftAct (Soft Servo Activate) is used to activate the so called “soft” servo on any axis of the robot or external mechanical unit.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any motion tasks.

Basic examples

The following example illustrates the instruction SoftAct:

Example 1

SoftAct 3, 20;

Activation of soft servo on robot axis 3 with softness value 20%.

Example 2

SoftAct 1, 90 \Ramp:=150;

Activation of the soft servo on robot axis 1 with softness value 90% and ramp factor 150%.

Example 3

SoftAct \MechUnit:=orbit1, 1, 40 \Ramp:=120;

Activation of soft servo on axis 1 for the mechanical unit orbit1 with softness value 40% and ramp factor 120%.

Arguments

SoftAct [\MechUnit] Axis Softness [\Ramp]

[ \MechUnit ]

*Mechanical Unit*

Data type: mecurit

The name of the mechanical unit. If this argument is omitted then it means activation of the soft servo for specified robot axis in the current program task.

Axis

Data type: num

Number of the robot or external axis to work with soft servo.

Softness

Data type: num

Softness value in percent (0 - 100%). 0% denotes min. softness (max. stiffness), and 100% denotes max. softness.

[ \Ramp ]

Data type: num

Ramp factor in percent (>= 100%). The ramp factor is used to control the engagement of the soft servo. A factor 100% denotes the normal value; with greater
values the soft servo is engaged more slowly (longer ramp). The default value for ramp factor is 100 %.

Program execution

Softness is activated at the value specified for the current axis. The softness value is valid for all movement until a new softness value is programmed for the current axis or until the soft servo is deactivated by the instruction SoftDeact.

Limitations

Soft servo for any robot or external axis is always deactivated when there is a power failure. This limitation can be handled in the user program when restarting after a power failure.

The same axis must not be activated twice unless there is a moving instruction in between. Thus, the following program sequence should be avoided. Otherwise there will be a jerk in the robot movement:

```
SoftAct n, x;
SoftAct n, y;
```

(n = robot axis n, x, and y softness values)

WARNING

The braking distance for category 1 stops will be longer when soft servo is active.

Syntax

```
SoftAct
[
  ["'\'MechUnit ':=" variable (VAR) of mecunit>'',''
  [Axis ':=" expression (IN) of num>'','
  [Softness':=" expression (IN) of num>'','
  [ 'Ramp':=" expression (IN) of num> ]']';'
]
```

Related information

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<tr>
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<td></td>
</tr>
</tbody>
</table>
1 Instructions

1.227 SoftDeact - Deactivating the soft servo

Usage

SoftDeact (Soft Servo Deactivate) is used to deactivate the so called “soft” servo.

Basic examples

The following examples illustrate the instruction SoftDeact:

Example 1

SoftDeact;
Deactivating the soft servo on all axes.

Example 2

SoftDeact \Ramp:=150;
Deactivating the soft servo on all axes, with ramp factor 150 %.

Arguments

SoftDeact [\Ramp]

\[ \Ramp \]  

Data type: num 

Ramp factor in percent (≥ 100 %). The ramp factor is used to control the deactivating of the soft servo. A factor 100% denotes the normal value. With greater values the soft servo is deactivated more slowly (longer ramp). The default value for ramp factor is 100 %.

Program execution

The soft servo is deactivated for the mechanical units that are controlled from current program task. If SoftDeact is done from a non-motion task, the soft servo is deactivated for the mechanical unit controlled by the connected motion task.

Executing a SoftDeact when in synchronized movement mode, soft servo will be deactivated for all mechanical units that are synchronized.

When deactivating soft servo with SoftDeact the robot will move to the programmed position even if the robot has moved out of position during soft servo activation.

Syntax

SoftDeact  
\[ '"\Ramp ':=' < expression \textbf{IN} of num> ]';\]

Related information

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</tr>
</tbody>
</table>
1.228 SoftElbow - Making the elbow flexible for external forces

Usage

SoftElbow is used to activate or deactivate soft elbow on a 7-axes robot. When active, the elbow can be pushed so the elbow position is changed without affecting the TCP. The TCP will continue to move along its programmed path.

Basic example

The following examples illustrate the instruction SoftElbow:

Example 1

    SoftElbow \On;

After executing this instruction, the robot elbow can be moved without affecting the TCP.

Arguments

    SoftElbow [\On] | [\Off]

[\On]

Data type: switch
Activates soft elbow.

[\Off]

Data type: switch
Deactivates soft elbow.

Program execution

Once soft elbow is turned on, the elbow will remain soft until it is turned off with a new SoftElbow instruction.

As long as soft elbow is active, the elbow will bend away from any obstacle or anything pushing the elbow. If the robot is moving, the TCP will continue following its path and the program execution will not be interrupted in any way.

The default value (deactivated soft elbow) is automatically set:

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Limitations

- SoftElbow is only available for 7-axes robots (e.g. YuMi).
- SoftElbow will not work when the tool is in contact with a fixed object and a non-negligible force is applied (for example when pressing an object into a fixture).

Continues on next page
1 Instructions

1.228 SoftElbow - Making the elbow flexible for external forces

Seven axis robot

Continued

- While the arm is being pushed, it may lead to somewhat decreased path accuracy.
- SoftElbow is not compatible with other compliant modes (for example Lead Through, Force control or SoftMove).
- SoftElbow is not compatible with MultiMove Coordinated.
- SoftElbow only works well with moderate speeds, typically lower than 1000mm/s.
- Absolute accuracy will be temporarily deactivated while soft elbow is active.

Syntax

```
SoftElbow ['" On'] ['" Off'];
```
1.229 SpeedLimAxis - Set speed limitation for an axis

Usage

*SpeedLimAxis* is used to set a speed limit value for an axis. The speed reduction is done when the system input signal *LimitSpeed* is set to 1. With this instruction it is possible to setup a speed limitation that later on should be applied.

This instruction can only be used in the main task *T_ROB1* or, if in a *MultiMove* system, in any Motion tasks.

Basic examples

The following examples illustrate the instruction *SpeedLimAxis*:

**Example 1**

```
SpeedLimAxis STN_1, 1, 20;
```

This will limit the speed to 20 degrees/second on axis 1 for mechanical unit *STN_1* when system input *LimitSpeed* is set to 1.

**Example 2**

```
SpeedLimAxis ROB_1, 1, 10;
SpeedLimAxis ROB_1, 2, 30;
SpeedLimAxis ROB_1, 3, 30;
SpeedLimAxis ROB_1, 4, 30;
SpeedLimAxis ROB_1, 5, 30;
SpeedLimAxis ROB_1, 6, 30;
```

This will limit the speed to 30 degrees/second on axis 2 to 6, and limit the speed to 10 degrees/second on axis 1 for mechanical unit *ROB_1* when system input *LimitSpeed* is set to 1.

Arguments

```
SpeedLimAxis MechUnit AxisNo AxisSpeed
```

**MechUnit**

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

**AxisNo**

Data type: num

The number of the current axis for the mechanical unit.

**AxisSpeed**

Data type: num

The speed that should be applied. For a rotating axis the speed should be in degrees/second and for a linear axis it should be in mm/s.

*Continues on next page*
Program execution

SpeedLimAxis is used to set a speed limit value for an axis for a specific mechanical unit. The speed reduction is not done at once. The values are stored and are applied when the system input signal LimitSpeed is set to 1.

If SpeedLimAxis is not used to set a limitation for an axis, then the speed limitation for manual mode will be used instead. If no limitation at all is wanted for a specific axis, a high value should be entered. Furthermore, if no limitation of the checkpoint speed is set using the instruction SpeedLimCheckPoint, then the speed limitations for manual mode will be used to limit the checkpoint speed.

When the system input signal LimitSpeed is set to 1, the speed is ramped down to the reduced speed.

When the system input signal LimitSpeed is set to 0, the speed is ramped up to the programmed speed used in the current movement instruction.

The maximum allowed acceleration during ramping up is controlled by the system parameter Limit Speed Acc Limitation in the type Motion Planner.

The system output signal LimitSpeed is set to 1, when the reduced speed is reached. The system output signal LimitSpeed is set to 0, when the speed starts to ramp up.

The default values for speed limitation are automatically set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_PAR</td>
<td>Parameter axis in instruction is wrong</td>
</tr>
<tr>
<td>ERR_SPEEDLIM_VALUE</td>
<td>The speed used in argument AxisSpeed is too low.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction SpeedLimAxis are illustrated below.

Example 1

```rapid
.. VAR intnum sigint1;
VAR intnum sigint2;
.. PROC main()
   ! Setup interrupts reacting on a signal input
   IDelete sigint1;
```
CONNECT sigint1 WITH setlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 1, sigint1;
IDelete sigint2;
CONNECT sigint2 WITH resetlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 0, sigint2;
...
MoveL p1, z50, fine, tool2;
MoveL p2, z50, fine, tool2;
...
MoveL p10, v100, fine, tool2;
! Set limitations for checkpoints and axes
SpeedLimCheckPoint 200;
SpeedLimAxis ROB_1, 1, 10;
SpeedLimAxis ROB_1, 2, 10;
SpeedLimAxis ROB_1, 3, 10;
SpeedLimAxis ROB_1, 4, 20;
SpeedLimAxis ROB_1, 5, 20;
SpeedLimAxis ROB_1, 6, 20;
WHILE run_loop = TRUE DO
  MoveL p1, vmax, z50, tool2;
...
  MoveL p99, vmax, fine, tool2;
ENDWHILE
! Set the default manual mode max speed
SpeedLimCheckPoint 0;
SpeedLimAxis ROB_1, 1, 0;
SpeedLimAxis ROB_1, 2, 0;
SpeedLimAxis ROB_1, 3, 0;
SpeedLimAxis ROB_1, 4, 0;
SpeedLimAxis ROB_1, 5, 0;
SpeedLimAxis ROB_1, 6, 0;
...
TRAP setlimitspeed
IDelete sigint1;
CONNECT sigint1 WITH setlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 1, sigint1;
! Set out signal that is cross connected to system input
  LimitSpeed
  SetDO do1LimitSpeed, 1;
ENDTRAP
TRAP resetlimitspeed
IDelete sigint2;
CONNECT sigint2 WITH resetlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 0, sigint2;
! Reset out signal that is cross connected to system input
  LimitSpeed
  SetDO do1LimitSpeed, 0;
ENDTRAP

During the robot movement from position \texttt{p1} to \texttt{p10}, the default speed limitation is used (manual mode speed). A new speed limit for the checkpoints for the TCP

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1 Instructions

1.229 SpeedLimAxis - Set speed limitation for an axis

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Continued

robot and for the axes are added. The trap routine setlimitspeed will apply the speed limitation if signal mysensorsignal changes value to 1.

The trap routine resetlimitspeed will remove the speed limitation when signal mysensorsignal changes value to 0.

The new settings for the speed limitation will be used as long as the variable run_loop is TRUE and the system input signal LimitSpeed is set to 1. When run_loop is set to FALSE the default speed limitation (manual mode speed) is set.

Note

The trap routine in the example is only used to visualize the functionality. The signal used to limit the speed could also be connected either directly to the system input signal LimitSpeed, or through a safety PLC.

Limitations

SpeedLimAxis cannot be used in the POWER ON event routine.

When reducing the speed of one axis or checkpoint, the other axes will also be reduced to the same percentage to be able to run along the programmed path. The process speed along the programmed path will vary.

When using SafeMove together with speed limitation, SafeMove must be setup with a margin since the SafeMove and motion calculations are slightly different.

Syntax

SpeedLimAxis

[ MechUnit ':=' ] <variable (VAR) of mecunit>','
[ AxisNo ':=' ] <expression (IN) of num>','
[ AxisSpeed ':=' ] <expression (IN) of num>';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Set speed limitation for check points</td>
<td>SpeedLimCheckpoint - Set speed limitation for check points on page 657</td>
</tr>
<tr>
<td>System input and output signals</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.230 SpeedLimCheckPoint - Set speed limitation for checkpoints

Usage

SpeedLimCheckPoint is used to set a speed limit value for a TCP robot. The speed reduction is done when the system input signal LimitSpeed is set to 1. With this instruction it is possible to setup a speed limit that later on should be applied. The reduction of the speed is done if any of the checkpoints are running faster than the limit set by SpeedLimCheckPoint. (For More information about checkpoints, see More examples on page 659.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any Motion tasks.

Basic examples

The following example illustrates the instruction SpeedLimCheckPoint:

Example 1

VAR num limit_speed:=200;
SpeedLimCheckPoint limit_speed;

This will limit the speed to 200 mm/s for the TCP robot when system input LimitSpeed is set to 1.

Arguments

SpeedLimCheckPoint RobSpeed

RobSpeed

Data type: num

The speed limitation in mm/s that should be applied.
1 Instructions

1.230 SpeedLimCheckPoint - Set speed limitation for checkpoints

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Continued

Program execution

Definition of checkpoints, see figure below.

<table>
<thead>
<tr>
<th>A</th>
<th>World coordinate system</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Base coordinate system</td>
</tr>
<tr>
<td>C</td>
<td>Arm checkpoint</td>
</tr>
<tr>
<td>D</td>
<td>Wrist Center Point (WCP)</td>
</tr>
<tr>
<td>E</td>
<td>tool0</td>
</tr>
<tr>
<td>F</td>
<td>Tool Center Point (TCP)</td>
</tr>
</tbody>
</table>

SpeedLimCheckPoint is used to set a speed limit value for 4 checkpoints for a TCP robot. The checkpoints that will be limited are the arm, the wrist, tool0, and the active TCP, as seen in the picture above. The speed reduction is not done at once. The values are stored and are applied when the system input signal LimitSpeed is set to 1. The speed of the checkpoints are limited relative to the base coordinate system.

If instruction SpeedLimCheckPoint is not used to set a limitation, the speed limitation for manual mode will be used as limitation. If no limitation at all is wanted for the checkpoints, a high value should be entered. Furthermore, if no limitation of the axis speeds are set using the instruction SpeedLimAxis, then the speed limitations for manual mode will be used to limit the axis speed.

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1.230 SpeedLimCheckPoint - Set speed limitation for check points

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When the system input signal LimitSpeed is set to 1, the speed is ramped down to the reduced speed.
When the system input signal LimitSpeed is set to 0, the speed is ramped up to the programmed speed used in the current movement instruction.
The maximum allowed acceleration during ramping up is controlled by the system parameter Limit Speed Acc Limitation in the type Motion Planner.
The system output signal LimitSpeed is set to 1, when the reduced speed is reached. The system output signal LimitSpeed is set to 0, when the speed starts to ramp up.
The default values for speed limitation are automatically set
- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SPEEDLIM_VALUE</td>
<td>The speed used in argument RobSpeed is too low.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction SpeedLimCheckPoint are illustrated below.

Example 1

```
VAR intnum sigint1;
VAR intnum sigint2;
.. PROC main()
! Setup interrupts reacting on a signal input
IDelete sigint1;
CONNECT sigint1 WITH setlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 1, sigint1;
IDelete sigint2;
CONNECT sigint2 WITH resetlimitspeed;
ISignalDI \SingleSafe, mysensorsignal, 0, sigint2;
.. MoveL p1, z50, fine, tool2;
MoveL p2, z50, fine, tool2;
.. MoveL p10, v100, fine, tool2;
! Set limitations for checkpoints and axes
```

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1 Instructions

1.230 SpeedLimCheckPoint - Set speed limitation for check points

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Continued

SpeedLimCheckPoint 200;
SpeedLimAxis ROB_1, 1, 10;
SpeedLimAxis ROB_1, 2, 10;
SpeedLimAxis ROB_1, 3, 10;
SpeedLimAxis ROB_1, 4, 20;
SpeedLimAxis ROB_1, 5, 20;
SpeedLimAxis ROB_1, 6, 20;
WHILE run_loop = TRUE DO
  MoveL p1, vmax, z50, tool2;
  ..
  MoveL p99, vmax, fine, tool2;
ENDWHILE
! Set the default manual mode max speed
SpeedLimCheckPoint 0;
SpeedLimAxis ROB_1, 1, 0;
SpeedLimAxis ROB_1, 2, 0;
SpeedLimAxis ROB_1, 3, 0;
SpeedLimAxis ROB_1, 4, 0;
SpeedLimAxis ROB_1, 5, 0;
SpeedLimAxis ROB_1, 6, 0;
..
TRAP setlimitspeed
  IDelete sigint1;
  CONNECT sigint1 WITH setlimitspeed;
  ISignalDI \SingleSafe, mysensorsignal, 1, sig1int1;
  ! Set out signal that is cross connected to system input
  LimitSpeed
  SetDO do1LimitSpeed, 1;
ENDTRAP
TRAP resetlimitspeed
  IDelete sigint2;
  CONNECT sigint2 WITH resetlimitspeed;
  ISignalDI \SingleSafe, mysensorsignal, 0, sig1int2;
  ! Reset out signal that is cross connected to system input
  LimitSpeed
  SetDO do1LimitSpeed, 0;
ENDTRAP

During the robot movement from position p1 to p10, the default speed limitation is used (manual mode speed). A new speed limit for the checkpoints for the TCP robot and for the axes are added. The trap routine setlimitspeed will apply the speed limitation if signal mysensorsignal changes value to 1.

The trap routine resetlimitspeed will remove the speed limitation when signal mysensorsignal changes value to 0.

The new settings for the speed limitation will be used as long as the variable run_loop is TRUE and the system input signal LimitSpeed is set to 1. When
run_loop is set to FALSE the default speed limitation (manual mode speed) is set.

Note

The trap routine in the example is only used to visualize the functionality. The signal used to limit the speed could also be connected either directly to the system input signal LimitSpeed, or through a safety PLC.

Limitations

SpeedLimCheckPoint cannot be used in the POWER ON event routine.

If a robot is standing on a moving track, then the checkpoint speed in the world frame can be higher than the specified checkpoint speed limit in the base frame. The checkpoint speed in the world frame can be the sum of the track speed and the checkpoint speed in the base frame. To also limit the checkpoint speed in the world frame, make sure that the sum of both does not exceed the limit.

When reducing the speed of one axis or checkpoint, the other axes will also be reduced to the same percentage to be able to run along the programmed path. The process speed along the programmed path will vary.

When using SafeMove together with speed limitation, SafeMove must be setup with a margin and tested, since the SafeMove and motion calculations are slightly different. A change of tool TCP on the fly is not synchronized with SafeMove. So the tool TCP in SafeMove must either be shorter than the tools used by the robot, or the max checkpoint speed for SafeMove must be setup with an extra margin and tested.

Syntax

```plaintext
SpeedLimCheckPoint
[RobSpeed ':='] <expression (IN) of num>';'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Set speed limitation for an axis</td>
<td>SpeedLimAxis - Set speed limitation for an axis on page 653</td>
</tr>
<tr>
<td>Defining arm loads</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System input and output signals</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
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1.231 SpeedRefresh - Update speed override for ongoing movement

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1.231 SpeedRefresh - Update speed override for ongoing movement

Usage

SpeedRefresh is used to change the movement speed for the ongoing robot movement in current motion program task. With this instruction it is possible to create some type of coarse speed adaptation from some sensor input. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any Motion tasks.

Basic examples

The following example illustrates the instruction SpeedRefresh:

Example 1

VAR num change Speed:=70;
SpeedRefresh change_Speed;
This will change the current speed override to 70%.

Arguments

SpeedRefresh Override

Override

Data type: num
The speed override value within range 0 ... 100 %.

Program execution

The actual speed override value for the ongoing movements of robot and external units in current motion program task will be updated.
All speed data components for any mechanical units in current motion task will be influenced.

Note

Speed override set from SpeedRefresh is not equal to setting the speed from the FlexPendant. These are two different values. The product of these two values and the programmed speed will be the speed that is used in the movement.

If a PP to main is done or if a new program is loaded, the speed that was set with SpeedRefresh will be reset, and the speed set from the FlexPendant will be applied.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SPEED_REFRESH_LIM</td>
<td>Override has a value outside the range of 0 to 100 %</td>
</tr>
</tbody>
</table>

Continues on next page
More examples

More examples of the instruction SpeedRefresh are illustrated below.

Example 1

```rapid
VAR intnum time_int;
VAR num override;
...
PROC main()
    CONNECT time_int WITH speed_refresh;
    ITimer 0.1, time_int;
    ISleep time_int;
    ...
    MoveL p1, v100, fine, tool2;
    ! Read current speed override set from FlexPendant
    override := CSpeedOverride (\CTask);
    IWatch time_int;
    MoveL p2, v100, fine, tool2;
    IDelete time_int;
    ! Reset to FlexPendant old speed override
    WaitTime 0.5;
    SpeedRefresh override;
    ...
TRAP speed_refresh
    VAR speed_corr;
    ! Analog input signal value from sensor, value 0 ... 10
    speed_corr := (ai_sensor * 10);
    SpeedRefresh speed_corr;
    ERROR
        IF ERRNO = ERR_SPEED_REFRESH_LIM THEN
            IF speed_corr > 100 speed_corr := 100;
            IF speed_corr < 0 speed_corr := 0;
            RETRY;
        ENDIF
    ENDFRAG
```

During the robot movement from position p1 to p2, the speed override value is updated every 0.1 s in the trap routine speed_refresh. The analog input signal ai_sensor is used for calculation of Override value for the instruction SpeedRefresh. There is no trap routine execution before or after the robot movement between p1 and p2. The manual speed override from FlexPendant is restored. After that the robot has to reach p2.

Limitations

Note that with SpeedRefresh the speed override will not be done momentary. Instead there will be a lag of 0.3 - 0.5 seconds between the order and the influence on the physical robot.

The user is responsible to reset the speed override value from the RAPID program after the SpeedRefresh sequence.

If SpeedRefresh is used in the START or in the RESET event routine, the speed that is set is always the actual FlexPendant speed override.

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1 Instructions

1.231 SpeedRefresh - Update speed override for ongoing movement

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Continued

Syntax

```
SpeedRefresh
  [ Override ':= ' ] < expression (IN) of num > ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Definition of velocity</td>
<td>speeddata - Speed data on page 1584</td>
</tr>
<tr>
<td>Read current speed override</td>
<td>CSpeedOverride - Reads the current override speed on page 1104</td>
</tr>
</tbody>
</table>
1.232 SpyStart - Start recording of execution time data

Usage

SpyStart is used to start the recording of instruction and time data during execution.
The execution data will be stored in a file for later analysis.
The stored data is intended for debugging RAPID programs, specifically for multi-tasking systems (only necessary to have SpyStart - SpyStop in one program task).

Basic examples

The following example illustrates the instruction SpyStart:

Example 1

SpyStart "HOME:/spy.log";
Starts recording the execution time data in the file spy.log on the HOME disk.

Arguments

SpyStart File

File

Data type: string
The file path and the file name to the file that will contain the execution data.

Program execution

The specified file is opened for writing and the execution time data begins recording in the file.
Recording of execution time data is active until:
• execution of instruction SpyStop
• starting program execution from the beginning
• loading a new program
• next Restart
• changing from manual to auto and Auto Condition Reset enabled

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEOPEN</td>
<td>The file in the SpyStart instruction can't be opened.</td>
</tr>
</tbody>
</table>

File format

<table>
<thead>
<tr>
<th>TASK</th>
<th>INSTR</th>
<th>IN</th>
<th>CODE</th>
<th>OUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAIN</td>
<td>FOR I FROM 1 TO 3 DO</td>
<td>0</td>
<td>READY</td>
<td>0</td>
</tr>
<tr>
<td>MAIN</td>
<td>mynum:=mymun+i;</td>
<td>1</td>
<td>READY</td>
<td>1</td>
</tr>
</tbody>
</table>

Continues on next page
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### 1.23 SpyStart - Start recording of execution time data

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Continued

<table>
<thead>
<tr>
<th>TASK</th>
<th>INSTR</th>
<th>IN</th>
<th>CODE</th>
<th>OUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAIN</td>
<td>ENDFOR</td>
<td>2</td>
<td>READY</td>
<td>2</td>
</tr>
<tr>
<td>MAIN</td>
<td>mynum:=mynum+i;</td>
<td>2</td>
<td>READY</td>
<td>2</td>
</tr>
<tr>
<td>MAIN</td>
<td>ENDFOR</td>
<td>2</td>
<td>READY</td>
<td>2</td>
</tr>
<tr>
<td>MAIN</td>
<td>mynum:=mynum+i;</td>
<td>2</td>
<td>READY</td>
<td>2</td>
</tr>
<tr>
<td>MAIN</td>
<td>ENDFOR</td>
<td>2</td>
<td>READY</td>
<td>3</td>
</tr>
<tr>
<td>MAIN</td>
<td>SetDo1,1;</td>
<td>3</td>
<td>READY</td>
<td>3</td>
</tr>
<tr>
<td>MAIN</td>
<td>IF di1=0 THEN</td>
<td>3</td>
<td>READY</td>
<td>4</td>
</tr>
<tr>
<td>MAIN</td>
<td>MoveL p1, v1000, fine, tool0;</td>
<td>4</td>
<td>WAIT</td>
<td>14</td>
</tr>
<tr>
<td>MAIN</td>
<td>MoveL p1, v1000, fine, tool0;</td>
<td>111</td>
<td>READY</td>
<td>111</td>
</tr>
<tr>
<td>MAIN</td>
<td>ENDIF</td>
<td>108</td>
<td>READY</td>
<td>108</td>
</tr>
<tr>
<td>MAIN</td>
<td>MoveL p2, v1000, fine, tool0;</td>
<td>111</td>
<td>WAIT</td>
<td>118</td>
</tr>
<tr>
<td>MAIN</td>
<td>MoveL p2, v1000, fine, tool0;</td>
<td>326</td>
<td>READY</td>
<td>326</td>
</tr>
<tr>
<td>MAIN</td>
<td>SpyStop;</td>
<td>326</td>
<td>READY</td>
<td></td>
</tr>
</tbody>
</table>

**TASK column** shows executed program task.

**INSTR column** shows executed instruction in specified program task.

**IN** column shows the time in ms when entering the executed instruction.

**CODE** column shows if the instruction is READY or the instruction WAIT for completion at OUT time.

**OUT** column shows the time in ms upon leaving the executed instruction.

All times are given in ms (relative values).

**SYSTEM TRAP** means that the system is doing something else than execution of RAPID instructions.

If the procedure calls to some NOSTEPIN procedure (module) then the output list shows only the name of the called procedure. This is repeated for every executed instruction in the NOSTEPIN routine.

### Limitations

Never use the spy function in production programs because the function increases the cycle time and consumes memory on the mass memory device in use.

### Syntax

```
SpyStart
[File':=']<expression (IN) of string>';'
```

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop recording of execution data</td>
<td>SpyStop - Stop recording of time execution data on page 668</td>
</tr>
<tr>
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</table>

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### 1.232 SpyStart - Start recording of execution time data

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</tr>
</tbody>
</table>

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1 Instructions

1.233 SpyStop - Stop recording of time execution data

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1.233 SpyStop - Stop recording of time execution data

Usage

SpyStop is used to stop the recording of time data during execution.
The data, which can be useful for optimizing the execution cycle time, is stored in
a file for later analysis.

Basic examples

The following example illustrates the instruction SpyStop:
See also More examples on page 668.

Example 1

SpyStop;

Stops recording the execution time data in the file specified by the previous
SpyStart instruction.

Program execution

The execution data recording is stopped and the file specified by the previous
SpyStart instruction is closed. If no SpyStart instruction has been executed
before then the SpyStop instruction is ignored.

More examples

More examples of the instruction SpyStop are illustrated below.

Example 1

IF debug = TRUE SpyStart "HOME:/spy.log";
produce_sheets;
IF debug = TRUE SpyStop;

If the debug flag is true then start recording execution data in the file spy.log on
the HOME: disk. Perform actual production; stop recording, and close the file
spy.log.

Limitations

Never use the spy function in production programs because the function increases
the cycle time and consumes memory on the mass memory device in use.

Syntax

SpyStop';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Start recording of execution data</td>
<td>SpyStart - Start recording of execution time data on page 665</td>
</tr>
</tbody>
</table>
1.234 StartLoad - Load a program module during execution

Usage
StartLoad is used to start the loading of a program module into the program memory during execution.

When loading is in progress other instructions can be executed in parallel. The loaded module must be connected to the program task with the instruction WaitLoad before any of its symbols/routines can be used.

The loaded program module will be added to the modules already existing in the program memory.

A program or system module can be loaded in static (default) or dynamic mode. Depending on the used mode, some operations will unload the module or not affect the module at all.

Static mode
The following table shows how two different operations affect a static loaded program or system modules.

<table>
<thead>
<tr>
<th></th>
<th>Set PP to main from TP</th>
<th>Open new RAPID program</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Module</td>
<td>Not affected</td>
<td>Unloaded</td>
</tr>
<tr>
<td>System Module</td>
<td>Not affected</td>
<td>Not affected</td>
</tr>
</tbody>
</table>

Dynamic mode
The following table shows how two different operations affect a dynamic loaded program or system modules.

<table>
<thead>
<tr>
<th></th>
<th>Set PP to main from TP</th>
<th>Open new RAPID program</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Module</td>
<td>Unloaded</td>
<td>Unloaded</td>
</tr>
<tr>
<td>System Module</td>
<td>Unloaded</td>
<td>Unloaded</td>
</tr>
</tbody>
</table>

Both static and dynamic loaded modules can be unloaded by the instruction UnLoad.

Basic examples
The following example illustrates the instruction StartLoad:

See also More examples on page 671.

Example 1

```
VAR loadsession load1;

! Start loading of new program module PART_B containing routine routine_b in dynamic mode
StartLoad \Dynamic, diskhome \File:="PART_B.MOD", load1;

! Executing in parallel in old module PART_A containing routine_a %"routine_a"%

! Unload of old program module PART_A
UnLoad diskhome \File:="PART_A.MOD";
```

Continues on next page
! Wait until loading and linking of new program module PART_B is ready
WaitLoad load1;

! Execution in new program module PART_B
"routine_b";

Starts the loading of program module PART_B.MOD from diskhome into the program memory with instruction StartLoad. In parallel with the loading the program executes routine_a in module PART_A.MOD. Then instruction WaitLoad waits until the loading and linking is finished. The module is loaded in dynamic mode. Variable load1 holds the identity of the load session updated by StartLoad and referenced by WaitLoad.

To save linking time the instruction UnLoad and WaitLoad can be combined in the instruction WaitLoad by using the optional argument \\UnLoadPath.

Arguments

StartLoad [\Dynamic] FilePath [\File] LoadNo

[\Dynamic]
Data type: switch
The switch enables loading of a program module in dynamic mode. Otherwise the loading is in static mode.

FilePath
Data type: string
The file path and the file name to the file that will be loaded into the program memory. The file name shall be excluded when the argument \File is used.

[\File]
Data type: string
When the file name is excluded in the argument FilePath it must be defined with this argument.

LoadNo
Data type: loadsession
This is a reference to the load session that should be used in the instruction WaitLoad to connect the loaded program module to the program task.

Program execution

Execution of StartLoad will only order the loading and then proceed directly with the next instruction without waiting for the loading to be completed.

The instruction WaitLoad will then wait at first for the loading to be completed if it is not already finished, and then it will be linked and initialized. The initiation of the loaded module sets all variables at module level to their initial values.

Unresolved references will default be accepted for this loading operation StartLoad - WaitLoad, but it will be a run time error on execution of an unresolved reference.

Continues on next page
To obtain a good program structure that is easy to understand and maintain, all loading and unloading of program modules should be done from the main module, which is always present in the program memory during execution.

For loading of program that contains a main procedure to a main program (with another main procedure), see instruction Load, \textit{Load - Load a program module during execution on page 265.}

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILE_NOT_FND</td>
<td>File not found.</td>
</tr>
<tr>
<td>ERR_LOADNO_INUSE</td>
<td>The variable specified in argument LoadNo is already in use.</td>
</tr>
</tbody>
</table>

### More examples

More examples of how to use the instruction \texttt{StartLoad} are illustrated below.

**Example 1**

```
StartLoad \Dynamic, "HOME:/DOORDIR/DOOR1.MOD", load1;
```

Loads the program module \texttt{DOOR1.MOD} from the \texttt{HOME:} at the directory \texttt{DOORDIR} into the program memory. The program module is loaded in dynamic mode.

**Example 2**

```
StartLoad \Dynamic, "HOME:" \File:="/DOORDIR/DOOR1.MOD", load1;
```

Same as in example 1 but with another syntax.

**Example 3**

```
StartLoad "HOME:" \File:="/DOORDIR/DOOR1.MOD", load1;
```

Same as in examples 1 and 2 above but the module is loaded in static mode.

**Example 4**

```
StartLoad \Dynamic, "HOME:" \File:="/DOORDIR/DOOR1.MOD", load1;
WaitLoad load1;
```

is the same as

```
Load \Dynamic, "HOME:" \File:="/DOORDIR/DOOR1.MOD";
```

### Limitations

If a power fail comes while running a \texttt{StartLoad} instruction, the system will not be able to recover at startup. The controller will probably end up in system failure state, and the system must be restored from a backup.

To minimize this risk, it is better to load several small modules instead of one big/large module.

### Syntax

```
StartLoad
    ['\Dynamic ',']
    [FilePath ' :='] <expression (IN) of string>
```
1 Instructions

1.234 StartLoad - Load a program module during execution

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Continued

```
['\'File ':=' <expression (IN) of string> ] ',
[LoadNo ':='] <variable (VAR) of loadsession>);
```

### Related information

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</tr>
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<td>Load a program module</td>
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<tr>
<td>Path references and the directory structure</td>
<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1.235 StartMove - Restarts robot movement

Usage

StartMove is used to resume robot, external axes movement and belonging process after the movement has been stopped

• by the instruction StopMove.
• after execution of StorePath...RestoPath sequence.
• after asynchronously raised movements errors, such as ERR_PATH_STOP or specific process error after handling in the ERROR handler.

For base system it is possible to use this instruction in the following type of program tasks:

• main task T_ROB1 for restart of the movement in that task.
• any other task for restart of the movements in the main task.

For MultiMove system it is possible to use this instruction in the following type of program tasks:

• motion task, for restart of the movement in that task.
• non motion task, for restart of the movement in the connected motion task.

Besides that, if movement is restarted in one connected motion task belonging to a coordinated synchronized task group, the movement is restarted in all the cooperating tasks.

Basic examples

The following examples illustrate the instruction StartMove:

Example 1

StopMove;
WaitDI ready_input,1;
StartMove;

The robot starts to move again when the input ready_input is set.

Example 2

...  
MoveL p100, v100, z10, tool1;
StorePath;
p:= CRobT(\Tool:=tool1);
! New temporary movement
MoveL p1, v100, fine, tool1;
...  
MoveL p, v100, fine, tool1;
RestoPath;
StartMove;
...

After moving back to a stopped position p (in this example equal to p100), the robot starts to move again on the basic path level.

Arguments

StartMove [\AllMotionTasks]
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1.235 StartMove - Restarts robot movement

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Continued

[\AllMotionTasks]

Data type: switch

Restart the movement of all mechanical units in the system. The switch
[\AllMotionTasks] can only be used from a non-motion program task.

Program execution

Any processes associated with the stopped movement are restarted at the same
time that the motion resumes.

Note

If a StopMove instruction has been used to stop movement, a StartMove
instruction must be executed in the same task that performed the StopMove.
This behavior is the same regardless of using the argument \AllMotionTasks
or not.

To restart a MultiMove application in synchronized coordinated mode, StartMove
must be executed in all motion tasks that are involved in coordination.

With the switch \AllMotionTasks (only allowed from non-motion program task)
the movements for all mechanical units in the system are restarted.

In a base system without the switch \AllMotionTasks, the movements for
following mechanical units are restarted:

- always the mechanical units in the main task, independent of which task
  executes the StartMove instruction.

In a MultiMove system without the switch \AllMotionTasks the movements for
the following mechanical units are restarted:

- the mechanical units in the motion task executing StartMove.
- the mechanical units in the motion task that are connected to the non motion
task executing StartMove. Besides that, if mechanical units are restarted
in one connected motion task belonging to a coordinated synchronized task
group then the mechanical units are restarted in all the cooperated tasks.

Error handling

The following recoverable errors are generated and can be handled in an error
handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PATHDIST</td>
<td>The robot is too far from the path (more than 10 mm or 20 degrees) to perform a restart of the interrupted movement. Move the robot closer to the path before attempting RETRY.</td>
</tr>
</tbody>
</table>
| ERR_STARTMOVE | The robot is in hold state when executing a StartMove instruction.
  Wait some time before attempting RETRY. |
| ERR_PROGSTOP  | The robot is in program stop state when executing a StartMove instruction.
  Wait some time before attempting RETRY. |

Continues on next page
### Limitations

Only one of several non-motion tasks is allowed at the same time to do `StopMove - StartMove` sequence against some motion task.

It is not possible to do any error recovery if `StartMove` is executed in any error handler.

### Syntax

```plaintext
StartMove
['\'AllMotionTasks]\';
```

### Related information

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</thead>
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<tr>
<td></td>
<td><code>RestoPath - Restores the path after an interrupt on page 514</code></td>
</tr>
</tbody>
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1.236 StartMoveRetry - Restarts robot movement and execution

Usage

StartMoveRetry is used to resume robot and external axes movements and belonging processes and also retry the execution from an ERROR handler.

This instruction can be used in an ERROR handler in the following types of program tasks:

- main task T_ROB1 in a base system
- any motion task in a MultiMove system

Basic examples

The following example illustrates the instruction StartMoveRetry:

Example 1

```rapid
VAR robtarget p_err;
...
MoveL p1; ID:=50, v1000, z30, tool1; WObj:=stn1;
...
ERROR
IF ERRNO = ERR_PATH_STOP THEN
  StorePath;
  p_err := CRobT(Tool:= tool1, WObj:=wobj0);
  ! Fix the problem
  MoveL p_err, v100, fine, tool1;
  RestoPath;
  StartMoveRetry;
ENDIF
ENDPROC
```

This is an example from a MultiMove system with coordinated synchronized movements (two robots working on some rotated work object).

During the movement to position p1, the other cooperated robot gets some process error so that the coordinated synchronized movements stops. This robots then gets the error ERR_PATH_STOP, and the execution is transferred to the ERROR handler.

In the ERROR handler, do the following:

- **StorePath** stores the original path, goes to a new path level, and sets the MultiMove system in independent mode.
- If there are problems with the robot then initiate movements on the new path level.
- **Before RestoPath** go back to the error position.
- **RestoPath** goes back to the original path level and sets the MultiMove system back to synchronized mode again.
- **StartMoveRetry** restarts the interrupted movement and any process. It also transfers the execution back to resume the normal execution.
Program execution

StartMoveRetry does the following sequence:

• regain to path
• restart any processes associated with the stopped movement
• restart the interrupted movement
• RETRY of the program execution

StartMoveRetry does the same as StartMove and RETRY together in one indivisible operation.

Only the mechanical units in the program task that execute StartMoveRetry are restarted.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PATHDIST</td>
<td>The robot is too far from the path (more than 10 mm or 20 degrees) to perform a restart of the interrupted movement.</td>
</tr>
<tr>
<td>ERR_STARTMOVE</td>
<td>The robot is in hold state when executing a StartMoveRetry instruction.</td>
</tr>
<tr>
<td>ERR_PROGSTOP</td>
<td>The robot is in program stop state when executing a StartMoveRetry instruction.</td>
</tr>
<tr>
<td>ERR_ALRDY_MOVING</td>
<td>The robot is already moving when executing a StartMoveRetry instruction.</td>
</tr>
</tbody>
</table>

Limitations

Can only be used in an ERROR handler in a motion task.

In a MultiMove system executing coordinated synchronized movements the following programming rules must be followed in the ERROR handler:

• StartMoveRetry must be used in all cooperated program tasks.
• If movement is needed in any ERROR handler then the instructions StorePath ... RestoPath must be used in all cooperated program tasks.
• The program must move the robot back to the error position before RestoPath is executed if the robot was moved on the StorePath level.

Syntax

StartMoveRetry ';'
## Instructions

### 1.236 StartMoveRetry - Restarts robot movement and execution

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<th>See</th>
</tr>
</thead>
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<td>Store/restore path</td>
<td><em>StorePath</em> - Stores the path when an interrupt occurs on page 708</td>
</tr>
<tr>
<td></td>
<td><em>RestoPath</em> - Restores the path after an interrupt on page 514</td>
</tr>
</tbody>
</table>
1.237 STCalib - Calibrate a Servo Tool

Usage

STCalib is used to calibrate the distance between the tool tips. This is necessary after tip change or tool change, and it is recommended after performing a tip dress or after using the tool for a while.

Note! The tool performs two close/open movements during the calibration. The first close movement will detect the tip contact position.

Basic examples

The following examples illustrate the instruction STCalib:

Example 1

VAR num curr_tip_wear;
VAR num retval;
CONST num max_adjustment := 20;

STCalib gun1 \ToolChg;

Calibrate a servo gun after a tool change. Wait until the gun calibration has finished before continuing with the next Rapid instruction.

Example 2

STCalib gun1 \ToolChg \Conc;

Calibrate a servo gun after a tool change. Continue with the next Rapid instruction without waiting for the gun calibration to be finished.

Example 3

STCalib gun1 \TipChg;

Calibrate a servo gun after a tip change.

Example 4

STCalib gun1 \TipWear \RetTipWear := curr_tip_wear;

Calibrate a servo gun after tip wear. Save the tip wear in variable curr_tip_wear.

Example 5

STCalib gun1 \TipChg \RetPosAdj:=retval;
IF retval > max_adjustment THEN
TPWrite "The tips are lost!";
...

Calibrate a servo gun after a tip change. Check if the tips are missing.

Example 6

STCalib gun1 \TipChg \PrePos:=10;

Calibrate a servo gun after a tip change. Move fast to position 10 mm then start to search for contact position with slower speed.

Example 7

Example of non valid combination:

STCalib gun1 \TipWear \RetTipWear := curr_tip_wear \Conc;

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1.237 STCalib - Calibrate a Servo Tool

Servo Tool Control

Continued

Perform a tip wear calibration. Continue with the next Rapid instruction without waiting for the gun calibration to be finished. The parameter \texttt{curr_tip_wear} will in this case not hold any valid value since the \texttt{Conc} switch is used (The next Rapid instruction will start to execute before the calibration process is finished).

### Arguments

STCalib ToolName [\texttt{\ToolChg}] [\texttt{\TipChg}] [\texttt{\TipWear}] [\texttt{\RetTipWear}] [\texttt{\RetPosAdj}] [\texttt{\PrePos}] [\texttt{\Conc}]

**ToolName**

\textbf{Data type: string}

The name of the mechanical unit.

**[\texttt{\ToolChg}]**

\textbf{Data type: switch}

Calibration after a tool change.

**[\texttt{\TipChg}]**

\textbf{Data type: switch}

Calibration after a tip change.

**[\texttt{\TipWear}]**

\textbf{Data type: switch}

Calibration after tip wear.

**[\texttt{\RetTipWear}]**

\textbf{Data type: num}

The achieved tip wear [mm].

**[\texttt{\RetPosAdj}]**

\textbf{Data type: num}

The positional adjustment since the last calibration [mm].

**[\texttt{\PrePos}]**

\textbf{Data type: num}

The position to move with high speed before the search for contact position with slower speed is started [mm].

**[\texttt{\Conc}]**

\textbf{Data type: switch}

Subsequent instructions are executed while the gun is moving. The argument can be used to shorten cycle time. This is useful when, for example, two guns are controlled at the same time.

### Program execution

**Calibration modes**

If the mechanical unit exists then the servo tool is ordered to calibrate. The calibration is done according to the switches, see below. If the \texttt{\RetTipWear} parameter is used then the tip wear is updated.
Calibration after toolchange:
The tool will close with slow speed waiting for tips in contact to open fast, close fast to a low force, and open again in one sequence. The tip wear will remain unchanged.

Calibration after tipchange:
The tool will close with slow speed waiting for tips in contact to open fast, close fast to a low force, and open again in one sequence. The tip wear will be reset.

Calibration after tipwear:
The tool will close with high speed to the contact position, open fast, close fast to a low force, and open again in one sequence. The tip wear will be updated.

NOTE! If the switch Conc is used then the instruction will be considered ready once started and therefore the return value RetTipWear will not be available. In this case the RetTipWear will be returned by the function STIsOpen. For more details, see RobotWareOS functions - STIsOpen.

Positional adjustment
The optional argument RetPosAdj can be used to detect, for example, if the tips are lost after a tip change. The parameter will hold the value of the positional adjustment since the last calibration. The value can be negative or positive.

Using a pre-position
To speed up the calibration it is possible to define a pre-position. When the calibration starts the gun arm will run fast to the pre-position, stop, and then continue slowly*) forward to detect the tip contact position. If a pre-position is used then select it carefully! It is important that the tips do not get in contact until after the pre-position is reached! Otherwise the accuracy of the calibration will become poor and motion supervision errors may possibly occur. A pre-position will be ignored if it is larger than the current gun position (in order not to slow down the calibration).

*) The second movement will also be fast if the \TipWear option is used.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_ESTOP</td>
<td>Emergency stop during servo tool movement. The instruction is invoked from a background task and there is an emergency stop, the instruction will be finished. Note that if the instruction is invoked from the main task then the program pointer will be stopped at the instruction, and the instruction will be restarted from the beginning at program restart.</td>
</tr>
<tr>
<td>ERR_SGUN_MOTOFF</td>
<td>The instruction is invoked from a background task and the system is in motors off state.</td>
</tr>
<tr>
<td>ERR_SGUN_NEGVAL</td>
<td>The argument PrePos is specified with a value less than zero.</td>
</tr>
</tbody>
</table>

Continues on next page
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1.237 STCalib - Calibrate a Servo Tool

Servo Tool Control

Continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SGUN_NOTACT</td>
<td>The servo tool mechanical unit is not activated. Use instruction ActUnit to activate the servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTINIT</td>
<td>The servo tool position is not initialized. The servo tool position must be initialized the first time the gun is installed or after a fine calibration is made. Use the service routine ManServiceCalib or perform a tip change calibration. The tip wear will be reset.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTOPEN</td>
<td>The gun is not open when STCalib is invoked.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTSYNC</td>
<td>The servo tool tips are not synchronized. The servo tool tips must be synchronized if the revolution counter has been lost and/or updated. No process data such as tip wear will be lost.</td>
</tr>
</tbody>
</table>

Syntax

STCalib

[ 'ToolName' := ' ] < expression (IN) of string > ','
[ '"ToolChg'] | [ '"TipChg'] | [ '"TipWear']
[ '"RetTipWear' := ' < variable or persistent(INOUT) of num > ]';
[ '"RetPosAdj' := ' < variable or persistent(INOUT) of num > ]';
[ '"PrePos' := ' < expression (IN) of num > ]'
[ '"Conc' ];

Related information

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<tr>
<td>Close a servo tool</td>
<td>STClose - Close a Servo Tool on page 683</td>
</tr>
</tbody>
</table>
1.238 STClose - Close a Servo Tool

Usage

STClose is used to close the Servo Tool.

Basic examples

The following examples illustrate the instruction STClose:

Example 1

VAR num curr_thickness1;
VAR num curr_thickness2;

STClose gun1, 1000, 5;

Close the servo gun with tip force 1000 N and plate thickness 5 mm. Wait until the gun is closed before continuing with the next Rapid instruction.

Example 2

STClose gun1, 2000, 3 \RetThickness:=curr_thickness;

Close the servo gun with tip force 2000 N and plate thickness 3 mm. Get the measured thickness in variable curr_thickness.

Example 3

Concurrent mode:

STClose gun1, 1000, 5 \Conc;
STClose gun2, 2000, 3 \Conc;

Close the servo gun1 with tip force 1000 N and plate thickness 5 mm. Continue the program execution without waiting for gun1 to be closed, and close the servo gun2 with tip force 2000 N and plate thickness 3 mm. Continue the execution of the Rapid program without waiting for gun2 to be closed.

Example 4

IF STIsClosed (gun1)\RetThickness:=curr_thickness1 THEN
   IF curr_thickness1 < 0.2 Set weld_start1;
ENDIF
IF STIsClosed (gun2)\RetThickness:=curr_thickness2 THEN
   IF curr_thickness2 < 0.2 Set weld_start2;
ENDIF

Get the measured thickness in the function STIsClosed variable curr_thickness1 and curr_thickness2.

Example 5

Example of non valid combination:

STClose gun1, 2000, 3\RetThickness:=curr_thickness \Conc;

Close the servo gun and continue with the Rapid program execution. The parameter curr_thickness will in this case not hold any valid value since the \Conc switch is used (The next Rapid instruction will start to execute before the gun is closed).

Arguments

STClose ToolName TipForce Thickness [\RetThickness][\Conc]
1 Instructions

1.238 STClose - Close a Servo Tool

Servo Tool Control
Continued

ToolName

Data type: string
The name of the mechanical unit.

TipForce

Data type: num
The desired tip force [N].

Thickness

Data type: num
The expected contact position for the servo tool [mm].

[\RetThickness]

Data type: num
The achieved thickness [mm], will only get a value if the \Conc switch is not used.

[\Conc]

Data type: switch
Subsequent instructions are executed while the gun is moving. The argument can be used to shorten cycle time. This is useful when e.g. two guns are controlled at the same time.

Program execution

If the mechanical unit exists then the servo tool is ordered to close to the expected thickness and force.

The closing will start to move the tool arm to the expected contact position (thickness). The movement is stopped in this position, and a switch from position control mode to force control mode is done.

The tool arm is moved with max speed and acceleration as it is defined in the system parameters for corresponding external axis. As for other axes movements, the speed is reduced in manual mode.

When the desired tip force is achieved the instruction is ready and the achieved thickness is returned if the optional argument RetThickness is specified.

NOTE! If the switch Conc is used then the instruction will be considered to be ready once started and therefore the return value RetThickness will not be available. In this case the RetThickness will be returned by the function STIsClosed. For more details see RobotWare OS functions - STIsClosed.

It is possible to close the tool during a programmed robot movement as long as the robot movement does not include a movement of the tool arm.

For more details see Servo tool motion control.

Continues on next page
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_ESTOP</td>
<td>Emergency stop during servo tool movement. The instruction is invoked from a background task and there is an emergency stop, the instruction will be finished. Note that if the instruction is invoked from the main task then the program pointer will be stopped at the instruction, and the instruction will be restarted from the beginning at program restart.</td>
</tr>
<tr>
<td>ERR_SGUN_MOTOFF</td>
<td>The instruction is invoked from a background task and the system is in motors off state.</td>
</tr>
<tr>
<td>ERR_SGUN_NEGVAL</td>
<td>The argument PrePos is specified with a value less than zero.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTACT</td>
<td>The servo tool mechanical unit is not activated. Use instruction ActUnit to activate the servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTINIT</td>
<td>The servo tool position is not initialized. The servo tool position must be initialized the first time the gun is installed or after a fine calibration is made. Use the service routine ManServiceCalib or perform a tip change calibration. The tip wear will be reset.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTOPEN</td>
<td>The gun is not open when STClose is invoked.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTSYNC</td>
<td>The servo tool tips are not synchronized. The servo tool tips must be synchronized if the revolution counter has been lost and/or updated. No process data such as tip wear will be lost.</td>
</tr>
</tbody>
</table>

Syntax

STClose

\[
\begin{align*}
&[\{\text{ToolName} ':=' \} < \text{expression (IN) of string} > ']' \\
&[\{\text{'Tipforce'} ':=' \} < \text{expression (IN) of num} > ']' \\
&[\{\text{'Thickness'} ':=' \} < \text{expression (IN) of num} > ] \\
&[\{'\text{'RetThickness'} ':=' \} < \text{variable or persistent (INOUT) of num} > ] \\
&[\{'\text{'Conc}']
\end{align*}
\]

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open a servo tool</td>
<td>STOpen - Open a Servo Tool on page 700</td>
</tr>
</tbody>
</table>
1 Instructions

1.239 StepBwdPath - Move backwards one step on path

RobotWare - OS

1.239 StepBwdPath - Move backwards one step on path

Usage

StepBwdPath is used to move the TCP backwards on the robot path from a
RESTART event routine.

It is up to the user to introduce a restart process flag so StepBwdPath in the
RESTART event routine is only executed at process restart and not at all program
restarts.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove
System, in Motion tasks.

Basic examples

The following example illustrates the instruction StepBwdPath:

Example 1

StepBwdPath 30, 1;
StepBwdPath 30, 1;

The first instruction move backwards 30 mm. The second instruction move
backwards 30 mm further.

Arguments

StepBwdPath StepLength StepTime

StepLength

Data type: num

Specifies the distance, in millimeters, to move backwards during this step. This
argument must be a positive value.

StepTime

Data type: num

This argument is obsolete. Set it to 1.

Program execution

The robot moves back on its path for the specified distance. The path is exactly
the same in the reverse way as it was before the stop occurred. In the case of a
category 0 stop or halt with motors off, the RESTART event routine is called after
the regain phase has completed so the robot will already be back on its path when
this instruction is executed.

The actual speed for this movement is the programmed speed on the movement
order but limited to 250 mm/s.

Following properties are valid in MultiMove System - Synchronized Coordinated
Movements:

- All involved mechanical units are moved backward simultaneously and
  coordinated
- Each executed StepBwdPath in any involved program task results in one
  new backward movement step (without need of any StartMove)
• To restart and continue the interrupted process movements, instruction `StartMove` must be executed in all involved program tasks.

**Error handling**

If an attempt is made to move beyond these limits then the error handler will be called with `ERRNO` set to `ERR_BWDLIMIT`.

**Limitations**

After the program has been stopped it is possible to step backwards on the path with the following limits:

• The `StepBwdPath` movements are limited to the last fine point, and the length of the movement order history that normally is five.

**Syntax**

```
StepBwdPath
  [ StepLength'=' ] < expression (IN) of num >','
  [ StepTime '(': ] < expression (IN) of num >';'
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motion in general</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
<tr>
<td>Positioning instructions</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td><em>Application manual - Controller software Omni-Core</em></td>
</tr>
</tbody>
</table>
1 Instructions

1.240 STIndGun - Sets the servo tool in independent mode

Servo Tool Control

1.240 STIndGun - Sets the servo tool in independent mode

Usage

STIndGun (Servo Tool independent gun) is used to set the servo tool (e.g. gun or gripper) in independent mode and thereafter move the tool to a specified independent position. The tool will stay in independent mode until the instruction STIndGunReset is executed.

During independent mode the control of the tool is separated from the robot. The tool can be closed, opened, calibrated, or moved to a new independent position, but it will not follow coordinated robot movements.

Independent mode is useful if the tool performs a task that is independent of the robot’s task, e.g. tip dressing of a stationary gun.

Basic examples

The following example illustrates the instruction STIndGun:

Example 1

This procedure could be run from a background task while the robot in the main task can continue with, for example, move instructions.

PROC tipdress()

! Note that the gun will move to current robtarget position, if ! already in independent mode.
STIndGunReset gun1;
...
STIndGun gun1, 30;
StClose gun1, 1000, 5;
WaitTime 10;
STOpen gun1;
...
STIndGunReset gun1;
ENDPROC

Independent mode is activated and the gun is moved to an independent position (30 mm). During independent mode the instructions StClose, WaitTime, and STOpen are executed without interfering with robot motion. The instruction
StIndGunReset will take the gun out of independent mode and move the gun to current robtarget position.

The position p1 depends on the position of the gun given in the robtarget just performed by the robot.

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STIndGun</td>
<td></td>
</tr>
<tr>
<td>ToolName</td>
<td>The name of the mechanical unit.</td>
</tr>
<tr>
<td>GunPos</td>
<td>The position (stroke) of the servo gun in mm.</td>
</tr>
</tbody>
</table>

**Syntax**

```
STIndGun
    [ ToolName ':=' ] < expression (IN) of string > ','
    [ GunPos ':=' < expression (IN) of num > ]';'
```
1 Instructions

1.241 STIndGunReset - Resets the servo tool from independent mode

Servo Tool Control

1.241 STIndGunReset - Resets the servo tool from independent mode

Usage

STIndGunReset (Servo Tool independent gun reset) is used to reset the servo tool from independent mode and thereafter move the gun to current robtarget position.

Basic examples

The following example illustrates the instruction STIndGunReset:

STIndGunReset gun1;

Arguments

STIndGunReset ToolName

ToolName

Data type: string

The name of the mechanical unit.

Program execution

The instruction will reset the gun from independent mode and move the gun to current robtarget position. During this movement the coordinated speed of the gun must be zero, otherwise the reset will be delayed. The coordinated speed will be zero if the robot is standing still or if the current robot movement includes a "zero movement" of the gun.

Limitations

Note that the reset movement of the gun only will be finished if the coordinated speed of the tool between two points are zero or if the consecutive point is a stop point.

Syntax

STIndGunReset [ToolName '':=']<expression (IN) of string>;'
1.242 SToolRotCalib - Calibration of TCP and rotation for stationary tool

**Usage**

SToolRotCalib *(Stationary Tool Rotation Calibration)* is used to calibrate the TCP and rotation of a stationary tool.

The position of the robot and its movements are always related to its tool coordinate system, i.e. the TCP and tool orientation. To get the best accuracy it is important to define the tool coordinate system as correctly as possible.

The calibration can also be done with a manual method using the FlexPendant, see *Operating manual - OmniCore*.

**Description**

To define the TCP and rotation of a stationary tool, you need a movable pointing tool mounted on the end effector of the robot.

Before using the instruction SToolRotCalib, some preconditions must be fulfilled:

- The stationary tool that is to be calibrated must be mounted stationary and defined with the correct component robhold *(FALSE)*.
- The pointing tool *(robhold TRUE)* must be defined and calibrated with the correct TCP values.
- If using the robot with absolute accuracy then the load and center of gravity for the pointing tool should be defined. *LoadIdentify* can be used for the load definition.
- The pointing tool, wobj0, and PDispOff must be activated before jogging the robot.
- Jog the TCP of the pointing tool as close as possible to the TCP of the stationary tool (origin of the tool coordinate system) and define a robtarget for the reference point RefTip.
- Jog the robot without changing the tool orientation so the TCP of the pointing tool is pointing at some point on the positive z-axis of the tool coordinate system, and define a robtarget for point ZPos.
- Jog the robot without changing the tool orientation so the TCP of the pointing tool is pointing at some point on the positive x-axis of the tool coordinate system, and define a robtarget for point XPos.

As a help for pointing out the positive z-axis and x-axis, some type of elongator tool can be used.

*Continues on next page*
1 Instructions

1.242 SToolRotCalib - Calibration of TCP and rotation for stationary tool

RobotWare - OS

Continued

Definition of robtargets RefTip, ZPos, and XPos. See figure below.

Basic examples

The following example illustrates the instruction SToolRotCalib:

Example 1

! Created with pointing TCP pointing at the stationary tool ! coordinate system
CONST robtarget pos_tip := [...];
CONST robtarget pos_z := [...];
CONST robtarget pos_x := [...];

PERS tooldata tool1 := [ FALSE, [[0, 0, 0], [1, 0, 0, 0]], [0, [0, 0, 0], [1, 0, 0, 0], 0, 0, 0]]; 

! Instructions for creating or ModPos of pos_tip, pos_z and pos_x
MoveJ pos_tip, v10, fine, point_tool;
MoveJ pos_z, v10, fine, point_tool;
MoveJ pos_x, v10, fine, point_tool;

SToolRotCalib pos_tip, pos_z, pos_x, tool1;

The position of the TCP (tframe.trans) and the tool orientation (tframe.rot) 
of tool1 in the world coordinate system is calculated and updated.

Arguments

SToolRotCalib RefTip ZPos XPos Tool

RefTip

Data type: robtarget

The point where the TCP of the pointing tool is pointing at the stationary tool TCP 
to calibrate.
ZPos

Data type: robtarget
The elongator point that defines the positive z direction.

XPos

Data type: robtarget
The elongator point that defines the positive x direction.

Tool

Data type: tooldata
The persistent variable of the tool that is to be calibrated.

Program execution

The system calculates and updates the TCP (tframe.trans) and the tool orientation (tframe.rot) in the specified tooldata. The calculation is based on the specified 3 robtarget. The remaining data in tooldata is not changed.

Syntax

SToolRotCalib
[RefTip ':='] <expression (IN) of robtarget>','
[ZPos ':='] <expression (IN) of robtarget>','
[XPos ':='] <expression (IN) of robtarget>','
[Tool ':='] <persistent (PERS) of tooldata>';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calibration of TCP for a moving tool</td>
<td>MToolTCPCalib - Calibration of TCP for moving tool on page 394</td>
</tr>
<tr>
<td>Calibration of rotation for a moving tool</td>
<td>MToolRotCalib - Calibration of rotation for moving tool on page 391</td>
</tr>
<tr>
<td>Calibration of TCP for a stationary tool</td>
<td>MToolTCPCalib - Calibration of TCP for moving tool on page 394</td>
</tr>
</tbody>
</table>
1.243 SToolTCPCalib - Calibration of TCP for stationary tool

### Usage

SToolTCPCalib (*Stationary Tool TCP Calibration*) is used to calibrate the Tool Center Point - TCP for a stationary tool.

The position of the robot and its movements are always related to its tool coordinate system, i.e. the TCP and tool orientation. To get the best accuracy it is important to define the tool coordinate system as correctly as possible.

The calibration can also be done with a manual method using the FlexPendant (described in *Operating manual - OmniCore*).

### Description

To define the TCP of a stationary tool, you need a movable pointing tool mounted on the end effector of the robot.

The following are the prerequisites before using the instruction SToolTCPCalib:

- The stationary tool that is to be calibrated must be mounted stationary and defined with the correct component robhold (FALSE).
- The pointing tool (robhold TRUE) must be defined and calibrated with the correct TCP values.
- If using the robot with absolute accuracy then the load and center of gravity for the pointing tool should be defined. LoadIdentify can be used for the load definition.
- The pointing tool, wobj0 and PDispOff, must be activated before jogging the robot.
- Jog the TCP of the pointing tool as close as possible to the TCP of the stationary tool and define a robtarget for the first point p1.
- Define the further three positions p2, p3, and p4, all with different orientations.
- It is recommended that the TCP is pointing in different directions to obtain a reliable statistical result.

Definition of 4 robtargets p1...p4. See figure below.

**Pointing tool**

![Diagram of pointing tool and stationary tool](xx0000002344)
Note

It is not recommended to modify the positions Pos1 to Pos4 in the instruction SToolTCPCalib. The reorientation between the 4 positions should be as big as possible, putting the robot in different configurations. It is also good practice to check the quality of the TCP after a calibration. Which can be performed by reorientation of the tool to check if the TCP is standing still.

Basic example

The following example illustrates the instruction SToolTCPCalib:

Example 1

! Created with pointing TCP pointing at the stationary TCP
CONST robtarget p1 := [...];
CONST robtarget p2 := [...];
CONST robtarget p3 := [...];
CONST robtarget p4 := [...];

PERS tooldata tool1:= [ FALSE, [[0, 0, 0], [1, 0, 0 ,0]], [0,001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0, 0]];
VAR num max_err;
VAR num mean_err;
! Instructions for creating or ModPos of p1 - p4
MoveJ p1, v10, fine, point_tool;
MoveJ p2, v10, fine, point_tool;
MoveJ p3, v10, fine, point_tool;
MoveJ p4, v10, fine, point_tool;

SToolTCPCalib p1, p2, p3, p4, tool1, max_err, mean_err;

The TCP value (tframe.trans) of tool1 will be calibrated and updated. max_err and mean_err will hold the max error in mm from the calculated TCP and the mean error in mm from the calculated TCP, respectively.

Arguments

SToolTCPCalib Pos1 Pos2 Pos3 Pos4 Tool MaxErr MeanErr

Pos1

Data type: robtarget
The first approach point.

Pos2

Data type: robtarget
The second approach point.

Pos3

Data type: robtarget
The third approach point.

Continues on next page
1 Instructions

1.243 SToolTCP Calib - Calibration of TCP for stationary tool

RobotWare - OS
Continued

Pos4

Data type: robtarget
The fourth approach point.

Tool

Data type: tooldata
The persistent variable of the tool that is to be calibrated.

MaxErr

Data type: num
The maximum error in mm for one approach point.

MeanErr

Data type: num
The average distance that the approach points are from the calculated TCP, i.e. how accurately the robot was positioned relative to the stationary TCP.

Program execution

The system calculates and updates the TCP value in the world coordinate system (tfame.trans) in the specified tooldata. The calculation is based on the specified 4 robtarget. The remaining data in tooldata, such as tool orientation (tfame.rot), is not changed.

Syntax

SToolTCP Calib

[ Pos1 ':=' ] < expression (IN) of robtarget > ','
[ Pos2 ':=' ] < expression (IN) of robtarget > ','
[ Pos3 ':=' ] < expression (IN) of robtarget > ','
[ Pos4 ':=' ] < expression (IN) of robtarget > ','
[ Tool ':=' ] < persistent (PERS) of tooldata > ','
[ MaxErr ':=' ] < variable (VAR) of num > ','
[ MeanErr ':=' ] < variable (VAR) of num > ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calibration of TCP for a moving tool</td>
<td>SToolTCP Calib - Calibration of TCP for stationary tool on page 694</td>
</tr>
<tr>
<td>Calibration of rotation for a moving tool</td>
<td>MToolRot Calib - Calibration of rotation for moving tool on page 391</td>
</tr>
<tr>
<td>Calibration of TCP and rotation for a stationary tool</td>
<td>SToolRot Calib - Calibration of TCP and rotation for stationary tool on page 691</td>
</tr>
</tbody>
</table>
1.244 Stop - Stops program execution

Usage

Stop is used to stop the program execution. Any movement performed at the time will be finished before the Stop instruction is ready.

Basic examples

The following example illustrates the instruction Stop:

See also More examples on page 699.

Example 1

TPWrite "The line to the host computer is broken";
Stop;
Program execution stops after a message has been written on the FlexPendant.

Arguments

```
Stop [ \NoRegain ] | [ \AllMoveTasks ]
```

[ \NoRegain ]

Data type: switch

Specifies for the next program start, whether or not the affected mechanical unit should return to the stop position.

If the argument \NoRegain is set then the robot and external axes will not return to the stop position (if they have been jogged away from it).

If the argument is omitted and if the robot or external axes have been jogged away from the stop position then the robot displays a question on the FlexPendant. The user can then answer whether or not the robot should return to the stop position.

[ \AllMoveTasks ]

Data type: switch

Specifies that programs in all running normal tasks besides the actual task should be stopped.

If the argument is omitted then only the program in the task that executes the instruction will be stopped.

Program execution

The instruction stops program execution when the affected mechanical units in the actual motion task have reached zero speed for the movement it is performing at the time, and stands still. Program execution can then be restarted from the next instruction.

If the instruction is used without any switches then only the program in that task will be affected.

If the AllMoveTasks switch is used in a task (Normal, Static, or Semistatic) then the program in that task and all normal tasks will stop. See more about declaration of tasks in documentation for System Parameters.

Continues on next page
The NoRegain switch is only possible to use in motion tasks since it only concerns the motion path.

If there is a Start instruction in an event routine then the execution of the routine will be stopped, and the execution continues as described in Stop on page 698.

If there is a Stop\AllMoveTasks instruction in an event routine in a MultiMove system, then the task containing the instruction continues as described in Stop on page 698, and all other motion tasks executing an event routine continues as described in Stop \AllMoveTasks on page 698 (same effect as for normal program stop during execution of the event routine).

### Stop

<table>
<thead>
<tr>
<th>Event routines</th>
<th>Effect by Stop instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>POWER ON</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>START</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>RESTART</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>STOP</td>
<td>The execution is stopped. The execution does not continue in the event routine at the next start order.</td>
</tr>
<tr>
<td>QSTOP</td>
<td>The execution is stopped. The execution does not continue in the event routine at the next start order.</td>
</tr>
<tr>
<td>RESET</td>
<td>The execution is stopped. The execution does not continue in the event routine at the next start order.</td>
</tr>
</tbody>
</table>

### Stop \AllMoveTasks

<table>
<thead>
<tr>
<th>Event routines</th>
<th>Effect by Stop \AllMoveTasks instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>POWER ON</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>START</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>RESTART</td>
<td>The execution is stopped for all tasks. The execution continues in the event routine at the next start order.</td>
</tr>
<tr>
<td>STOP</td>
<td>The execution is stopped for all tasks. The execution does not continue in the event routine at the next start order.</td>
</tr>
<tr>
<td>QSTOP</td>
<td>The execution is stopped for all tasks. The execution does not continue in the event routine at the next start order.</td>
</tr>
<tr>
<td>RESET</td>
<td>The execution is stopped. The execution does not continue in the event routine at the next start order.</td>
</tr>
</tbody>
</table>
More examples

More examples of how to use the instruction Stop are illustrated below.

Example 1

```rapid
MoveL p1, v500, fine, tool1;
TPWrite "Jog the robot to the position for pallet corner 1";
Stop \NoRegain;
p1_read := CRobT(\Tool:=tool1 \WObj:=wobj0);
MoveL p2, v500, z50, tool1;
```

Program execution stops with the robot at p1. The operator jogs the robot to p1_read. For the next program start the robot does not regain to p1, so the position p1_read can be stored in the program.

Syntax

```rapid
Stop
[ '\' NoRegain ] '|
[ '\' AllMoveTasks ]';'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terminating program execution</td>
<td>[EXIT - Terminates program execution on page 151]</td>
</tr>
<tr>
<td>Only stopping robot movements</td>
<td>[StopMove - Stops robot movement on page 702]</td>
</tr>
<tr>
<td>Stop program for debugging</td>
<td>[DebugBreak - Break program execution on page 47]</td>
</tr>
</tbody>
</table>


1 Instructions

1.245 STOpen - Open a Servo Tool

Servo Tool Control

1.245 STOpen - Open a Servo Tool

Usage

STOpen is used to open the Servo Tool.

Basic examples

The following examples illustrate the instruction STOpen:

Example 1

STOpen gun1;

Open the servo tool gun1. Wait until the gun is opened before continuing with the next Rapid instruction.

Example 2

STOpen gun1 \Conc;

Open the servo tool gun1. Continue with the next Rapid instruction without waiting for the gun to be opened.

Example 3

STOpen "SERVOGUN"\WaitZeroSpeed;

Stop the servo tool SERVOGUN, wait until any coordinated movement has finished, and then open the servo tool SERVOGUN.

Arguments

STOpen ToolName [\WaitZeroSpeed] [\Conc]

ToolName

Data type: string

The name of the mechanical unit.

[\WaitZeroSpeed]

Data type: switch

Stop the servo tool, wait until any coordinated movement has finished, and then open the servo tool.

[\Conc]

Data type: switch

Subsequent instructions are executed while the gun is moving. The argument can be used to shorten cycle time. This is useful when, for example, two guns are controlled at the same time.

Program execution

If the mechanical unit exists then the servo tool is ordered to open. The tip force is reduced to zero and the tool arm is moved back to the pre_close position.

The tool arm is moved with max speed and acceleration as it is defined in the system parameters for the corresponding external axis. As for other axes movements, the speed is reduced in manual mode.

Continues on next page
It is possible to open the tool during a programmed robot movement as long as the robot movement does not include a movement of the tool arm. If the tool is opened during such movement then an error 50251 Tool opening failed will be displayed. The switch WaitZeroSpeed can be used to reduce the risk for this error.

If the switch Conc is used then the instruction will be considered to be ready before the servo tool is opened. It is recommended that the function STIsOpen is used after STOpen to avoid any problems in concurrent mode.

For more details, see Servo tool motion control.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTACT</td>
<td>The servo tool mechanical unit is not activated. Use instruction ActUnit to activate the servo tool.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTINIT</td>
<td>The servo tool position is not initialized. The servo tool position must be initialized the first time the gun is installed or after a fine calibration is made. Use the service routine ManServiceCalib or perform a tip change calibration. The tip wear will be reset.</td>
</tr>
<tr>
<td>ERR_SGUN_NOTSYNC</td>
<td>The servo tool tips are not synchronized. The servo tool tips must be synchronized if the revolution counter has been lost and/or updated. No process data such as tip wear will be lost.</td>
</tr>
</tbody>
</table>

**Note**

If the instruction is invoked from a background task and there is an emergency stop the instruction will be finished without an error.

**Syntax**

```plaintext
STOpen
[ 'ToolName ':=' ] < expression (IN) of string > ','
[ '"WaitZeroSpeed'] ','
[ '"Conc']
```

**Related information**

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</tbody>
</table>
1 Instructions

1.246 StopMove - Stops robot movement

Usage

StopMove is used to stop robot and external axes movements and any belonging process temporarily. If the instruction StartMove is given then the movement and process resumes.

This instruction can, for example, be used in a trap routine to stop the robot temporarily when an interrupt occurs.

For base system it is possible to use this instruction in the following type of program tasks:

- main task T_ROB1 for stopping the movement in that task.
- any other task for stopping the movements in the main task.

For MultiMove systems it is possible to use this instruction in following type of program tasks:

- motion task for stopping the movement in that task.
- non-motion task for stopping the movement in the connected motion task. Besides that, if movement is stopped in one motion task belonging to a coordinated synchronized task group then the movement is stopped in all the cooperated tasks.

Note

The StopMove and StartMove sequence must always be executed by the same task.

Basic examples

The following example illustrates the instruction StopMove:

See also More examples on page 703.

Example 1

StopMove;
WaitDI ready_input, 1;
StartMove;

The robot movement is stopped until the input, ready_input is set.

Arguments

StopMove [\AllMotionTasks]

[\AllMotionTasks] Data type: switch
Stop the movement of all mechanical units in the system. The switch [\AllMotionTasks] can only be used from a non-motion program task.
Program execution

The movements of the robot and external axes stop without the brakes being engaged. Any processes associated with the movement in progress are stopped at the same time as the movement is stopped.

Program execution continues after waiting for the robot and external axes to stop (standing still).

With the switch \AllMotionTasks (only allowed from non-motion program task) the movements for all mechanical units in the system are stopped.

In a base system without the switch \AllMotionTasks, the movements for the following mechanical units are stopped:

- always the mechanical units in the main task, independent of which task executes the StopMove instruction.

In a MultiMove system without the switch \AllMotionTasks, the movements for the following mechanical units are stopped:

- the mechanical units in the motion task executing StopMove.
- the mechanical units in the motion task that are connected to the non-motion task executing StopMove. Besides that, if mechanical units are stopped in one connected motion task belonging to a coordinated synchronized task group then the mechanical units are stopped in all the cooperated tasks.

The StopMove state in the motion task generated from the motion task itself will automatically be reset when starting that task from the beginning.

The StopMove state in connected motion task, generated from some non-motion task, will automatically be reset:

- if normal non-motion task, at the start of that task from the beginning.
- if semi-static non-motion task, at power fail restart when the task is starting from the beginning.
- if static non-motion task, at installation start when the task is starting from the beginning.

More examples

More examples of the instruction StopMove are illustrated below.

Example 1

```rapid
VAR intnum intno1;
...
PROC main()
...
CONNECT intno1 WITH go_to_home_pos;
ISignalDI di1,1,intno1;
...

TRAP go_to_home_pos
VAR robtarget p10;
StopMove;
StorePath;
p10:=CRobT(
Tool:=tool1 
WObj:=wobj0);
```

Continues on next page
1 Instructions

1.246 StopMove - Stops robot movement

RobotWare - OS
Continued

MoveL home,v500,fine,tool1;
WaitDI di1,0;
MoveL p10,v500,fine,tool1;
RestoPath;
StartMove;
ENDTRAP

When the input di1 is set to 1 an interrupt is activated which in turn activates the interrupt routine go_to_home_pos. The current movement is stopped, and the robot moves instead to the home position. When di1 is set to 0 the robot returns to the position at which the interrupt occurred and continues to move along the programmed path.

Example 2

VAR intnum intno1;
...
PROC main()
...
CONNECT intno1 WITH go_to_home_pos;
ISignalDI di1,1,intno1;
...

TRAP go_to_home_pos ()
VAR robtarget p10;
StorePath;
p10:=CRobT(Tool:=tool1 WObj:=wobj0);
MoveL home,v500,fine,tool1;
WaitDI di1,0;
MoveL p10,v500,fine,tool1;
RestoPath;
StartMove;
ENDTRAP

Similar to the previous example but the robot does not move to the home position until the current movement instruction is finished.

Limitations

Only one of several non-motion tasks is allowed at the same time to do StopMove - StartMove sequence against some motion task.

Syntax

StopMove
[\\"AllMotionTasks\\";

Related information

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## Store - restore path

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<td></td>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
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</table>
1.247 StopMoveReset - Reset the system stop move state

Usage

StopMoveReset is used to reset the system stop move state without starting any movements.

Asynchronously raised movements errors, such as ERR_PATH_STOP or specific process error during the movements, can be handled in the ERROR handler. When such an error occurs the movements are stopped at once, and the system stop move flag is set for actual program tasks. This means that the movement is not restarted if doing any program start while program pointer is inside the ERROR handler.

Restart of the movements after such movement error will be done after one of these action:

- Execute StartMove or StartMoveRetry.
- Execute StopMoveReset and the movement will restart at the next program start.

Basic examples

The following example illustrates the instruction StopMoveReset:

Example 1

...  
Arcl p101, v100, seam1, weld1, weavel, z10, gun1;  
...  
ERROR  
IF ERRNO=AW_WELD_ERR OR ERRNO=ERR_PATH_STOP THEN  
! Execute something but without any restart of the movement  
! ProgStop - ProgStart must be allowed  
...  
! No idea to try to recover from this error, so let the error  
! stop the program  
...  
! Reset the move stop flag, so it’s possible to manual restart  
! the program and the movement after that the program has  
! stopped  
StopMoveReset;  
ENDIF  
ENDPROC

After that above ERROR handler has executed the ENDPROC, the program execution stops and the pointer is at the beginning of the Arcl instruction. Next program start restarts the program and movement from the position where the original movement error occurred.

Arguments

StopMoveReset [\AllMotionTasks]

[\AllMotionTasks]

Data type: switch
Reset the system stop move state for all mechanical units in the system. The switch `\[\text{AllMotionTasks}\]` can only be used from a non-motion program task.

### Program execution

To reset a MultiMove application in synchronized coordinated mode, `StopMoveReset` must be executed in all motion tasks that are involved in coordination.

With the switch `\[\text{AllMotionTasks}\]` (only allowed from non-motion program task) the reset is done for all all mechanical units in the system.

In a base system without the switch `\[\text{AllMotionTasks}\]`, the reset is always done for the main task, independent of which task that executes the `StopMoveReset` instruction.

For base system it is possible to use `StopMoveReset` in the following type of program tasks:

- main task T_ROB1 to reset the stop move state in that task.
- any other task to reset the stop move state in the main task.

For MultiMove system it is possible to use this instruction in the following type of program tasks:

- motion task, to reset the stop move state in that task.
- non motion task, to reset the stop move state in the connected motion task.

Besides that, if the reset of the stop move state in one connected motion task belonging to a coordinated synchronized task group, the stop move state is reset in all the cooperating tasks.

### Syntax

```
StopMoveReset
['\[\text{AllMotionTasks}\];'
```

### Related information

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<td>Store - restore path</td>
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</table>
1 Instructions

1.248 StorePath - Stores the path when an interrupt occurs
RobotWare - OS

1.248 StorePath - Stores the path when an interrupt occurs

Usage

StorePath is used to store the movement path being executed, e.g. when an error
or interrupt occurs. The error handler or a trap routine can then start a new
temporary movement and finally restart the original movement that was stored
earlier.

For example, this instruction can be used to go to a service position or to clean
the gun when an error occurs.
This instruction can only be used in the main task T_ROB1 or, if in a MultiMove
system, in Motion tasks.

Basic examples

The following example illustrates the instruction StorePath:
See also More examples on page 709.

Example 1

StorePath;
The current movement path is stored for later use. Set the system to independent
movement mode.

Example 2

StorePath \KeepSync;
The current movement path is stored for later use. Keep synchronized movement
mode.

Arguments

StorePath [\KeepSync]

[\KeepSync]

Keep Synchronization
Data type: switch

Keeps synchronized movement mode after the StorePath \KeepSync. The
KeepSync switch can only be used if the system is in synchronized movement
mode before the StorePath \KeepSync call.

Without the optional parameter \KeepSync, in a MultiMove coordinated
synchronized system, the system is set to independent-semicoordinated movement
mode. After execution of StorePath in all involved tasks, the system is in
semicoordinated mode if further on use of coordinated work object. Otherwise it
is in independent mode. If in semicoordinated mode it is recommended to always
start with a movement in the mechanical unit that controls the user frame before
WaitSyncTask in all involved tasks.

Continues on next page
Program execution

The current movement path of the robot and external axes are saved. After this, another movement can be started in a trap routine or in an error handler. When the reason for the error or interrupt has been rectified then the saved movement path can be restarted.

More examples

More examples of how to use the instruction StorePath are illustrated below.

Example 1

```
TRAP machine_ready
VAR robtarget p1;
StorePath;
p1 := CRobT();
MoveL p100, v100, fine, tool1;
...
MoveL p1, v100, fine, tool1;
RestoPath;
StartMove;
ENDTRAP
```

When an interrupt occurs that activates the trap routine machine_ready, the movement path which the robot is executing at the time is stopped at the end of the instruction (ToPoint) and stored. After this the robot remedies the interrupt by, for example, replacing a part in the machine. Then the normal movement is restarted.

Limitations

Only the movement path data is stored with the instruction StorePath.

If the user wants to order movements on the new path level then the actual stop position must be stored directly after StorePath and before RestoPath makes a movement to the stored stop position on the path.

Only one movement path can be stored at a time.

Syntax

```
StorePath
["'\'KeepSync'");'
```

Related information

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1 Instructions

1.249 STTune - Tuning Servo Tool

Servo Tool Control

1.249 STTune - Tuning Servo Tool

Usage

STTune is used to tune/change a servo tool parameter. The parameter is changed temporarily from the original value, which is set up in the system parameters. The new tune value will be active immediately after executing the instruction.

STTune is useful in tuning procedures. A tuning procedure is typically used to find an optimal value for a parameter. An experiment (i.e. a program execution with a servo tool movement) is repeated when using different parameter tune values.

STTune shall not be used during calibration or tool closure.

Description

RampTorqRefOpen

Tunes the system parameter Ramp when decrease force, which decides how fast force is released while opening the tool. The unit is Nm/s and a typical value 200.

Corresponding system parameter: topic Motion, type Force master, parameter ramp_torque_ref_opening.

RampTorqRefClose

Tunes the system parameter Ramp when increase force, which decides how fast force is built up while opening the tool. The unit is Nm/s and a typical value 80.

Corresponding system parameter: topic Motion, type Force master, parameter ramp_torque_ref_closing.

KV

Tunes the system parameter KV, which is used for speed limitation. The unit is Nms/rad and a typical value 1. For more details, see the external axis documentation.

Corresponding system parameter: topic Motion, type Force master, parameter Kv.

SpeedLimit

Tunes the system parameter Speed limit, which is used for speed limitation. The unit is rad/s (motor speed) and a typical value 60. For more details, see the external axis documentation.

Corresponding system parameter: topic Motion, type Force master, parameter speed_limit.

CollAlarmTorq

Tunes the system parameter Collision alarm torque, which is used for the automatic calibration of new tips. The unit is Nm (motor torque) and a typical value 1. For more details, see the external axis documentation.

Corresponding system parameter: topic Motion, type Force master, parameter alarm_torque.

Continues on next page
CollContactPos

Tunes the system parameter Collision delta pos, which is used for automatic calibration of new tips. The unit is m and a typical value 0,002. For more details, see the external axis documentation.

Corresponding system parameter: topic Motion, type Force master, parameter distance_to_contact_position.

CollisionSpeed

Tunes the system parameter Collision speed, which is used for automatic calibration of new tips. The unit is m/s and a typical value 0,02. For more details, see the external axis documentation.

Corresponding system parameter: topic Motion, type Force master, parameter col_speed.

CloseTimeAdjust

Constant time adjustment (s), positive or negative, of the moment when the tool tips reaches contact during a tool closure. May be used to delay the closing slightly when the synchronized pre-closing is used for welding.

Corresponding system parameter: topic Motion, type SG process, parameter min_close_time_adjust.

ForceReadyDelayT

Constant time delay (s) before sending the weld ready signal after reaching the programmed force.

Corresponding system parameter: topic Motion, type SG process, parameter pre_sync_delay_time.

PostSyncTime

Release time anticipation (s) of the next robot movement after a weld. This tune type can be tuned to synchronize the gun opening with the next robot movement. The synchronization may fail if the parameters is set too high.

Corresponding system parameter: topic Motion, type SG process, parameter post_sync_time.

CalibTime

The wait time (s) during a calibration before the positional tool tip correction is done. For best results do not use too low a value like 0.5 s.

Corresponding system parameter: topic Motion, type SG process, parameter calib_time.

CalibForceLow

The minimum tip force (N) used during a TipWear calibration. For best result of the thickness detection it is recommended to use the minimum programmed weld force.

Corresponding system parameter: topic Motion, type SG process, parameter calib_force_low.
1 Instructions

1.249 STTune - Tuning Servo Tool

Servo Tool Control
Continued

CalibForceHigh
The maximum tip force (N) used during a TipWear calibration. For best result of the thickness detection it is recommended to use the max programmed weld force. Corresponding system parameter: topic Motion, type SG process, parameter calib_force_high.

Basic examples
The following example illustrates the instruction STTune:

Example 1
STTune SEOLO_RG, 0.050, CloseTimeAdjust;
The servo tool parameter CloseTimeAdjust is temporarily set to 0.050 seconds.

Arguments
STTune MecUnit TuneValue Type

MecUnit
Data type: mecunit
The name of the mechanical unit.

TuneValue
Data type: num
New tuning value.

Type
Data type: tunegtype
Parameter type. Servo tool parameters available for tuning are RampTorqRefOpen, RampTorqRefClose, KV, SpeedLimit, CollAlarmTorq, CollContactPos, CollisionSpeed, CloseTimeAdjust, ForceReadyDelayT, PostSyncTime, CalibTime, CalibForceLow, CalibForceHigh. These types are predefined in the system parameters and defines the original values.

Program execution
The specified tuning type and tuning value are activated for the specified mechanical unit. This value is applicable for all movements until a new value is programmed for the current mechanical unit or until the tuning types and values are reset using the instruction STTuneReset.
The original tune values may be permanently changed in the system parameters.
The default servo tool tuning values are automatically set
• by executing instruction STTuneReset.
• at a Restart.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{ERR_NO_SGUN}</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
</tbody>
</table>

Syntax

\texttt{STTune}

\begin{verbatim}
[ MecUnit ':= ' < variable (VAR) of mecunit > ', '
[ TuneValue' := ' < expression (IN) of num > ',
[ 'Type ':='] < expression (IN) of tunegtype > ]';
\end{verbatim}

Related information

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<tr>
<td>Tuning of servo tool</td>
<td></td>
</tr>
</tbody>
</table>
1 Instructions

1.250 STTuneReset - Resetting Servo tool tuning

Servo Tool Control

1.250 STTuneReset - Resetting Servo tool tuning

Usage

STTuneReset is used to restore original values of servo tool parameters if they have been changed by the STTune instruction.

Basic examples

The following example illustrates the instruction STTuneReset:

Example 1

STTuneReset SEOLO_RG;

Restore original values of servo tool parameters for the mechanical unit SEOLO_RG.

Arguments

STTuneReset MecUnit

MecUnit

Data type: mecunit

The name of the mechanical unit.

Program execution

The original servo tool parameters are restored.

This is also achieved at a Restart.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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<tbody>
<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
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Syntax

STTuneReset

[ MecUnit ':='] < variable (VAR) of mecunit > ','

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</tbody>
</table>
1.251 SupSyncSensorOff - Stop synchronized sensor supervision

Usage

SupSyncSensorOff is used to stop supervision of the robot movement and synchronized sensor movement.

Basic example

Basic example of the instruction SupSyncSensorOff is illustrated below.

Example

SupSyncSensorOff SSYNC1;
The sensor is no longer supervised.

Arguments

SupSyncSensorOff MechUnit

MechUnit

 Mechanical unit
Data type: mechunit
The name of the mechanical unit.

Syntax

SupSyncSensorOff
 [ MechUnit ' := ' ] < variable (VAR) of mecunit> ' ; ' 

Related information

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<td>Sync to sensor</td>
<td>SyncToSensor - Sync to sensor on page 736</td>
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1 Instructions

1.252 SupSyncSensorOn - Start synchronized sensor supervision

Machine Synchronization

1.252 SupSyncSensorOn - Start synchronized sensor supervision

Usage

SupSyncSensorOn is used to start the supervision between robot movement and a synchronized sensor movement.

Basic example

Basic example of the instruction SupSyncSensorOn is illustrated below.

Example

```
SupSyncSensorOn Ssync1, 150, 100, 50
```

The mechanical unit Ssync1 is supervised when the sensor is positioned between 50 and 150. The supervision is terminated if the distance between the robot and sensor is smaller than 100.

Arguments

```
SupSyncSensorOn MechUnit MaxSyncSup SafetyDist MinSyncSup
[SafetyDelay]
```

MechUnit

*Mechanical unit*

Data type: mecu

The name of the mechanical unit.

MaxSyncSup

*Maximal Synchronized supervised position*

Data type: num

The robot will supervise the sensor until the sensor passes the max sync position. When the point is passed the supervision is stopped. The unit is mm.

SafetyDist

*Safety distance*

Data type: num

Safetydist is the limit of the difference between expected machine position and the real machine position. It must be negative, i.e. the model should always be moving in advance of the real machine. In the case of decreasing machine positions the limit must be negative corresponding to maximum negative position difference (and minimum advance distance). In the case of increasing machine positions the limit must be positive corresponding to minimum positive position difference (and minimum advance distance).

The robot will trigger an alarm if the distance between robot and sensor is smaller then the Safety distance. When the alarm is triggered supervision is stopped. The unit is mm.

MinSyncSup

*Minimal synchronized supervised position*

Data type: num

Continues on next page
The robot will start the supervision when the sensor is in the window defined from \textit{MinSyncSup} position to \textit{MaxSyncSup} position. The unit is mm.

\begin{align*}
[\textit{SafetyDelay}] \\
\textit{Safety delay} \\
\text{Data type: num} \\
\text{SafetyDelay is used to adjust the delay between the programmed position of the robot and the sensor supervised position. The unit is in seconds.}
\end{align*}

**Limitations**

If the \textit{SupSynSensorOn} is used before the instruction \textit{WaitSensor} is finished the robot will stop.

**Syntax**

\begin{verbatim}
SupSyncSensorOn
[ MechUnit ':=' ] <variable (VAR) of mecunit> ',' \\
[ MaxSyncSup ':=' ] < expression (IN) of num > ',' \\
[ SafetyDist ':=' ] < expression (IN) of num > ',' \\
[ MinSyncSup ':=' ] < expression (IN) of num > \\
[ \textit{SafetyDelay} ':=' ] < expression (IN) of num > ;
\end{verbatim}

**Related information**

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1 Instructions

1.253 SyncMoveOff - End coordinated synchronized movements

**Usage**

SyncMoveOff is used to end a sequence of synchronized movements and, in most cases, coordinated movements. First, all involved program tasks will wait to synchronize in a stop point, and then the motion planners for the involved program tasks are set to independent mode.

The instruction SyncMoveOff can only be used in a MultiMove system with option Coordinated Robots and only in program tasks defined as Motion Task.

**WARNING**

To reach safe synchronization functionality every meeting point (parameter SyncID) must have a unique name. The name of the meeting point must also be the same for all the program tasks that should meet.

**Basic examples**

The following example illustrates the instruction SyncMoveOff:

See also More examples on page 720.

**Example 1**

```plaintext
!Program example in task T_ROB1

PERS tasks task_list{2} := [ "T_ROB1", "T_ROB2" ];
VAR syncident sync1;
VAR syncident sync2;
...
SyncMoveOn sync1, task_list;
...
SyncMoveOff sync2;
...

!Program example in task T_ROB2

PERS tasks task_list{2} := [ "T_ROB1", "T_ROB2" ];
VAR syncident sync1;
VAR syncident sync2;
...
SyncMoveOn sync1, task_list;
...
SyncMoveOff sync2;
...
```

The program task that first reaches SyncMoveOff with identity sync2 waits until the other tasks reach SyncMoveOff with the same identity sync2. At that synchronization point sync2, the motion planners for the involved program tasks

Continues on next page
are set to independent mode. After that, both task \texttt{T_ROB1} and \texttt{T_ROB2} continue their execution.

### Arguments

\texttt{SyncMoveOff SyncID \{\texttt{TimeOut}\}}

- **SyncID**
  - \textit{Synchronization Identity}
  - \textbf{Data type: \texttt{syncident}}
  - Variables that specify the name of the unsynchronization (meeting) point. Data type \texttt{syncident} is a non-value type. It is only used as an identifier for naming the unsynchronization point.
  - The variable must be defined and have an equal name in all cooperated program tasks. It is recommended to always define the variable global in each task (\texttt{VAR syncident ...}).

- **\{\texttt{TimeOut}\}**
  - \textbf{Data type: \texttt{num}}
  - The max. time to wait for the other program tasks to reach the unsynchronization point. The time-out is defined in seconds (resolution 0.001s).
  - If this time runs out before all program tasks have reached the unsynchronization point then the error handler will be called, if there is one, with the error code \texttt{ERR_SYNCMOVEOFF}. If there is no error handler then the execution will be stopped.
  - If this argument is omitted then the program task will wait forever.

### Program execution

The program task that first reaches \texttt{SyncMoveOff} waits until all other specified tasks reach \texttt{SyncMoveOff} with the same \texttt{SyncID} identity. At that \texttt{SyncID} unsynchronization point the motion planner for the involved program tasks is set to independent mode. After that, involved program tasks continue their execution.

The motion planner for the involved program tasks are set to unsynchronized mode. This means the following:

- All RAPID program tasks and all movements from these tasks are working independently of each other again.
- Any move instruction must not be marked with any ID number. See instruction \texttt{MoveL}.

It is possible to exclude program tasks for testing purpose from FlexPendant - Task Selection Panel. The instructions \texttt{SyncMoveOn} and \texttt{SyncMoveOff} will still work with the reduced number of program tasks, even for only one program task.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

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<th>Name</th>
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<tr>
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</table>

\textit{Continues on next page}
1 Instructions

1.253 SyncMoveOff - End coordinated synchronized movements

RW-MRS Synchronized

Continued

More examples

More examples of how to use the instruction SyncMoveOff are illustrated below.

Example of simple synchronized movement

!Program example in task T_ROB1
PERS tasks task_list(2) := [ "T_ROB1"], ["T_ROB2"]
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;

PROC main()
...
MoveL p_zone, vmax, z50, tcp1;
WaitSyncTask sync1, task_list;
MoveL p_fine, v1000, fine, tcp1;
syncmove;
...
ENDPROC

PROC syncmove()
  SyncMoveOn sync2, task_list;
  MoveL * \ID:=10, v100, z10, tcp1 \WObj:= rob2_obj;
  MoveL * \ID:=20, v100, fine, tcp1 \WObj:= rob2_obj;
  SyncMoveOff sync3;
  UNDO
  SyncMoveUndo;
ENDPROC

!Program example in task T_ROB2
PERS tasks task_list(2) := [ "T_ROB1"], ["T_ROB2"]
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;

PROC main()
...
MoveL p_zone, vmax, z50, obj2;
WaitSyncTask sync1, task_list;
MoveL p_fine, v1000, fine, obj2;
syncmove;
...
ENDPROC

PROC syncmove()
  SyncMoveOn sync2, task_list;
  MoveL * \ID:=10, v100, z10, obj2;
  MoveL * \ID:=20, v100, fine, obj2 ;
  SyncMoveOff sync3;
  UNDO
  SyncMoveUndo;
ENDPROC

Continues on next page
First program tasks T_ROB1 and T_ROB2 are waiting at WaitSyncTask with identity sync1 for each other, programmed with corner path for the preceding movements for saving cycle time.

Then the program tasks are waiting at SyncMoveOn with identity sync2 for each other, programmed with a necessary stop point for the preceding movements. After that, the motion planner for the involved program tasks is set to synchronized mode.

After that, T_ROB2 is moving the obj2 to ID point 10 and 20 in world coordinate system while T_ROB1 is moving the tcp1 to ID point 10 and 20 on the moving object obj2.

Then the program tasks are waiting at SyncMoveOff with identity sync3 for each other, programmed with a necessary stop point for the preceding movements. After that, the motion planner for the involved program tasks is set to independent mode.

Example with error recovery

!Program example with use of time-out function
VAR syncident sync3;

...  
SyncMoveOff sync3 \TimeOut := 60;
...  
ERROR
IF ERRNO = ERR_SYNCMOVEOFF THEN  
RETRY;
ENDIF

The program task waits for an instruction SyncMoveOff and for some other program task to reach the same synchronization point sync3. After waiting 60 seconds, the error handler is called with ERRNO equal to ERR_SYNCMOVEOFF. Then the instruction SyncMoveOff is called again for an additional wait of 60 seconds.

Example with semi coordinated and coordinated movement

!Example with semicoordinated and synchronized movement
!Program example in task T_ROB1
PERS tasks task_list(2) := ["T_ROB1", "T_ROB2"];  
PERS wobjdata rob2_obj:= [FALSE,FALSE,"ROB_2",  
[[0,0,0],[1,0,0,0]],[[155.241,-51.5938,57.6297],[0.493981,0.506191,-0.501597,0.49815]]];  
VAR syncident sync0;  
VAR syncident sync1;  
VAR syncident sync2;  
VAR syncident sync3;  
VAR syncident sync4;

PROC main()
...
WaitSyncTask sync0, task_list;
MoveL p1_90, v100, fine, tcp1 \WObj:= rob2_obj;
WaitSyncTask sync1, task_list;  
Continues on next page
1 Instructions

1.253 SyncMoveOff - End coordinated synchronized movements

RW-MRS Synchronized

Continued

SyncMoveOn sync2, task_list;
MoveL p1_100 \ID:=10, v100, fine, tcp1 \WObj:= rob2_obj;
SyncMoveOff sync3;
![Wait until the movement has been finished in T_ROB2](#)
WaitSyncTask sync3, task_list;
![Now a semicoordinated movement can be performed](#)
MoveL p1_120, v100, z10, tcp1 \WObj:= rob2_obj;
MoveL p1_130, v100, fine, tcp1 \WObj:= rob2_obj;
WaitSyncTask sync4, task_list;
...
ENDPROC

!Program example in task T_ROB2

PERS tasks task_list{2} := 
[ ["T_ROB1"], ["T_ROB2"] ];
VAR syncident sync0;
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;
VAR syncident sync4;

PROC main()
...
MoveL p_fine, v1000, fine, tcp2;
WaitSyncTask sync0, task_list;
![Wait until the movement in T_ROB1 task is finished](#)
WaitSyncTask sync1, task_list;
SyncMoveOn sync2, task_list;
MoveL p2_100 \ID:=10, v100, fine, tcp2;
SyncMoveOff sync3;
![The path has been removed at SyncMoveOff](#)
![Perform a movement to wanted position for the object to make the position available for other tasks](#)
MoveL p2_100, v100, fine, tcp2;
WaitSyncTask sync3, task_list;
WaitSyncTask sync4, task_list;
MoveL p2_110, v100, z10, tcp2;
...
ENDPROC

When switching between semicoordinated to synchronized movement, a WaitSyncTask is needed (when using identity sync1).

When switching between synchronized to semicoordinated movement, the task that move the work object (rob2_obj) needs to move to the desired position. After that a WaitSyncTask is needed (identity sync3) before the semicoordinated movement can be performed.

Limitations

The SyncMoveOff instruction can only be executed if all involved robots stand still in a stop point.

Continues on next page
If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible. 

SyncMoveOff cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset, or Step.

Syntax

\[
\text{SyncMoveOff}
\begin{align*}
\quad & [ \text{SyncID} \ := \ ] \ < \ \text{variable} \ (\text{VAR}) \ \text{of} \ \text{syncident}> \quad \\
\quad & [ \ '\text{\'TimeOut} \ := \ ] \ < \ \text{expression} \ (\text{IN}) \ \text{of num}> \ ] \\
\end{align*}
\]

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</table>
1 Instructions

1.254 SyncMoveOn - Start coordinated synchronized movements

**Usage**

*SyncMoveOn* is used to start a sequence of synchronized movements and in most cases, coordinated movements. First, all involved program tasks will wait to synchronize in a stop point and then the motion planner for the involved program tasks is set to synchronized mode.

The instruction *SyncMoveOn* can only be used in a MultiMove system with option *Coordinated Robots* and only in program tasks defined as *Motion Task*.

---

**WARNING**

To reach safe synchronization functionality every meeting point (parameter *SyncID*) must have a unique name. The name of the meeting point must also be the same for all the program tasks that should meet in the meeting point.

---

**Basic examples**

The following example illustrates the instruction *SyncMoveOn*:

See also *More examples on page 726*.

**Example 1**

```plaintext
!Program example in task T_ROB1

PERS tasks task_list(2) := [ "T_ROB1", "T_ROB2" ];
VAR syncident sync1;
VAR syncident sync2;

...
SyncMoveOn sync1, task_list;
...
SyncMoveOff sync2;
...

!Program example in task T_ROB2

PERS tasks task_list(2) := [ "T_ROB1", "T_ROB2" ];
VAR syncident sync1;
VAR syncident sync2;

...
SyncMoveOn sync1, task_list;
...
SyncMoveOff sync2;
...
```

The program task that first reaches *SyncMoveOn* with identity *sync1* waits until the other task reaches its *SyncMoveOn* with the same identity *sync1*. At that synchronization point, *sync1*, the motion planner for the involved program tasks is set to synchronized mode. After that, both task *T_ROB1* and *T_ROB2* continue
their execution, synchronized until they reach `SyncMoveOff` with the same identity `sync2`.

### Arguments

```
SyncMoveOn SyncID TaskList [\TimeOut]
```

#### SyncID

**Synchronization Identity**

**Data type:** `syncident`

Variable that specifies the name of the synchronization (meeting) point. Data type `syncident` is a non-value type that is only used as an identifier for naming the synchronization point.

The variable must be defined and have an equal name in all cooperated program tasks. It is recommended to always define the variable global in each task (`VAR syncident ...`).

#### TaskList

**Data type:** `tasks`

Persistent variable that in a task list (array) specifies the name (string) of the program tasks that should meet in the synchronization point with name according argument `SyncID`.

The persistent variable must be defined and have equal name and equal contents in all cooperated program tasks. It is recommended to always define the variable global in the system (`PERS tasks ...`).

#### [\TimeOut]

**Data type:** `num`

The max. time to wait for the other program tasks to reach the synchronization point. The time-out is defined in seconds (resolution 0.001s).

If this time runs out before all program tasks have reached the synchronization point then the error handler will be called, if there is one, with the error code `ERR_SYNCMOVEON`. If there is no error handler then the execution will be stopped.

If this argument is omitted then the program task will wait for ever.

### Program execution

The program task that first reaches `SyncMoveOn` waits until all other specified tasks reach their `SyncMoveOn` with the same `SyncID` identity. At that `SyncID` synchronization point the motion planner for the involved program tasks is set to synchronized mode. After that, involved program tasks continue their execution.

The motion planner for the involved program tasks is set to synchronized mode. This means the following:

- Each movement instruction in any program task in the `TaskList` is working synchronous with movement instructions in other program tasks in the `TaskList`.

- All cooperated movement instructions are planned and interpolated in the same Motion Planner.
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1.254 SyncMoveOn - Start coordinated synchronized movements

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Continued

- All movements start and end at the same time. The movement that takes the longest time will be the speed master with reduced speed in relation to the work object for the other movements.
- All cooperated move instruction must be marked with the same ID number. See instruction MoveL.

It is possible to exclude program tasks for testing purpose from FlexPendant - Task Selection Panel. The instruction SyncMoveOn will still work with the reduced number of program tasks even for only one program task.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SYNCMOVEON</td>
<td>Time-out from SyncMoveOn.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction SyncMoveOn are illustrated below.

Example 1

!Program example in task T_ROB1
PERS tasks task_list{2} := ["T_ROB1"], ["T_ROB2"];
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;

PROC main()
...
MoveL p_zone, vmax, z50, tcp1;
WaitSyncTask sync1, task_list;
MoveL p_fine, v1000, fine, tcp1;
syncmove;
...
ENDPROC

PROC syncmove()
    SyncMoveOn sync2, task_list;
    MoveL * \ID:=10, v100, z10, tcp1 \WOBJ:= rob2_obj;
    MoveL * \ID:=20, v100, fine, tcp1 \WOBJ:= rob2_obj;
    SyncMoveOff sync3;
    UNDO
    SyncMoveUndo;
ENDPROC

!Program example in task T_ROB2
PERS tasks task_list{2} := ["T_ROB1"], ["T_ROB2"];
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;
PROC main()
...
MoveL p_zone, vmax, z50, obj2;
WaitSyncTask sync1, task_list;
MoveL p_fine, v1000, fine, obj2;
syncmove;
...
ENDPROC

PROC syncmove()

SyncMoveOn sync2, task_list;
MoveL \ID:=10, v100, z10, obj2;
MoveL \ID:=20, v100, fine, obj2;
SyncMoveOff sync3;
UNDO
SyncMoveUndo;
ENDPROC

First, program tasks T_ROB1 and T_ROB2 are waiting at WaitSyncTask with identity sync1 for each other. They are programmed with corner path for the preceding movements for saving cycle time.

Then the program tasks are waiting at SyncMoveOn with identity sync2 for each other. They are programmed with a necessary stop point for the preceding movements. After that the motion planner for the involved program tasks is set to synchronized mode.

After that, T_ROB2 is moving the obj2 to ID point 10 and 20 in world coordinate system while T_ROB1 is moving the tcp1 to ID point 10 and 20 on the moving object obj2.

Example 2

!Program example with use of time-out function
VAR syncident sync3;
...
SyncMoveOn sync3, task_list \TimeOut :=60;
...
ERROR
IF ERRNO = ERR_SYNCMOVEON THEN
RETRY;
ENDIF

The program task waits for instruction SyncMoveOn for the program task T_ROB2 to reach the same synchronization point sync3. After waiting 60 seconds, the error handler is called with ERRNO equal to ERR_SYNCMOVEON. Then the instruction SyncMoveOn is called again for an additional wait of 60 seconds.

Example 3- Program example with three tasks

!Program example in task T_ROB1
PERS tasks task_list1 {2} :=["T_ROB1"], ["T_ROB2"];
PERS tasks task_list2 {3} :=["T_ROB1"], ["T_ROB2"], ["T_ROB3"];
VAR syncident sync1;
...
In this example, at first, program task T_ROB1 and T_ROB2 are moving synchronized and T_ROB3 is moving independent. Further on in the program all three tasks are moving synchronized. To prevent the instruction of SyncMoveOn to be executed in T_ROB3 before the first synchronization of T_ROB1 and T_ROB2 have ended, the instruction WaitSyncTask is used.
Limitations

The **SyncMoveOn** instruction can only be executed if all involved robots stand still in a stop point.

Only one coordinated synchronized movement group can be active at the same time.

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

**SyncMoveOn** cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset, or Step.

Syntax

```
SyncMoveOn
   [ SyncID ':=' ] < variable (VAR) of syncident> ','
   [ TaskList ':=' ] < persistent array (*) (PERS) of tasks> ','
   [ '\' TimeOut ':=' < expression (IN) of num > ] ';' 
```

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1 Instructions

1.255 SyncMoveResume - Set synchronized coordinated movements

RW-MRS Synchronized

1.255 SyncMoveResume - Set synchronized coordinated movements

Usage

SyncMoveResume is used to go back to synchronized movements from independent movement mode. The instruction can only be used on StorePath level, e.g. after a StorePath \KeepSync has been executed and the system is in independent motion mode after SyncMoveSuspend has been executed. To be able to use the instruction the system must have been in synchronized motion mode before executing the StorePath and SyncMoveSuspend instruction.

The instruction SyncMoveResume can only be used in a MultiMove system with options Coordinated Robots and Path Recovery and only in program tasks defined as Motion Task.

Basic examples

The following example illustrates the instruction SyncMoveResume:

Example 1

```
ERROR
StorePath \KeepSync;
! Save position
p11 := CRobT(\Tool:=tool2);
! Move in synchronized motion mode
MoveL p12\ID:=111, v50, fine, tool2;
SyncMoveSuspend;
! Move in independent mode somewhere, e.g. to a cleaning station
p13 := CRobT();
MoveL p14, v100, fine, tool2;
! Do something at cleaning station
MoveL p13, v100, fine, tool2;
SyncMoveResume;
! Move in synchronized motion mode back to start position p11
MoveL p11\ID:=112, v50, fine, tool2;
RestoPath;
StartMove;
RETRY;
```

Some kind of recoverable error occurs. The system is kept in synchronized mode, and a synchronized movement is done to a point, e.g. moving backwards on path. After that, an independent movement is done to a cleaning station. Then the robot is moved back to the point where the error occurred and the program continues where it was interrupted by the error.

Program execution

SyncMoveResume forces resume of synchronized mode when system is in independent movement mode on StorePath level.

SyncMoveResume is required in all tasks that were executing in synchronized movement before entering independent movement mode. If one Motion task executes a SyncMoveResume then that task will wait until all tasks that earlier were

Continues on next page
in synchronized movement mode execute a **SyncMoveResume** instruction. After that, involved program tasks continue their execution.

### Limitations

The **SyncMoveResume** can only be used to go back to synchronized movement mode and can only be used on **StorePath** level.

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

**SyncMoveResume** cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset, or Step.

### Syntax

```
SyncMoveResume ';'  
```

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</table>
1 Instructions

1.256 SyncMoveSuspend - Set independent-semicoordinated movements

1.256 SyncMoveSuspend - Set independent-semicoordinated movements

Usage

SyncMoveSuspend is used to suspend synchronized movements mode and set the system to independent-semicoordinated movement mode. The instruction can only be used on StorePath level, e.g. after a StorePath or StorePath\KeepSync has been executed and the system is in synchronized movement mode.

The instruction SyncMoveSuspend can only be used in a MultiMove System with options Coordinated Robots and Path Recovery and only in program tasks defined as Motion Task.

Basic examples

The following example illustrates the instruction SyncMoveSuspend:

Example 1

```plaintext
ERROR
StorePath \KeepSync;
! Save position
p11 := CRoBT(Tool:=tool2);
! Move in synchronized motion mode
MoveL p12\ID:=111, v50, fine, tool2;
SyncMoveSuspend;
! Move in independent mode somewhere, e.g. to a cleaning station
p13 := CRoBT();
MoveL p14, v100, fine, tool2;
! Do something at cleaning station
MoveL p13, v100, fine, tool2;
SyncMoveResume;
! Move in synchronized motion mode back to start position p11
MoveL p11\ID:=112, v50, fine, tool2;
RestoPath;
StartMove;
RETRY;
```

Some kind of recoverable error occurs. The system is kept in synchronized mode, and a synchronized movement is done to a point, e.g. moving backwards on path. After that, an independent movement is done to a cleaning station. Then the robot is moved back to the point where the error occurred and the program continues where it was interrupted by the error.

Program execution

SyncMoveSuspend forces reset of synchronized movements and sets the system to independent-semicoordinated movement mode.

SyncMoveSuspend is required in all synchronized Motion tasks to set the system in independent-semicoordinated movement mode. If one Motion tasks executes a SyncMoveSuspend then that task waits until the other tasks have executed a SyncMoveSuspend instruction.

Continues on next page
After execution of SyncMoveSuspend in all involved tasks, the system is in semicoordinated mode if it further uses a coordinated work object. Otherwise, it is in independent mode. If in semicoordinated mode, it is recommended to always start with a movement in the mechanical unit that controls the user frame before WaitSyncTask in all involved tasks.

Limitations

The SyncMoveSuspend instruction suspends synchronized mode only on StorePath level. After returning from StorePath level, the system is set to the mode that it was in before the StorePath.

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

SyncMoveSuspend cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset, or Step.

Syntax

SyncMoveSuspend ';;'

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</tr>
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1 Instructions

1.257 SyncMoveUndo - Set independent movements

Usage

SyncMoveUndo is used to force a reset of synchronized coordinated movements and set the system to independent movement mode.

The instruction SyncMoveUndo can only be used in a MultiMove system with option Coordinated Robots and only in program tasks defined as Motion Task.

Basic examples

The following example illustrates the instruction SyncMoveUndo:

Example 1

Program example in task T_ROB1

```rapid
PERS tasks task_list(2) := [ "T_ROB1", "T_ROB2" ];
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;
PROC main()
...
  MoveL p_zone, vmax, z50, tcp1;
  WaitSyncTask sync1, task_list;
  MoveL p_fine, v1000, fine, tcp1;
  syncmove;
  ...
ENDPROC

PROC syncmove()
  SyncMoveOn sync2, task_list;
  MoveL * \ID:=10, v100, z10, tcp1 \WOBJ:= rob2_obj;
  MoveL * \ID:=20, v100, fine, tcp1 \WOBJ:= rob2_obj;
  SyncMoveOff sync3;
  UNDO
    SyncMoveUndo;
ENDPROC
```

If the program is stopped while the execution is inside the procedure syncmove and the program pointer is moved out of the procedure syncmove then all instruction inside the UNDO handler is executed. In this example, the instruction SyncMoveUndo is executed and the system is set to independent movement mode.

Program execution

Force reset of synchronized coordinated movements and set the system to independent movement mode.

It is enough to execute SyncMoveUndo in one program task to set the whole system to the independent movement mode. The instruction can be executed several times without any error if the system is already in independent movement mode.
1 Instructions

1.257 SyncMoveUndo - Set independent movements

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Continued

The system is set to the default independent movement mode also

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Syntax

SyncMoveUndo ';'
1 Instructions

1.258 SyncToSensor - Sync to sensor

Machine Synchronization

1.258 SyncToSensor - Sync to sensor

Usage

SyncToSensor is used to start or stop synchronization of robot movement to sensor movement.

Basic examples

Basic examples of the instruction SyncToSensor are illustrated below.

Example 1

```plaintext
WaitSensor Ssync1;
MoveL *, v1000, z10, tool, \WObj:=wobj0;
SyncToSensor Ssync1\On;
MoveL *, v1000, z20, tool, \WObj:=wobj0;
MoveL *, v1000, z20, tool, \WObj:=wobj0;
SyncToSensor Ssync1\Off;
```

Arguments

SyncToSensor MechUnit [\MaxSync] [\On] | [\Off]

MechUnit

*Mechanical Unit*

Data type: mecunit

The moving mechanical unit to which the robot position in the instruction is related.

[\MaxSync]

Data type: num

The robot will move synchronized with sensor until the sensor passes the MaxSync position. After this the robot will move unsynchronized at programmed speed. If optional parameter MaxSync is not defined the robot will move synchronized until the instruction SyncToSensor Ssync1\Off is executed.

[\On]

Data type: switch

The robot moves synchronized with the sensor after an instruction using the argument \On.

[\Off]

Data type: switch

The robot moves unsynchronized with the sensor after an instruction using the argument \Off.

Program execution

SyncToSensor Ssync1 \On means that the robot starts to move synchronized with sensor Ssync1. So the robot passes at the taught robotarget at the same time as the sensor passes the external position stored in the robotarget.

SyncToSensor Ssync1 \Off means that the robot stops moving synchronized with the sensor.

Continues on next page
Limitations

If the instruction `SyncToSensor Ssync1 \On` is issued while the sensor has not been connected via `WaitSensor` then the robot will stop.

Syntax

```
SyncToSensor
[ MechUnit ':=' ] < variable (VAR) of mecunit >
[ \MaxSync] [ '\' On] | [ '\' Off] ';'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start synchronized sensor supervision</td>
<td><code>SupSyncSensorOn - Start synchronized sensor supervision on page 716</code></td>
</tr>
<tr>
<td>Sync to sensor</td>
<td><code>SyncToSensor - Sync to sensor on page 736</code></td>
</tr>
<tr>
<td>Wait for connection on sensor</td>
<td><code>WaitSensor - Wait for connection on sensor on page 938</code></td>
</tr>
<tr>
<td>Drop object on sensor</td>
<td><code>DropSensor - Drop object on sensor on page 132</code></td>
</tr>
<tr>
<td>Machine Synchronization</td>
<td><code>Application manual - Controller software OmniCore</code></td>
</tr>
</tbody>
</table>
1 Instructions

1.259 SystemStopAction - Stop the robot system

1.259 SystemStopAction - Stop the robot system

Usage

SystemStopAction can be used to stop the robot system in different ways depending how serious the error or problem is.

Basic examples

The following examples illustrate the instruction SystemStopAction:

Example 1

SystemStopAction \Stop;
This will stop program execution and robot movements in all motion tasks. No specific action is needed to be done before restarting the program execution.

Example 2

SystemStopAction \StopBlock;
This will stop program execution and robot movements in all motion tasks. All program pointers must be moved before the program execution can be restarted.

Example 3

SystemStopAction \Halt;
This will result in motors off, stop program execution, and robot movements in all motion tasks. Motors on must be done before the program execution can be restarted.

Arguments

SystemStopAction [\Stop] [\StopBlock] [\Halt]

[\Stop]

Data type: switch
\Stop is used to stop program execution and robot movements in all motion tasks. No specific action is needed to be done before restart of the program execution.

[\StopBlock]

Data type: switch
\StopBlock is used to stop program execution and robot movements in all motion tasks. All program pointers must be moved before the program execution can be restarted.

[\Halt]

Data type: switch
\Halt will result in motors off state, stop of program execution and robot movements in all motion tasks. Motors on must be done before the program execution can be restarted.

Program execution

SystemStopAction is used to stop the robot system in different ways depending how serious the error or problem is. The program execution is stopped in the executing task if the task is a normal task.

Continues on next page
If executing the SystemStopAction in a static or semistatic task, the program execution will stop for all normal tasks but continue for that task. See more about declaration of tasks in documentation for System Parameters.

**Limitations**

If the robot is performing a circular movement during a SystemStopAction \StopBlock then the program pointer and the robot have to be moved to the beginning of the circular movement before the program execution is restarted.

**Syntax**

```
SystemStopAction
[ '\"Stop ]
| [ '\"StopBlock ]
| [ '\"Halt \'];'
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop program execution</td>
<td>Stop - Stops program execution on page 697</td>
</tr>
<tr>
<td>Terminate program execution</td>
<td>EXIT - Terminates program execution on page 151</td>
</tr>
<tr>
<td>Only stop robot movements</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>Write some error message</td>
<td>ErrLog - Write an error message on page 141</td>
</tr>
</tbody>
</table>
1 Instructions

1.260 TEST - Depending on the value of an expression ...

Usage

TEST is used when different instructions are to be executed depending on the value of an expression or data.

If there are not too many alternatives then the IF ELSE instruction can also be used.

Basic examples

The following example illustrates the instruction TEST:

Example 1

```
TEST reg1
CASE 1,2,3 :
  routine1;
CASE 4 :
  routine2;
DEFAULT :
  TPWrite "Illegal choice";
  Stop;
ENDTEST
```

Different instructions are executed depending on the value of reg1. If the value is 1, 2, or 3, then routine1 is executed. If the value is 4, then routine2 is executed. Otherwise, an error message is printed and execution stops.

Arguments

TEST Test data {CASE Test value {, Test value} : ...} [ DEFAULT: ...] ENDTEST

Test data

Data type: All
The data or expression with which the test value will be compared.

Test value

Data type: Same as test data
The value which the test data must have for the associated instructions to be executed.

Program execution

The test data is compared with the test values in the first CASE condition. If the comparison is true then the associated instructions are executed. After that, program execution continues with the instruction following ENDTEST.

If the first CASE condition is not satisfied then other CASE conditions are tested and so on. If none of the conditions are satisfied then the instructions associated with DEFAULT are executed (if this is present).

Syntax

```
TEST <expression>
```

Continues on next page
1 Instructions

1.260 TEST - Depending on the value of an expression ...

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Continued

( CASE <test value> { ',' <test value> } ':
  <statement list> }
[ DEFAULT ':
  <statement list> ]
ENDTEST

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expressions</td>
<td>Technical reference manual - RAPID Instructions, Functions and Data types</td>
</tr>
</tbody>
</table>
1 Instructions

1.261 TestSignDefine - Define test signal

TestSignDefine is used to define one test signal for the robot motion system. A test signal continuously mirrors some specified motion data stream. For example, torque reference for some specified axis. The actual value at a certain time can be read in RAPID with the function TestSignRead.

Only test signals for external axes can be reached. Test signals are also available on request for the robot axes and for not predefined test signals for external axes.

Basic examples

The following example illustrates the instruction TestSignDefine:

Example 1

```
TestSignDefine 1, resolver_angle, Orbit, 2, 0.1;
```

Test signal resolver_angle connected to channel 1 will give the value of the resolver angle for external axis 2 on the orbit manipulator, sampled at 100 ms rate.

Arguments

```
TestSignDefine Channel SignalId MechUnit Axis SampleTime
```

Channel

- **Data type:** num
- The channel numbers 1-12 to be used for the test signal. The same number must be used in the function TestSignRead for reading the actual value of the test signal.

SignalId

- **Data type:** testsignal
- The name or number of the test signal. See predefined constants described in data type testsignal.

MechUnit

- **Mechanical Unit**
- **Data type:** mecunit
- The name of the mechanical unit.

Axis

- **Data type:** num
- The axis number within the mechanical unit.

SampleTime

- **Data type:** num
- Sample time in seconds.

Continues on next page
For sample time < 0.004s, the function TestSignRead returns the mean value of the latest available internal samples as shown in the table below.

<table>
<thead>
<tr>
<th>Sample Time in seconds</th>
<th>Result from TestSignRead</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Mean value of the latest 8 samples generated each 0.5 ms</td>
</tr>
<tr>
<td>0.001</td>
<td>Mean value of the latest 4 samples generated each 1 ms</td>
</tr>
<tr>
<td>0.002</td>
<td>Mean value of the latest 2 samples generated each 2 ms</td>
</tr>
<tr>
<td>Greater or equal to 0.004</td>
<td>Momentary value generated at specified sample time</td>
</tr>
<tr>
<td>0.1</td>
<td>Momentary value generated at specified sample time 100 ms</td>
</tr>
</tbody>
</table>

Program execution

The definition of test signal is activated and the robot system starts the sampling of the test signal.

The sampling of the test signal is active until:
- A new TestSignDefine instruction for the actual channel is executed.
- All test signals are deactivated with execution of instruction TestSignReset.
- All test signals are deactivated at a Restart of the system.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_PAR</td>
<td>There is an error in the parameter Axis.</td>
</tr>
<tr>
<td>ERR_UNIT_PAR</td>
<td>There is an error in the parameter MechUnit.</td>
</tr>
</tbody>
</table>

Syntax

TestSignDefine

```
[ Channel '==' ] < expression (IN) of num> ','
[ SignalId '==' ] < expression (IN) of testsignal> ','
[ MechUnit '=='] < variable (VAR) of mecunit> ','
[ Axis '==' ] < expression (IN) of num> ','
[ SampleTime '==' ] < expression (IN) of num > ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test signal</td>
<td>testsignal - Test signal on page 1604</td>
</tr>
<tr>
<td>Read test signal</td>
<td>TestSignRead - Read test signal value on page 1386</td>
</tr>
<tr>
<td>Reset test signals</td>
<td>TestSignReset - Reset all test signal definitions on page 744</td>
</tr>
</tbody>
</table>
1 Instructions

1.262 TestSignReset - Reset all test signal definitions

Usage

TestSignReset is used to deactivate all previously defined test signals.

Basic examples

The following example illustrates the instruction TestSignReset:

Example 1

```
TestSignReset;
```

Deactivate all previously defined test signals.

Program execution

The definitions of all test signals are deactivated, and the robot system stops the sampling of any test signals.

The sampling of defined test signals is active until:

- A Restart of the system
- Execution of this instruction TestSignReset

Syntax

```
TestSignReset;'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test signal</td>
<td>testsignal - Test signal on page 1604</td>
</tr>
<tr>
<td>Define test signal</td>
<td>TestSignDefine - Define test signal on page 742</td>
</tr>
<tr>
<td>Read test signal</td>
<td>TestSignRead - Read test signal value on page 1386</td>
</tr>
</tbody>
</table>
1.263 TextTabInstall - Installing a text table

Usage

TextTabInstall is used to install a text table in the system.

Basic examples

The following example illustrates the instruction TextTabInstall.

Example 1

! System Module with Event Routine to be executed at event
! POWER ON, RESET or START

PROC install_text()
  IF TextTabFreeToUse("text_table_name") THEN
    TextTabInstall "HOME:/text_file.xml";
  ENDIF
ENDPROC

The first time the event routine install_text is executed the function
TextTabFreeToUse returns TRUE, and the text file text_file.xml is installed
in the system. After that, the installed text strings can be fetched from the system
to RAPID by the functions TextTabGet and TextGet.

The next time the event routine install_text is executed, the function
TextTabFreeToUse returns FALSE, and the installation is not repeated.

Arguments

TextTabInstall File

File

Data type: string

The file path and the file name to the file that contains text strings to be installed
in the system.

Error handling

The following recoverable errors are generated and can be handled in an error
handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEOPEN</td>
<td>The file in the TextTabInstall instruction cannot be opened.</td>
</tr>
</tbody>
</table>

Limitations

Limitations for installation of text tables (text resources) in the system:

- It is not possible to install the same text table more than once in the system.
- It is not possible to uninstall (free) a single text table from the system. The
  only way to uninstall text tables from the system is to restart the controller
  using the restart mode Reset system. All text tables (both system and user
  defined) will then be uninstalled.

Continues on next page
1 Instructions

1.263 TextTabInstall - Installing a text table

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Syntax

TextTabInstall

[File ':='] <expression (IN) of string>';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Test whether text table is free</td>
<td>TextTabFreeToUse - Test whether text table is free on page 1391</td>
</tr>
<tr>
<td>Format of text files</td>
<td>Technical reference manual - RAPID kernel</td>
</tr>
<tr>
<td>Get text table number</td>
<td>TextTabGet - Get text table number on page 1393</td>
</tr>
<tr>
<td>Get text from system text tables</td>
<td>TextGet - Get text from system text tables on page 1388</td>
</tr>
<tr>
<td>String functions</td>
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<tr>
<td>Definition of string</td>
<td>string - Strings on page 1594</td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.264 TP Erase - Erases text printed on the FlexPendant

Usage

TP Erase (FlexPendant Erase) is used to clear the display of the FlexPendant.

Basic examples

The following example illustrates the instruction TP Erase:

Example 1

TP Erase;
TP Write "Execution started";

The FlexPendant display is cleared before Execution started is written.

Program execution

The FlexPendant display is completely cleared of all text. The next time text is written it will be entered on the uppermost line of the display.

Syntax

TP Erase;

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1.265 TPReadDnum - Reads a number from the FlexPendant

**Usage**

TPReadDnum (*FlexPendant Read Numerical*) is used to read a number from the FlexPendant.

**Basic examples**

The following example illustrates the instruction TPReadDnum:

**Example 1**

```plaintext
VAR dnum value;

TPReadDnum value, "How many units should be produced?";
```

The text *How many units should be produced?* is written on the FlexPendant display. Program execution waits until a number has been input from the numeric keyboard on the FlexPendant. That number is stored in *value*.

**Arguments**

- **TPReadDnum**
  - **TPAnswer**
    - **Data type**: dnum
    - The variable for which the number input via the FlexPendant is returned.
  - **TPText**
    - **Data type**: string
    - The information text to be written on the FlexPendant (a maximum of 80 characters with 40 characters row).
  - **\[\MaxTime\]**
    - **Data type**: num
    - The maximum amount of time that program execution waits. If no number is input within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant **ERR_TP_MAXTIME** can be used to test whether or not the maximum time has elapsed.
  - **\[\DIBreak\]**
    - **Digital Input Break**
    - **Data type**: signaldi
    - The digital signal that may interrupt the operator dialog. If no number is input when the signal is set to 1 (or is already 1), the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant **ERR_TP_DIBREAK** can be used to test whether or not this has occurred.
  - **\[\DIPassive\]**
    - **Digital Input Passive**
Data type: switch
This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

\[ \text{DOBreak} \]

Digital Output Break
Data type: signal do
The digital signal that support termination request from other tasks. If no button is selected when the signal is set to 1 (or is already 1), the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[ \text{DOPassive} \]

Digital Output Passive
Data type: switch
This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[ \text{PersBoolBreak} \]

Persistent Boolean Break
Data type: bool
The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[ \text{PersBoolPassive} \]

Persistent Boolean Passive
Data type: switch
This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[ \text{BreakFlag} \]

Data type: errnum
A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler
will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

Program execution

The information text is always written on a new line. If the display is full of text, this body of text is moved up one line first. There can be up to 7 lines above the new text written.

Program execution waits until a number is typed on the numeric keyboard (followed by Enter or OK) or the instruction is interrupted by a time out or signal action.

Reference to TPReadFK about description of concurrent TPReadFK or TPReadDnum request on FlexPendant from same or other program tasks.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_MAXTIME</td>
<td>Time-out (parameter \MaxTime) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DIBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital input.</td>
</tr>
<tr>
<td></td>
<td>A digital input was set (parameter \DIBreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DOBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital output.</td>
</tr>
<tr>
<td></td>
<td>A digital output was set (parameter \DOBreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>No client to interact with when using a read instruction from FlexPendant.</td>
</tr>
<tr>
<td>ERR_TP_PERSBOOLBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a persistent boolean.</td>
</tr>
<tr>
<td></td>
<td>A persistent boolean was changed (parameter \PersBoolBreak) before input from the operator.</td>
</tr>
</tbody>
</table>

Syntax

TPReadDnum

```
[TPAnswer':='] <var or pers (INOUT) of dnum>','
[TPText':='] <expression (IN) of string>
['\MaxTime':=' <expression (IN) of num]'
['\DIBreak':=' <variable (VAR) of signaldi]'
['\DIPassive]
['\DOBreak':=' <variable (VAR) of signaldo]'
['\DOPassive]
['\PersBoolBreak ':=' <persistent (PERS) of bool]'
['\PersBoolPassive]
['\BreakFlag':=' <var or pers (INOUT) of errnum>] ';
```
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<th>For information about</th>
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</thead>
<tbody>
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</tr>
<tr>
<td>Entering a number on the FlexPendant</td>
<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>Examples of how to use the arguments MaxTime, DIBreak and BreakFlag</td>
<td>TPReadFK - Reads function keys on page 752</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1.266 TPReadFK - Reads function keys

Usage

TPReadFK (FlexPendant Read Function Key) is used to write text on the function keys and to find out which key is pressed.

Basic examples

The following example illustrates the instruction TPReadFK:

See also More examples on page 755.

Example 1

TPReadFK reg1, "More?", stEmpty, stEmpty, stEmpty, "Yes", "No";

The text More? is written on the FlexPendant display and the function keys 4 and 5 are activated by means of the text strings Yes and No respectively (see figure below). Program execution waits until one of the function keys 4 or 5 is pressed. In other words, reg1 will be assigned 4 or 5 depending on which of the keys are pressed.

The figure shows that the operator can put in information via the function keys.

Arguments


TPAnswer

Data type: num

The variable for which, depending on which key is pressed, the numeric value 1..5 is returned. If the function key 1 is pressed then 1 is returned, and so on.

TPText

Data type: string

The information text to be written on the display (a maximum of 80 characters, with 40 characters/row).

TPFKx

Function key text

Data type: string

The text to be written on the appropriate function key (a maximum of 45 characters). TPFK1 is the left-most key.
Function keys without text are specified by the predefined string constant `stEmpty` with value empty string ("").

`[[MaxTime]]`

**Data type:** num

The maximum amount of time in seconds that program execution waits. If no function key is pressed within this time then the program continues to execute in the error handler unless the `BreakFlag` is used (see below). The constant `ERR_TP_MAXTIME` can be used to test whether or not the maximum time has elapsed.

`[[DIBreak]]`

**Digital Input Break**

**Data type:** signaldi

The digital signal that may interrupt the operator dialog. If no function key is pressed when the signal is set to 1 (or is already 1) then the program continues to execute in the error handler unless the `BreakFlag` is used (see below). The constant `ERR_TP_DIBREAK` can be used to test whether or not this has occurred.

`[[DIPassive]]`

**Digital Input Passive**

**Data type:** switch

This switch overrides the default behavior when using `DIBreak` optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no `BreakFlag` is used) when the signal `DIBreak` is set to 0 (or already is 0). The constant `ERR_TP_DIBREAK` can be used to test whether or not this has occurred.

`[[DOBreak]]`

**Digital Output Break**

**Data type:** signaldo

The digital signal that supports termination request from other tasks. If no button is selected when the signal is set to 1 (or is already 1) then the program continues to execute in the error handler unless the `BreakFlag` is used (see below). The constant `ERR_TP_DOBREAK` can be used to test whether or not this has occurred.

`[[DOPassive]]`

**Digital Output Passive**

**Data type:** switch

This switch overrides the default behavior when using `DOBreak` optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no `BreakFlag` is used) when the signal `DOBreak` is set to 0 (or already is 0). The constant `ERR_TP_DOBREAK` can be used to test whether or not this has occurred.

`[[PersBoolBreak]]`

**Persistent Boolean Break**

Continues on next page
Data type: bool
The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

Persisted Boolean Passive
Data type: switch
This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

BreakFlag
Data type: errnum
A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

Program execution
The information text is always written on a new line. If the display is full of text then this body of text is moved up one line first. There can be up to 7 lines above the new written text.

Text is written on the appropriate function keys.
Program execution waits until one of the activated function keys are pressed.
Description of concurrent TPReadFK or TPReadNum request on FlexPendant (TP request) from the same or other program tasks:

- New TP request from other program tasks will not take focus (new put in queue)
- New TP request from a trap routine in the same program task will take focus (old put in queue)
- Program stop take focus (old put in queue)
- New TP request in program stop state takes focus (old put in queue)

Predefined data

```
CONST string stEmpty := "";
```

The predefined constant stEmpty can be used for Function Keys without text.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_MAXTIME</td>
<td>Time-out (parameter \MaxTime) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DIBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital input. A digital input was set (parameter \DIBreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DOBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital output. A digital output was set (parameter \DOBbreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>No client to interact with when using a read instruction from FlexPendant.</td>
</tr>
<tr>
<td>ERR_TP_PERSBOOLBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a persistent boolean. A persistent boolean was changed (parameter \PersBoolBreak) before input from the operator.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction TPReadFK are illustrated below.

Example 1

```plaintext
VAR errnum errvar;
...
TPReadFK reg1, "Go to service position?", stEmpty, stEmpty, stEmpty, "Yes","No"
\MaxTime:= 600
\DIBreak:= di5\BreakFlag:= errvar;
IF reg1 = 4 OR errvar = ERR_TP_DIBREAK THEN
  MoveL service, v500, fine, tool1;
  Stop;
ENDIF
IF errvar = ERR_TP_MAXTIME EXIT;
```

The robot is moved to the service position if the forth function key ("Yes") is pressed or if the input 5 is activated. If no answer is given within 10 minutes then the execution is terminated.

Limitations

Avoid using too low values for the timeout parameter \MaxTime when TPReadFK is frequently executed, for example in a loop. It can result in an unpredictable behavior of the system performance, like slowing the FlexPendant response.
1 Instructions

1.266 TPReadFK - Reads function keys

RobotWare - OS
Continued

Syntax

TPReadFK

[TPAnswer ' := ' <var or pers (INOUT) of num> ', ']
[TPText ' := ' <expression (IN) of string> ', ']
[TPFK1 ' := ' <expression (IN) of string> ', ']
[TPFK2 ' := ' <expression (IN) of string> ', ']
[TPFK3 ' := ' <expression (IN) of string> ', ']
[TPFK4 ' := ' <expression (IN) of string> ', ']
[TPFK5 ' := ' <expression (IN) of string>]
['" MaxTime ' := ' <expression (IN) of num> ']
['" DIBreak ' := ' <variable (VAR) of signaldi> ']
['" DIPassive]
['" DOBreak ' := ' <variable (VAR) of signaldo> ']
['" DOPassive]
['" PersBoolBreak ' := ' <persistent (PERS) of bool> ']
['" PersBoolPassive]
['" BreakFlag ' := ' <var or pers (INOUT) of errnum>] ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writing to and reading from the FlexPendant</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Replying via the FlexPendant</td>
<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1.267 TPReadNum - Reads a number from the FlexPendant

Usage

TPReadNum (*FlexPendant Read Numerical*) is used to read a number from the
FlexPendant.

Basic examples

The following example illustrates the instruction TPReadNum:

See also *More examples on page 759*.

Example 1

```
TPReadNum reg1, "How many units should be produced?";
```

The text *How many units should be produced?* is written on the FlexPendant
display. Program execution waits until a number has been input from the numeric
keyboard on the FlexPendant. That number is stored in *reg1*.

Arguments

```
TPReadNum TPAnswer TPText [\MaxTime] [\DIBreak] [\DIPassive]
[\BreakFlag]
```

**TPAnswer**

Data type: num

The variable for which the number input via the FlexPendant is returned.

**TPText**

Data type: string

The information text to be written on the FlexPendant (a maximum of 80 characters
with 40 characters per row).

**[\MaxTime]**

Data type: num

The maximum amount of time that program execution waits. If no number is input
within this time, the program continues to execute in the error handler unless the
BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to
test whether or not the maximum time has elapsed.

**[\DIBreak]**

*Digital Input Break*

Data type: signal di

The digital signal that may interrupt the operator dialog. If no number is input when
the signal is set to 1 (or is already 1), the program continues to execute in the error
handler unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK
can be used to test whether or not this has occurred.

**[\DIPassive]**

*Digital Input Passive*

Data type: switch

Continues on next page
This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

\[
\text{DOBreak}
\]

**Digital Output Break**

Data type: signal\(\text{do}\)

The digital signal that supports termination request from other tasks. If no button is selected when the signal is set to 1 (or is already 1), the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[
\text{DOPassive}
\]

**Digital Output Passive**

Data type: switch

This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[
\text{PersBoolBreak}
\]

**Persistent Boolean Break**

Data type: bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[
\text{PersBoolPassive}
\]

**Persistent Boolean Passive**

Data type: switch

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[
\text{BreakFlag}
\]

Data type: errnum

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler

Continues on next page
will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

Program execution

The information text is always written on a new line. If the display is full of text, this body of text is moved up one line first. There can be up to 7 lines above the new text written.

Program execution waits until a number is typed on the numeric keyboard (followed by Enter or OK) or the instruction is interrupted by a time out or signal action.

Reference to TPReadFK about description of concurrent TPReadFK or TPReadNum request on FlexPendant from same or other program tasks.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_MAXTIME</td>
<td>Time-out (parameter \MaxTime) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DIBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital input.</td>
</tr>
<tr>
<td></td>
<td>A digital input was set (parameter \DIBreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_DOBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital output.</td>
</tr>
<tr>
<td></td>
<td>A digital output was set (parameter \DOBreak) before input from the operator.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>No client to interact with when using a read instruction from FlexPendant.</td>
</tr>
<tr>
<td>ERR_TP_PERSBOOLBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a persistent boolean.</td>
</tr>
<tr>
<td></td>
<td>A persistent boolean was changed (parameter \PersBoolBreak) before input from the operator.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction TPReadNum are illustrated below.

Example 1

```
TPReadNum reg1, "How many units should be produced?";
FOR i FROM 1 TO reg1 DO
    produce_part;
ENDFOR
```

The text "How many units should be produced?" is written on the FlexPendant display. The routine produce_part is then repeated the number of times that is input via the FlexPendant.
1 Instructions

1.267 TPReadNum - Reads a number from the FlexPendant

RobotWare - OS
Continued

Syntax

TPReadNum

[TPAnswer'=':] <var or pers (INOUT) of num>','
[TPText'=':] <expression (IN) of string>
['MaxTime'=':] <expression (IN) of num>
['DIBreak'=':] <variable (VAR) of signaldi>
['DIPassive']
['DOBreak'=':] <variable (VAR) of signaldo>
['DOPassive']
['PersBoolBreak'=':] <persistent (PERS) of bool>
['PersBoolPassive']
['BreakFlag'=':] <var or pers (INOUT) of errnum> ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writing to and reading from the FlexPendant</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Entering a number on the FlexPendant</td>
<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>Examples of how to use the arguments MaxTime, DIBreak and BreakFlag</td>
<td>TPReadFK - Reads function keys on page 752</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1.268 TPShow - Switch window on the FlexPendant

Usage
TPShow (*FlexPendant Show*) is used to select FlexPendant window from RAPID.

Basic examples
The following example illustrates the instruction TPShow:

Example 1
```
TPShow TP_LATEST;
```
The latest used FlexPendant Window before the current FlexPendant window will be active after execution of this instruction.

Arguments
TPShow Window

Window

Data type: tpnum
The window TP_LATEST will show the latest used FlexPendant window before current FlexPendant window.

Program execution
The selected FlexPendant window will be activated.

Predefined data
```
CONST tpnum TP_LATEST := 2;
```

Syntax
```
TPShow
[Window':='] <expression (IN) of tpnum> ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communicating using the FlexPendant</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>FlexPendant Window number</td>
<td>tpnum - FlexPendant window number on page 1612</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1 Instructions

1.269 TPWrite - Writes on the FlexPendant

RobotWare - OS

1.269 TPWrite - Writes on the FlexPendant

Usage

TPWrite (FlexPendant Write) is used to write text on the FlexPendant. The value of certain data can be written as well as text.

Basic examples

The following examples illustrate the instruction TPWrite:

Example 1

TPWrite "Execution started";

The text Execution started is written on the FlexPendant.

Example 2

TPWrite "No of produced parts="\Num:=reg1;

If, for example, reg1 holds the value 5 then the text No of produced parts=5 is written on the FlexPendant.

Example 3

VAR string my_robot;
...
my_robot := RobName();
IF my_robot="" THEN
    TPWrite "This task does not control any TCP robot"
ELSE
    TPWrite "This task controls TCP robot with name "+ my_robot;
ENDIF

Write to FlexPendant the name of the TCP robot which is controlled from this program task. If no TCP robot is controlled, write that the task controls no robot.

Arguments


String

Data type: string

The text string to be written (a maximum of 80 characters, with 40 characters/row).

[\Num]

Numeric

Data type: num

The data whose numeric value is to be written after the text string.

[\Bool]

Boolean

Data type: bool

The data whose logical value is to be written after the text string.

[\Pos]

Position

Continues on next page
Data type: `pos`
The data whose position is to be written after the text string.

[\Orient]

**Orientation**
Data type: `orient`
The data whose orientation is to be written after the text string.

[\Dnum]

**Numeric**
Data type: `dnum`
The data whose numeric value is to be written after the text string.

**Program execution**

Text written on the FlexPendant always begins on a new line. When the display is full of text (11 lines) then this text is moved up one line first.

If one of the arguments `\Num`, `\Dnum`, `\Bool`, `\Pos`, or `\Orient` is used then its value is first converted to a text string before it is added to the first string. The conversion from value to text string takes place as follows:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Value</th>
<th>Text string</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>\Num</code></td>
<td>23</td>
<td>&quot;23&quot;</td>
</tr>
<tr>
<td><code>\Num</code></td>
<td>1.141367</td>
<td>&quot;1.14137&quot;</td>
</tr>
<tr>
<td><code>\Bool</code></td>
<td>TRUE</td>
<td>&quot;TRUE&quot;</td>
</tr>
<tr>
<td><code>\Pos</code></td>
<td>[1817.3,905.17,879.11]</td>
<td>&quot;[1817.3,905.17,879.11]&quot;</td>
</tr>
<tr>
<td><code>\Orient</code></td>
<td>[0.96593,0,0.25882,0]</td>
<td>&quot;[0.96593,0,0.25882,0]&quot;</td>
</tr>
<tr>
<td><code>\Dnum</code></td>
<td>4294967295</td>
<td>&quot;4294967295&quot;</td>
</tr>
</tbody>
</table>

The value is converted to a string with standard RAPID format. This means, in principle, 6 significant digits. If the decimal part is less than 0.000005 or greater than 0.999995 then the number is rounded to an integer.

**Limitations**

The arguments `\Num`, `\Dnum`, `\Bool`, `\Pos`, and `\Orient` are mutually exclusive and thus cannot be used simultaneously in the same instruction.

**Syntax**

```
TPWrite
    [TPText':=''] <expression (IN) of string>
    ["'\'Num':=' <expression (IN) of num> ]
    ["'\'Bool':=' <expression (IN) of bool> ]
    ["'\'Pos':=' <expression (IN) of pos> ]
    ["'\'Orient':=' <expression (IN) of orient> ]
    ["'\'Dnum':=' <expression (IN) of dnum> ]';'
```
## Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clearing and reading the FlexPendant</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPERase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1.270 TriggC - Circular robot movement with events

Usage

TriggC (Trigg Circular) is used to set output signals and/or run interrupt routines at fixed positions at the same time that the robot is moving on a circular path.

One or more (max. 25) events can be defined using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO and afterwards these definitions are referred to in the instruction TriggC.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggC:

See also More examples on page 770.

Example 1

VAR triggdata gunon;
TriggIO gunon, 0 \Start \DOp:=gun, 1;
MoveL p1, v500, z50, gun1;
TriggC p2, p3, v500, gunon, fine, gun1;

The digital output signal gun is set when the robot’s TCP passes the midpoint of the corner path of the point p1.

The figure shows an example of fixed position I/O event.

Arguments

TriggC \[Conc\] CirPoint ToPoint \[\ID\] Speed \[\T\] Trigg_1 | TriggArray \[\T2\] \[\T3\] \[\T4\] \[\T5\] \[\T6\] \[\T7\] \[\T8\] \[\KeepStartPath\] \[\KeepEndPath\] Zone \[\Inpos\] Tool \[\WObj\] \[\Corr\] \[\TLoad\]
[ \Conc ]

Concurrent

Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example,
Communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

**CirPoint**

**Data type:** robtarget

The circle point of the robot. The circle point is a position on the circle between the start point and the destination point. To obtain the best accuracy it should be placed about halfway between the start and destination points. If it is placed too close to the start or destination point, the robot may give a warning. The circle point is defined as a named position or stored directly in the instruction (marked with an * in the instruction). The position of the external axes are not used.

**ToPoint**

**Data type:** robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

**[ \ID ]**

**Synchronization id**

**Data type:** identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

**Speed**

**Data type:** speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

**[ \T ]**

**Time**

**Data type:** num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.
Trigg_1

Data type: triggdata

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

TriggArray

---

**Trigg Data Array Parameter**

Data type: triggdata

Array variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, or TriggRampAO.

The limitation is 25 elements in the array and 1 to 25 defined trigger conditions must be defined.

It is not possible to use the optional arguments T2, T3, T4, T5, T6, T7, or T8 at the same time as the TriggArray argument is used.

[ \T2 ]

---

**Trigg 2**

Data type: triggdata

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

[ \T3 ]

---

**Trigg 3**

Data type: triggdata

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

[ \T4 ]

---

**Trigg 4**

Data type: triggdata

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

[ \T5 ]

---

**Trigg 5**

Data type: triggdata

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.
1 Instructions

1.270 Trigg - Circular robot movement with events

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Continued

[[T6 ]

**Trigg 6**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the
program using the instructions `TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO`.

[[T8 ]

**Trigg 8**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the
program using the instructions `TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO`.

[[T8 ]

**Trigg 8**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the
program using the instructions `TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO`.

\KeepStartPath

Data type: `num`

If the move instruction starts from a fine point, \KeepStartPath defines a distance,
in mm, from the start point during which the movement must follow the programmed
path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If
the start point is a fine point or a fly-by point is determined by the Zone argument
of the previous move instruction.

\KeepEndPath

Data type: `num`

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in
mm, from the destination point during which the movement must follow the
programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone

Data type: `zonedata`

Zone data for the movement. Zone data describes the size of the generated corner
path.

[[Inpos ]

**In position**

Data type: `stoppoint data`

Continues on next page
This argument is used to specify the convergence criteria for the position of the robot's TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

**Tool**

Data type: `tooldata`

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

**[ \WObj ]**

*Work Object*

Data type: `wobjdata`

The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

**[ \Corr ]**

*Correction*

Data type: `switch`

Correction data written to a corrections entry by the instruction `CorrWrite` will be added to the path and destination position if this argument is present.

The RobotWare option *Path Corrections* is required when using this argument.

**[ \TLoad ]**

*Total load*

Data type: `loaddata`

The `TLoad` argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the `TLoad` argument is used, then the `loaddata` in the current `tooldata` is not considered.

If the `TLoad` argument is set to `load0`, then the `TLoad` argument is not considered and the `loaddata` in the current `tooldata` is used instead.

To be able to use the `TLoad` argument it is necessary to set the value of the system parameter `ModalPayLoadMode` to 0. If `ModalPayLoadMode` is set to 0, it is no longer possible to use the instruction `GripLoad`.

The total load can be identified with the service routine `LoadIdentify`. If the system parameter `ModalPayLoadMode` is set to 0, the operator has the possibility to copy the `loaddata` from the tool to an existing or new `loaddata` persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input `SimMode` (Simulated Mode). If the digital
input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

**Note**

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

### Program execution

See the instruction MoveC for information about circular movement.

As the trigger conditions are fulfilled when the robot is positioned closer and closer to the end point, the defined trigger activities are carried out. The trigger conditions are fulfilled either at a certain distance before the end point of the instruction, or at a certain distance after the start point of the instruction, or at a certain point in time (limited to a short time) before the end point of the instruction.

During stepping the execution forward, the I/O activities are carried out but the interrupt routines are not run. During stepping the execution backward, no trigger activities at all are carried out.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed ScaleValue argument for the specified analog output signal AOp in some of the connected TriggSpeed instructions result in out of limit for the analog signal together with the programmed Speed in this instruction.</td>
</tr>
<tr>
<td>ERR_DIPLAG_LIM</td>
<td>The programmed DipLag argument in some of the connected TriggSpeed instructions is too big in relation to the used Event Preset Time in System Parameters.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device when entering instruction and the used triggdata depends on a running I/O device, i.e. a signal is used in the triggdata.</td>
</tr>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument \Conc has been exceeded.</td>
</tr>
</tbody>
</table>

### More examples

More examples of how to use the instruction TriggC are illustrated below.

**Example 1**

```c
VAR intnum intn1;
VAR triggdata trigg1;
...
PROC main()
...
CONNECT intn1 WITH trap1;
TriggInt trigg1, 0.1 \Time, intn1;
...
```

*Continues on next page*
TriggC p1, p2, v500, triggl, fine, gun1;
TriggC p3, p4, v500, triggl, fine, gun1;
...
DELETE intno1;

The interrupt routine trap1 is run when the work point is at a position 0.1 s before the point p2 or p4 respectively.

Example 2

VAR num Distance:=0;
VAR triggdata trigg_array{25};
VAR signaldo myaliassignaldo;
VAR string signalname;
...
PROC main()
...
FOR i FROM 1 TO 25 DO
  signalname:="do";
  signalname:=signalname+ValToStr(i);
  AliasIO signalname, myaliassignaldo;
  TriggEquip trigg_array{i}, Distance \Start, 0 \DOp:=myaliassignaldo, SetValue:=1;
  Distance:=Distance+10;
ENDFOR
TriggC p1, p2, v500, trigg_array, z30, tool2;
MoveC p3, p4, v500, z30, tool2;
...

The digital output signals do1 to do25 is set during the movement to p2. The distance between the signal settings is 10 mm.

Limitations

General limitations according to instruction MoveC.

If the current start point deviates from the usual point so that the total positioning length of the instruction TriggC is shorter than usual then it may happen that several or all of the trigger conditions are fulfilled immediately and at the same position. In such cases, the sequence in which the trigger activities are carried out will be undefined. The program logic in the user program may not be based on a normal sequence of trigger activities for an “incomplete movement”.

WARNING

The instruction TriggC should never be started from the beginning with the robot in position after the circle point. Otherwise, the robot will not take the programmed path (positioning around the circular path in another direction compared to that which is programmed).

TriggC cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

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1 Instructions

1.270 TriggC - Circular robot movement with events

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Syntax

```
TriggC
[ '\' Conc ',' ]
[ CirPoint' :='' ] < expression (IN) of robtarget > ','
[ ToPoint' :='' ] < expression (IN) of robtarget > ','
[ '\' ID ':=' < expression (IN) of identno > ] ','
[ Speed ' := ' ] < expression (IN) of speeddata >
[ '\' T ':=' < expression (IN) of num > ] ','
[Trigg_1 ' := ' ] < variable (VAR) of triggdata > |
[TriggArray ' := ' ] < array variable (*) (VAR) of triggdata >
[ '\' T2 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T3 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T4 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T5 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T6 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T7 ' := ' ] < variable (VAR) of triggdata > |
[ '\' T8 ' := ' ] < variable (VAR) of triggdata > |
[ '\' KeepStartPath ' := ' ] < expression (IN) of num > ]
[ '\' KeepEndPath ' := ' ] < expression (IN) of num > ] ','
[Zone ' := ' ] < expression (IN) of zonedata >
[ '\' Inpos ' := ' ] < expression (IN) of stoppointdata > ] ','
[ Tool ' := ' ] < persistent (PERS) of tooldata >
[ '\' WObj ' := ' ] < persistent (PERS) of wobjdata > ]
[ '\' Corr ]
[ '\' TLoad ' := ' ] < persistent (PERS) of loaddata > ] ';
```

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</tr>
<tr>
<td>Joint movement with triggers</td>
<td>TriggJ - Axis-wise robot movements with events on page 801</td>
</tr>
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<td>Move the robot circularly</td>
<td>MoveC - Moves the robot circularly on page 306</td>
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<td>Definition of triggers</td>
<td>TriggIO - Define a fixed position or time I/O event near a stop point on page 795</td>
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<td>TriggEquip - Define a fixed position and time I/O event on the path on page 784</td>
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<td>-------------------------------------------------------------------------------------------------------------------------------------</td>
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<td>triggdata - Positioning events, trigg on page 1614 TriggDataReset - Reset the content in a triggdata variable on page 782 TriggDataCopy - Copy the content in a triggdata variable on page 780 TriggDataValid - Check if the content in a triggdata variable is valid on page 1395</td>
</tr>
<tr>
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<td>Definition of load</td>
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<td>Definition of stop point data</td>
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<tr>
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</tr>
<tr>
<td>Definition of zone data</td>
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<td>MoveL - Moves the robot linearly on page 365</td>
</tr>
<tr>
<td>Defining the payload for a robot</td>
<td>GripLoad - Defines the payload for a robot on page 180</td>
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<tr>
<td>LoadIdentify, load identification service routine</td>
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<tr>
<td>System input signal SimMode for running the robot in simulated mode without payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System parameter ModalPayLoadMode for activating and deactivating payload.</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Path Corrections</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1 Instructions

1.271 TriggCheckIO - Defines I/O check at a fixed position

Usage

TriggCheckIO is used to define conditions for testing the value of a digital, a group of digital, or an analog input or output signal at a fixed position along the robot’s movement path. If the condition is fulfilled then there will be no specific action. But if it is not then an interrupt routine will be run after the robot has optionally stopped on path as fast as possible.

To obtain a fixed position I/O check, TriggCheckIO compensates for the lag in the control system (lag between servo and robot).

The data defined is used for implementation in one or more subsequent TriggL, TriggC, or TriggJ instructions.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggCheckIO:

See also More examples on page 777.

Example 1

```plaintext
VAR trigdata checkgrip;
VAR intnum intno1;

PROC main()
    CONNECT intno1 WITH trap1;
    TriggCheckIO checkgrip, 100, airok, EQ, 1, intno1;

    TriggL p1, v500, checkgrip, z50, grip1;
```

The digital input signal airok is checked to have the value 1 when the TCP is 100 mm before the point p1. If it is set then normal execution of the program continues. If it is not set then the interrupt routine trap1 is run.

The figure shows an example of fixed position I/O check.

Arguments

TriggCheckIO TriggData Distance \[Start\] | \[Next\] | \[Time\] Signal Relation CheckValue | CheckDvalue \[StopMove\] Interrupt \[Inhib\] \[Mode\]

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1.271 TriggCheckIO - Defines I/O check at a fixed position

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TriggData

Data type: triggdata

Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.

Distance

Data type: num

Defines the position on the path where the I/O check shall occur.

Specified as the distance in mm (positive value) from the end point of the movement path (applicable if the argument \Start or \Time is not set).

See Program execution on page 776 for further details.

[ \Start ]

Data type: switch

Used when the distance for the argument Distance starts at the movement start point instead of the end point.

[ \Next ]

Data type: switch

Used when the distance for the argument Distance is forward towards the next programmed point. If the Distance is longer than the distance to the next fine point, the event will be executed at the fine point.

[ \Time ]

Data type: switch

Used when the value specified for the argument Distance is in fact a time in seconds (positive value) instead of a distance.

Fixed position I/O in time can only be used for short times (< 0.5 s) before the robot reaches the end point of the instruction. See the section Limitations for more details.

Signal

Data type: signalxx

The name of the signal that will be tested. May be any type of I/O signal.

Relation

Data type: opnum

Defines how to compare the actual value of the signal with the one defined by the argument CheckValue. See opnum data type for the list of the predefined constants to be used.

CheckValue

Data type: num

Value to which the actual value of the input or output signal is to be compared (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value.

If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. Max value that can be used in the CheckValue
argument is 8388608, and that is the value a 23 bit digital group signal can have as maximum value (see ranges for num).

CheckDvalue

Data type: dnum
Value to which the actual value of the input or output signal is to be compared (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value.

If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. The maximal amount of signal bits a digital group signal can have is 32. With a dnum variable it is possible to cover the value range 0-4294967295, which is the value range a 32 bits digital signal can have.

[ \StopMove ]

Data type: switch
Specifies that if the condition is not fulfilled then the robot will stop on path as quickly as possible before the interrupt routine is run.

Interrupt

Data type: intnum
Variable used to identify the interrupt routine to run.

[ \Inhib ]

Inhibit
Data type: bool
The name of a persistent variable flag for inhibiting the execution of the interrupt routine.

If this optional argument is used and the actual value of the specified flag is TRUE at the position-time for I/O check, the check will not be performed.

[ \Mode ]

Data type: triggmode
Is used to specify different action modes when defining triggers.

Program execution

When running the instruction TriggCheckIO, the trigger condition is stored in a specified variable for the argument TriggData.

Afterwards, when one of the instructions TriggL, TriggC, or TriggJ is executed, the following are applicable with regard to the definitions in TriggCheckIO:

The table describes distance specified in the argument Distance:

<table>
<thead>
<tr>
<th>Linear movement</th>
<th>The straight line distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

Continues on next page
The figure shows fixed position I/O check on a corner path.

The fixed position I/O check will be done when the start point (end point) is passed if the specified distance from the end point (start point) is not within the length of movement of the current instruction (TriggL...).

When the TCP of the robot is at specified place on the path, the following I/O check will be done by the system:

- Read the value of the I/O signal.
- Compare the read value with CheckValue according specified Relation.
- If the comparison is TRUE then nothing more is done.
- If the comparison is FALSE then following is done:
  - If optional parameter \StopMove is present then the robot is stopped on the path as quickly as possible.
  - Generate and execute the specified trap routine.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed CheckValue or CheckDvalue argument for the specified analog output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed CheckValue or CheckDvalue argument for the specified digital group output signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>

**Example 1**

```plaintext
VAR triggdata checkgate;
VAR intnum gateclosed;

PROC main()
    CONNECT gateclosed WITH waitgate;
    TriggCheckIO checkgate, 150, gatedi, EQ, 1 \StopMove, gateclosed;
```

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1.271 TriggCheckIO - Defines I/O check at a fixed position

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The gate for the next workpiece operation is checked to be open (digital input signal gatedi is checked to have the value 1) when the TCP is 150 mm before the point p1. If it is open then the robot will move on to p1 and continue. If it is not open then the robot is stopped on path and the interrupt routine waitgate is run. This interrupt blocks further movements, log some information and typically waits for the conditions to be OK to execute a StartMove instruction to restart the interrupted path.

Limitations

I/O checks with distance (without the argument \Time) is intended for flying points (corner path). I/O checks with distance, using stop points, results in worse accuracy than specified below.

I/O checks with time (with the argument \Time) is intended for stop points. I/O checks with time, using flying points, results in worse accuracy than specified below.

I/O checks with time can only be specified from the end point of the movement. This time cannot exceed the current braking time of the robot, which is max. approximately 0.5 s s (typical values at speed 500 mm/s for IRB 2400 is 150 ms, and for IRB 6400 is 250 ms). If the specified time is greater that the current braking time then the I/O check will be generated anyway but not until braking is started (later than specified). The whole of the movement time for the current movement can be utilized during small and fast movements.

Typical absolute accuracy values for testing of digital inputs +/- 5 ms. Typical repeat accuracy values for testing of digital inputs +/- 2 ms.

TriggCheckIO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggCheckIO

[ TriggData ':=' ] < variable (VAR) of triggdata> ','
[ Distance' :=' ] < expression (IN) of num>
[ '\' Start ] [ [ '\' Next ] [ [ '\' Time ] '','
[ Signal ':=' ] < variable (VAR) of anytype> ',,'
[ Relation' :=' ] < expression (IN) of opnum> ','
[ CheckValue' :=' ] < expression (IN) of num>

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1.271 TriggCheckIO - Defines I/O check at a fixed position

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| [ CheckDvalue' := ' ] < expression (IN) of dnum>
[ '\'' StopMove] ','
| Interrupt' := ' ] < variable (VAR) of intnum>
[ '\'' Inhib' := ' < persistent (PERS) of bool> ]
[ '\'' Mode' := ' < expression (IN) of triggmode> ]

Related information

<table>
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<tr>
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</tr>
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<td>TriggL - Linear robot movements with events on page 809</td>
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<tr>
<td></td>
<td>TriggC - Circular robot movement with events on page 765</td>
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<td></td>
<td>TriggJ - Axis-wise robot movements with events on page 801</td>
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<tr>
<td>Definition of position-time I/O event</td>
<td>TriggIO - Define a fixed position or time I/O event near a stop point on page 795</td>
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<td>TriggEquip - Define a fixed position and time I/O event on the path on page 784</td>
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<td>Defining different trigg action modes</td>
<td>triggmode - Trigg action mode on page 1619</td>
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<tr>
<td>Definition of comparison operators</td>
<td>opnum - Comparison operator on page 1542</td>
</tr>
</tbody>
</table>
1.272 TriggDataCopy - Copy the content in a triggdata variable

**Usage**

TriggDataCopy is used to copy the content in a triggdata variable.

**Basic examples**

The following example illustrates the instruction TriggDataCopy.

**Example 1**

```
VAR triggdata trigg_array{25};
...
PROC MyTriggProcL(robotarget myrobot, VAR triggdata T1 VAR triggdata T2 VAR triggdata T3)
VAR num triggcnt:=2;
! Reset entire trigg_array array before using it
FOR i FROM 1 TO 25 DO
  TriggDataReset trigg_array{i};
ENDFOR
TriggEquip trigg_array{1}, 10 \Start, 0 \DoP:=do1, SetValue:=1;
TriggEquip trigg_array{2}, 40 \Start, 0 \DoP:=do2, SetValue:=1;
! Check if optional argument is present,
! and if any trigger condition has been setup in T1
IF Present(T1) AND TriggDataValid(T1) THEN
  ! Copy actual trigger condition to trigg_array
  TriggDataCopy T1, trigg_array{triggcnt};
  Incr triggcnt;
ENDIF
IF Present(T2) AND TriggDataValid(T2) THEN
  Incr triggcnt;
  TriggDataCopy T2, trigg_array{triggcnt};
ENDIF
IF Present(T3) AND TriggDataValid(T3) THEN
  Incr triggcnt;
  TriggDataCopy T3, trigg_array{triggcnt};
ENDIF
TriggL p1, v500, trigg_array, z30, tool2;
...
```

The procedure `MyTriggProcL` above uses the TriggDataCopy instruction to copy the triggdata optional arguments to right place in the triggdata array that is used in the TriggL instruction.

**Arguments**

<table>
<thead>
<tr>
<th>TriggDataCopy</th>
<th>Source</th>
<th>Destination</th>
</tr>
</thead>
<tbody>
<tr>
<td>Source</td>
<td>Data type: triggdata</td>
<td>The triggdata variable to copy from.</td>
</tr>
<tr>
<td>Destination</td>
<td>Data type: triggdata</td>
<td></td>
</tr>
</tbody>
</table>

Continues on next page
The `triggdata` variable to copy to.

**Program execution**

The `TriggDataCopy` instruction is used to copy data from one `triggdata` variable to another `triggdata` variable. This instruction can be useful when working with `triggdata` array variables.

**Limitations**

`TriggDataCopy` cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

**Syntax**

```
TriggDataCopy

[Source ':'='] < variable (VAR) of triggdata > ','
[Destination ':'='] < variable (VAR) of triggdata > ';'
```

**Related information**

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<tr>
<td>Circular movement with triggers</td>
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</tr>
<tr>
<td>Definition of triggers</td>
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</tr>
<tr>
<td></td>
<td>TriggEquip - Define a fixed position and time I/O event on the path on page 784</td>
</tr>
<tr>
<td></td>
<td>TriggInt - Defines a position related interrupt on page 790</td>
</tr>
<tr>
<td></td>
<td>TriggCheckIO - Defines I/O check at a fixed position on page 774</td>
</tr>
<tr>
<td></td>
<td>TriggRampAO - Define a fixed position ramp AO event on the path on page 833</td>
</tr>
<tr>
<td></td>
<td>TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event on page 840</td>
</tr>
<tr>
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<td>triggdata - Positioning events, trigg on page 1614</td>
</tr>
<tr>
<td></td>
<td>TriggDataReset - Reset the content in a triggdata variable on page 782</td>
</tr>
<tr>
<td></td>
<td>TriggDataValid - Check if the content in a triggdata variable is valid on page 1395</td>
</tr>
</tbody>
</table>
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1.273 TriggDataReset - Reset the content in a triggdata variable

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1.273 TriggDataReset - Reset the content in a triggdata variable

Usage

TriggDataReset is used to reset the content in a triggdata variable.

Basic examples

The following example illustrates the instruction TriggDataReset.

Example 1

VAR triggdata trigg_array(25);
...
PROC MyTriggProcL(robotarget myrobot, \VAR triggdata T1 \VAR triggdata T2 \VAR triggdata T3)
VAR num triggcnt:=2;
! Reset entire trigg_array array before using it
FOR i FROM 1 TO 25 DO
  TriggDataReset trigg_array{i};
ENDFOR
TriggEquip trigg_array{1}, 10 \Start, 0 \DOp:=do1, SetValue:=1;
TriggEquip trigg_array{2}, 40 \Start, 0 \DOp:=do2, SetValue:=1;
! Check if optional argument is present,
! and if any trigger condition has been setup in T1
IF Present(T1) AND TriggDataValid(T1) THEN
  ! Copy actual trigger condition to trigg_array
  TriggDataCopy trigg_array{triggcnt}, T1;
  Incr triggcnt;
ENDIF
IF Present(T2) AND TriggDataValid(T2) THEN
  Incr triggcnt;
  TriggDataCopy trigg_array{triggcnt}, T2;
ENDIF
IF Present(T3) AND TriggDataValid(T3) THEN
  Incr triggcnt;
  TriggDataCopy trigg_array{triggcnt}, T3;
ENDIF
TriggL p1, v500, trigg_array, z30, tool2;
...

The procedure MyTriggProcL above uses the TriggDataReset instruction to reset the triggdata array before it is used.

Arguments

TriggDataReset TriggData

TriggData

Data type: triggdata

The triggdata variable to reset.

Continues on next page
Program execution

The TriggDataReset instruction is used to remove any trigger condition previously used in a triggdata variable. This instruction can be useful when working with triggdata array variables.

Limitations

TriggDataReset cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggDataReset
[TriggData ':=' ] < variable (VAR) of triggdata > ';'

Related information

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<th>See</th>
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<tr>
<td>Joint movement with triggers</td>
<td>TriggJ - Axis-wise robot movements with events on page 801</td>
</tr>
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<td>Circular movement with triggers</td>
<td>TriggC - Circular robot movement with events on page 765</td>
</tr>
<tr>
<td>Definition of triggers</td>
<td>TriggIO - Define a fixed position or time I/O event near a stop point on page 795</td>
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1 Instructions

1.274 TriggEquip - Define a fixed position and time I/O event on the path

Usage

TriggEquip (Trigg Equipment) is used to define conditions and actions for setting a digital, a group of digital, or an analog output signal at a fixed position along the robot’s movement path with possibility to do time compensation for the lag in the external equipment.

TriggIO (not TriggEquip) should always be used if there is need for good accuracy of the I/O settings near a stop point.

The data defined is used for implementation in one or more subsequent TriggL, TriggC, or TriggJ instructions.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggEquip:

See also More examples on page 788.

Example 1

VAR triggdata gunon;
... 
TriggEquip gunon, 10, 0.1 \DOp:=gun, 1;
TriggL p1, v500, gunon, z50, gun1;

The tool gun1 starts to open when its TCP is 0,1 s before the fictitious point p2 (10 mm before point p1). The gun is full open when TCP reach point p2.

The figure shows an example of a fixed position time I/O event.

Arguments

TriggEquip TriggData Distance \[\text{Start} | \text{Next} | \text{EquipLag} | \text{DOp} | \text{GOp} | \text{AOp} | \text{ProcID} | \text{SetValue} | \text{SetDvalue} | \text{Inhib} | \text{InhibSetValue} | \text{Mode}\]

TriggData

Data type: triggdata

Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.
1 Instructions

1.274 TriggEquip - Define a fixed position and time I/O event on the path

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Continued

Distance

Data type: num

Defines the position on the path where the I/O equipment event shall occur.

Specified as the distance in mm (positive value) from the end point of the movement path towards the start point (applicable if the arguments \Start and \Next are not set).

See Program execution on page 787 for further details.

\Start

Data type: switch

Used when the distance for the argument Distance starts at the movement start point instead of the end point.

\Next

Data type: switch

Used when the distance for the argument Distance is forward towards the next programmed point. If the Distance is longer than the distance to the next fine point, the event will be executed at the fine point.

EquipLag

Equipment Lag

Data type: num

Specify the lag for the external equipment in s.

For compensation of external equipment lag, use a positive argument value. Positive argument value means that the I/O signal is set by the robot system at a specified time before the TCP physically reaches the specified distance in relation to the movement start or end point.

Negative argument value means that the I/O signal is set by the robot system at a specified time after that the TCP has physically passed the specified distance in relation to the movement start or end point.

The figure shows use of argument EquipLag.

Digital Output

Continues on next page
**1 Instructions**

1.274 TriggEquip - Define a fixed position and time I/O event on the path

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Continued

**Data type:** signaldo

The name of the signal when a digital output signal shall be changed.

[ \Go \ ]

**Group Output**

**Data type:** signalgo

The name of the signal when a group of digital output signals shall be changed.

[ \Ao \ ]

**Analog Output**

**Data type:** signalao

The name of the signal when an analog output signal shall be changed.

[ \ProcID \ ]

**Process Identity**

**Data type:** num

Not implemented for customer use.

(The identity of the IPM process to receive the event. The selector is specified in the argument SetValue.)

**SetValue**

**Data type:** num

The desired value of the signal (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value. If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. Max value that can be used in the SetValue argument is 8388608, and that is the value a 23 bit digital group signal can have as maximum value (see ranges for num).

**SetDvalue**

**Data type:** dnum

The desired value of the signal (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value. If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. The maximal amount of signal bits a digital group signal can have is 32. With a dnum variable it is possible to cover the value range 0-4294967295, which is the value range a 32 bits digital signal can have.

[ \Inhib \ ]

**Inhibit**

**Data type:** bool

The name of a persistent variable flag for inhibiting the setting of the signal at runtime.

If this optional argument is used and the actual value of the specified flag is TRUE at the position-time for setting of the signal then the specified signal (Do, Go or Ao) will be set to 0 instead of a specified value.

Continues on next page
1 Instructions

1.274 TriggEquip - Define a fixed position and time I/O event on the path

[ \InhibSetValue ]

InhibitSetValue

Data type: bool, num or dnum

The name of a persistent variable of the data type bool, num or dnum or any alias of those three base data types.

This optional argument can only be used together with optional argument Inhib.

If this optional argument is used and the value of the persistent variable flag used in optional argument Inhib is TRUE at the position-time for setting the signal, the value of the persistent variable used in optional argument InhibitSetValue is read and the value is used for setting of the DOp, GOp or AOp signal.

If using a boolean persistent variable, the value TRUE is translated to value 1, and FALSE is translated to value 0.

[ \Mode ]

Data type: triggmode

Is used to specify different action modes when defining triggers.

Program execution

When running the instruction TriggEquip, the trigger condition is stored in the specified variable for the argument TriggData.

Afterwards, when one of the instructions TriggL, TriggC, or TriggJ is executed then the following are applicable with regard to the definitions in TriggEquip:

The table describes the distance specified in the argument Distance:

<table>
<thead>
<tr>
<th>Linear movement</th>
<th>The straight line distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

The figure shows fixed position time I/O on a corner path.

If the Distance is 0, the output signal is set when the robot’s TCP is here

End point with corner path

xx0500002263

The position-time related event will be generated when the start point (end point) is passed if the specified distance from the end point (start point) is not within the length of movement of the current instruction (TriggL...). With use of argument EquipLag with negative time (delay), the I/O signal can be set after the end point.

Continues on next page
1 Instructions

1.274 TriggEquip - Define a fixed position and time I/O event on the path

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Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed setValue argument for the specified analog output signal AOp is out of limit.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed setValue or SetDvalue argument for the specified digital group output signal GOp is out of limit.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction TriggEquip are illustrated below.

Example 1

VAR triggdata glueflow;
... 
TriggEquip glueflow, 1 \Start, 0.05 \AOp:=glue, 5.3;
MoveJ p1, v1000, z50, tool1;
TriggL p2, v500, glueflow, z50, tool1;

The analog output signal glue is set to the value 5.3 when the TCP passes a point located 1 mm after the start point p1 with compensation for equipment lag 0.05 s.

Example 2

... 
TriggL p3, v500, glueflow, z50, tool1;

The analog output signal glue is set once more to the value 5.3 when the TCP passes a point located 1 mm after the start point p2.

Limitations

I/O events with distance is intended for flying points (corner path). Using stop points will result in worse accuracy than specified below.

Regarding the accuracy for I/O events with distance and using flying points, the following is applicable when setting a digital output at a specified distance from the start point or end point in the instruction TriggL or TriggC:

• The accuracy specified below is valid when using a positive EquipLag that is less than 40 ms, which is equivalent to the lag in the robot servo without changing the system parameter Event Preset Time. The lag can vary between different robot types.

• The accuracy specified below is valid when using a positive EquipLag that is less than the configured Event Preset Time in the system parameters.

• The accuracy specified below is not valid when using a positive EquipLag that is larger than the configured Event Preset Time in the system parameters. In this case, an approximate method is used in which the dynamic limitations...
of the robot are not taken into consideration. Then SingArea \Wrist must be used to achieve an acceptable accuracy.

- The accuracy specified below is valid when using a negative EquipLag.

The typical absolute accuracy values for setting digital outputs is: ±5 ms.
The typical repeat accuracy values for setting digital outputs is: ±2 ms.

TriggEquip cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggEquip
[ TriggData ' :=' ] < variable (VAR) of triggdata> ','
[ Distance' :='] < expression (IN) of num>
[ "' Start ] | [ "' Next ] ','
[ EquipLag' :='] < expression (IN) of num>
[ "' DOp' :=' < variable (VAR) of signaldo> ]
[ "' GOp' :=' < variable (VAR) of signalgo> ]
[ "' AOp' :=' < variable (VAR) of signalao> ]
[ "' ProcID' :=' < expression (IN) of num> ] ','
[ SetValue' :='] < expression (IN) of num>
[ SetDvalue' :='] < expression (IN) of dnum> ','
[ "' Inhib' :=' < persistent (PERS) of bool> ]
[ "' InhibSetValue' :=' < persistent (PERS) of anytype> ]
[ "' Mode' :=' < expression (IN) of triggmode> ] ';'
1.275 TriggInt - Defines a position related interrupt

**Usage**

TriggInt is used to define conditions and actions for running an interrupt routine at a specified position on the robot’s movement path. The data defined is used for implementation in one or more subsequent TriggL, TriggC, or TriggJ instructions. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove System, in Motion tasks.

**Basic examples**

The following example illustrates the instruction TriggInt:

**Example 1**

```rapid
VAR intnum intno1;
VAR triggdata trigg1;
...
PROC main()
    CONNECT intno1 WITH trap1;
    TriggInt trigg1, 5, intno1;
    ...
    TriggL p1, v500, trigg1, z50, gun1;
    TriggL p2, v500, trigg1, z50, gun1;
    ...
    IDelete intno1;
```

The interrupt routine trap1 is run when the TCP is at a position 5mm before the point p1 or p2 respectively.
The figure shows an example of position related interrupt.

![Diagram of position related interrupt](image)

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TriggInt</td>
<td>Trigg data type</td>
</tr>
<tr>
<td>TriggData</td>
<td>Data type: triggdata</td>
</tr>
<tr>
<td>Distance</td>
<td>Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.</td>
</tr>
<tr>
<td>\Start</td>
<td></td>
</tr>
<tr>
<td>\Next</td>
<td></td>
</tr>
<tr>
<td>\Time</td>
<td></td>
</tr>
<tr>
<td>\Inhib</td>
<td></td>
</tr>
<tr>
<td>\Mode</td>
<td></td>
</tr>
</tbody>
</table>

Continues on next page
Distance

Data type: num
Defines the position on the path where the interrupt shall be generated.
Specified as the distance in mm (positive value) from the end point of the movement path (applicable if the argument \Start or \Time is not set).
See Program execution on page 791 for further details.

[ \Start ]

Data type: switch
Used when the distance for the argument Distance starts at the movement start point instead of the end point.

[ \Next ]

Data type: switch
Used when the distance for the argument Distance is forward towards the next programmed point. If the Distance is longer than the distance to the next fine point, the event will be executed at the fine point.

[ \Time ]

Data type: switch
Used when the value specified for the argument Distance is in fact a time in seconds (positive value) instead of a distance.
Fixed position I/O in time can only be used for short times (< 0.5 s) before the robot reaches the end point of the instruction. See the section Limitations for more details.

Interrupt

Data type: intnum
Variable used to identify an interrupt.

[ \Inhib ]

Inhibit
Data type: bool
The name of a persistent variable flag for inhibiting the execution of the interrupt routine.
If this optional argument is used and the actual value of the specified flag is TRUE at the position-time for interrupt execution, the interrupt will not be executed.

[ \Mode ]

Data type: trigmode
Is used to specify different action modes when defining triggers.

Program execution

When running the instruction TriggInt, data is stored in a specified variable for the argument TriggData and the interrupt that is specified in the variable for the argument Interrupt is activated.

Continues on next page
Afterwards, when one of the instructions TriggL, TriggC, or TriggJ is executed, the following are applicable with regard to the definitions in TriggInt:

The table describes the distance specified in the argument Distance:

<table>
<thead>
<tr>
<th>Movement Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linear movement</td>
<td>The straight line distance</td>
</tr>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

The figure shows position related interrupt on a corner path.

If the Distance is 0, the interrupt will be generated when the robot's TCP is here.

The position related interrupt will be generated when the start point (end point) is passed if the specified distance from the end point (start point) is not within the length of movement of the current instruction (TriggL...).

The interrupt is considered to be a safe interrupt. A safe interrupt cannot be put in sleep with instruction ISleep. The safe interrupt event will be queued at program stop and stepwise execution, and when starting in continuous mode again, the interrupt will be executed. The only time a safe interrupt will be thrown is when the interrupt queue is full. Then an error will be reported. The interrupt will not survive program reset, e.g. PP to main.

**More examples**

More examples of how to use the instruction TriggInt are illustrated below.

**Example 1**

This example describes programming of the instructions that interact to generate position related interrupts:

```
VAR intnum intno2;
VAR trigdata trigg2;
```

- **Declaration of the variables** intno2 and trigg2 (shall not be initiated).
  
  ```
  CONNECT intno2 WITH trap2;
  ```

- **Allocation of interrupt numbers that are stored in the variable** intno2.
  
  ```
  TriggInt trigg2, 0, intno2;
  ```

- **The interrupt number in the variable** intno2 is flagged as used.
  
  ```
  The interrupt is activated.
  ```

- **Defined trigger conditions and interrupt numbers are stored in the variable** trigg2
  
Continues on next page
• The robot is moved to the point p1.
• When the TCP reaches the point p1 an interrupt is generated, and the interrupt routine trap2 is run.

TriggL p2, v500, trigg2, z50, gun1;
• The robot is moved to the point p2.
• When the TCP reaches the point p2, an interrupt is generated and the interrupt routine trap2 is run once more.

IDelete intno2;
• The interrupt number in the variable intno2 is de-allocated.

Limitations

Interrupt events with distance (without the argument \Time) are intended for flying points (corner path). Interrupt events with distance, using stop points results in worse accuracy than specified below.

Interrupt events with time (with the argument \Time) are intended for stop points. Interrupt events with time, using flying points, result in worse accuracy than specified below. I/O events with time can only be specified from the end point of the movement. This time cannot exceed the current braking time of the robot, which is max. approximately 0.5 s (typical values at speed 500 mm/s for IRB 2400 is 150 ms, and for IRB 6400 is 250 ms). If the specified time is greater that the current braking time then the event will be generated anyhow but not until braking is started (later than specified). The whole of the movement time for the current movement can be utilized during small and fast movements.

Typical absolute accuracy values for generation of interrupts $\pm$ 5 ms. Typical repeat accuracy values for generation of interrupts $\pm$ 2 ms. Normally there is a delay of 2 to 30 ms between interrupt generation and response depending on the type of movement being performed at the time of the interrupt. See Technical reference manual - RAPID Overview.

To obtain the best accuracy when setting an output at a fixed position along the robot’s path, use the instructions TriggIO or TriggEquip in preference to the instructions TriggInt with SetDO/SetGO/SetAO in an interrupt routine.

TriggInt cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggInt

\[
\text{TriggData :='\{variable (VAR) of triggdata)\}}','
[\text{Distance :='\{expression (IN) of num)\}}','
[\text{\'\' Start | \text{\'\' Next | \text{\'\' Time}\}'),'\n[\text{\'\' Interrupt :='\{variable (VAR) of intnum)\}}','\n[\text{\'\' Inhib :='\{persistent (PERS) of bool)\}]\n[\text{\'\' Mode :='\{expression (IN) of triggmode)\}']\n\]
\]
1 Instructions

1.275 TriggInt - Defines a position related interrupt

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Continued

Related information

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<th>For information about</th>
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<td>TriggL - Linear robot movements with events on page 809</td>
</tr>
<tr>
<td></td>
<td>TriggC - Circular robot movement with events on page 765</td>
</tr>
<tr>
<td></td>
<td>TriggJ - Axis-wise robot movements with events on page 801</td>
</tr>
<tr>
<td>Definition of position fix I/O</td>
<td>TriggIO - Define a fixed position or time I/O event near a stop point on page 795</td>
</tr>
<tr>
<td></td>
<td>TriggEquip - Define a fixed position and time I/O event on the path on page 784</td>
</tr>
<tr>
<td>Define I/O check at a fixed position</td>
<td>TriggCheckIO - Defines I/O check at a fixed position on page 774</td>
</tr>
<tr>
<td>Storage of trigg data</td>
<td>triggdata - Positioning events, trigg on page 1614</td>
</tr>
<tr>
<td>Defining different trigg action modes</td>
<td>triggmode - Trigg action mode on page 1619</td>
</tr>
<tr>
<td>Interrupts</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1.276 TriggIO - Define a fixed position or time I/O event near a stop point

Usage

TriggIO is used to define conditions and actions for setting a digital, a group of digital, or an analog output signal at a fixed position along the robot’s movement path.

TriggIO (not TriggEquip) should always be used if needed for good accuracy of the I/O settings near a stop point.

To obtain a fixed position I/O event, TriggIO compensates for the lag in the control system (lag between robot and servo) but not for any lag in the external equipment. For compensation of both lags use TriggEquip.

The data defined is used for implementation in one or more subsequent TriggL, TriggC, or TriggJ instructions.

This instruction can only be used in the main T_ROB1 task or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggIO:

See also More examples on page 798.

Example 1

VAR triggdata gunon;
...
TriggIO gunon, 0.2\Time\DOp:=gun, 1;
TriggL pl1, v500, gunon, fine, gun1;

The digital output signal gun is set to the value 1 when the TCP is 0.2 seconds before the point pl1.

The figure shows an example of fixed position I/O event.

![Diagram of fixed position I/O event]

Arguments


TriggData

Data type: triggdata

Continues on next page
1 Instructions

1.276 TrigIO - Define a fixed position or time I/O event near a stop point

Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.

**Distance**

- Data type: num
- Defines the position on the path where the I/O event shall occur.
- Specified as the distance in mm (positive value) from the end point of the movement path (applicable if the argument \Start or \Time is not set).
- See the sections *Program execution on page 798*, and *Limitations on page 799* for further details.

**[ \Start ]**

- Data type: switch
- Used when the distance for the argument Distance starts at the movement start point instead of the end point.

**[ \Time ]**

- Data type: switch
- Used when the value specified for the argument Distance is in fact a time in seconds (positive value) instead of a distance.
- Fixed position I/O in time can only be used for short times (< 0.5 s) before the robot reaches the end point of the instruction. See the section *Limitations* for more details.

**[ \DOp ]**

- *Digital Output*
- Data type: signaldo
- The name of the signal when a digital output signal shall be changed.

**[ \GOp ]**

- *Group Output*
- Data type: signalgo
- The name of the signal when a group of digital output signals shall be changed.

**[ \AOp ]**

- *Analog Output*
- Data type: signalao
- The name of the signal when an analog output signal shall be changed.

**[ \ProcID ]**

- *Process Identity*
- Data type: num
- Not implemented for customer use.
  (The identity of the IPM process to receive the event. The selector is specified in the argument SetValue.)

**SetValue**

- Data type: num
The desired value of the signal (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value. If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. Max value that can be used in the `SetValue` argument is 8388608, and that is the value a 23 bit digital group signal can have as maximum value (see ranges for `num`).

**SetDvalue**

**Data type:** dnum

The desired value of the signal (within the allowed range for the current signal). If the signal is a digital signal, it must be an integer value. If the signal is a digital group signal, the permitted value is dependent on the number of signals in the group. The maximal amount of signal bits a digital group signal can have is 32. With a `dnum` variable it is possible to cover the value range 0-4294967295, which is the value range a 32 bits digital signal can have.

**[ \DODelay ]**

**Digital Output Delay**

**Data type:** num

Time delay in seconds (positive value) for a digital, group, or analog output signal. Only used to delay setting of output signals after the robot has reached the specified position. There will be no delay if the argument is omitted.

The delay is not synchronized with the movement.

**[ \Inhib ]**

**Inhibit**

**Data type:** bool

The name of a persistent variable flag for inhibiting the setting of the signal at runtime.

If this optional argument is used and the actual value of the specified flag is TRUE at the position-time for setting of the signal then the specified signal (DOp, GOp or AOp) will be set to 0 instead of a specified value.

**[ \InhibSetValue ]**

**InhibitSetValue**

**Data type:** bool, num or dnum

The name of a persistent variable of the data type `bool`, `num` or `dnum` or any alias of those three base data types.

This optional argument can only be used together with optional argument `Inhib`. If this optional argument is used and the value of the persistent variable flag used in optional argument `Inhib` is TRUE at the position-time for setting the signal, the value of the persistent variable used in optional argument `InhibitSetValue` is read and the value is used for setting of the `DOp`, `GOp` or `AOp` signal.

If using a boolean persistent variable, the value TRUE is translated to value 1, and FALSE is translated to value 0.

Continues on next page
Datatype: `triggmode`

Is used to specify different action modes when defining triggers.

**Program execution**

When running the instruction `TriggIO`, the trigger condition is stored in a specified variable in the argument `TriggData`.

Afterwards, when one of the instructions `TriggL`, `TriggC`, or `TriggJ` is executed, the following are applicable with regard to the definitions in `TriggIO`:

The following table describes the distance specified in the argument `Distance`:

<table>
<thead>
<tr>
<th>Type of Movement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linear movement</td>
<td>The straight line distance</td>
</tr>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

The figure shows fixed position I/O on a corner path.

If the `Distance` is 0, the output signal is set when the robot’s work point (TCP) is here.

The fixed position I/O will be generated when the start point (end point) is passed if the specified distance from the end point (start point) is not within the length of movement of the current instruction (`Trigg...`).

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed <code>SetValue</code> argument for the specified analog output signal <code>AOp</code> is out of limit.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed <code>SetValue</code> or <code>SetDvalue</code> argument for the specified digital group output signal <code>GOp</code> is out of limit.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
</tbody>
</table>

**More examples**

More examples of how to use the instruction `TriggIO` are illustrated below.

**Example 1**

```plaintext
VAR trigdata glueflow;
```

Continues on next page
TriggIO glueflow, 1 Start AOp:=glue, 5.3;

MoveJ p1, v1000, z50, tool1;
TriggL p2, v500, glueflow, z50, tool1;

The analog output signal glue is set to the value 5.3 when the work point (TCP) passes a point located 1 mm after the start point p1.

Example 2

... TriggL p3, v500, glueflow, z50, tool1;

The analog output signal glue is set once more to the value 5.3 when the work point (TCP) passes a point located 1 mm after the start point p2.

Limitations

I/O events with distance (without the argument \Time) is intended for flying points (corner path). I/O events with distance=0, using stop points, will delay the trigg until the robot has reached the point with accuracy +/-24 ms.

I/O events with time (with the argument \Time) are intended for stop points. I/O events with time, using flying points result in worse accuracy than specified below. I/O events with time can only be specified from the end point of the movement. This time cannot exceed the current braking time of the robot, which is max. approximately 0.5 s (typical values at speed 500 mm/s for IRB 2400 is 150 ms, and for IRB 6400 is 250 ms). If the specified time is greater than the current braking time then the event will be generated anyway but not until braking is started (later than specified). The whole of the movement time for the current movement can be utilized during small and fast movements.

Typical absolute accuracy values for set of digital outputs +/- 5 ms. Typical repeat accuracy values for set of digital outputs +/- 2 ms.

TriggIO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggIO

[TriggData ':='] <variable (VAR) of triggdata>',
[Distance' :='] <expression (IN) of num>
[['\' Start] | ['\' Time]
[['\' DOp ':'<variable (VAR) of signaldo>]
[['\' GOp ':'<variable (VAR) of signalgo>]
[['\' AOp ':'<variable (VAR) of signalao>]
[['\' ProcID ':'<expression (IN) of num>]',
[SetValue ':='] <expression (IN) of num>
[ SetDvalue ':='] <expression (IN) of dnum>
[['\' DDDelay ':='] <expression (IN) of num>]
[['\' Inhib ':='] <persistent (PERS) of bool>]
[['\' InhibSetValue ':='] <persistent (PERS) of anytype>]
[['\' Mode ':='] <expression (IN) of triggmode>]'
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### 1.276 TriggIO - Define a fixed position or time I/O event near a stop point

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<th>See</th>
</tr>
</thead>
</table>
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                       | **TriggC** - Circular robot movement with events on page 765  
                       | **TriggJ** - Axis-wise robot movements with events on page 801 |
| Definition of position-time I/O event | **TriggEquip** - Define a fixed position and time I/O event on the path on page 784 |
| Definition of position related interrupts | **TriggInt** - Defines a position related interrupt on page 790 |
| Storage of trigg data | **triggdata** - Positioning events, trigg on page 1614 |
| Defining different trigg action modes | **triggmode** - Trigg action mode on page 1619 |
| Define I/O check at a fixed position | **TriggCheckIO** - Defines I/O check at a fixed position on page 774 |
| Set of I/O            | **SetDO** - Changes the value of a digital output signal on page 596  
                       | **SetGO** - Changes the value of a group of digital output signals on page 598  
                       | **SetAO** - Changes the value of an analog output signal on page 586 |
1.277 TriggJ - Axis-wise robot movements with events

Usage

TriggJ (TriggJoint) is used to set output signals and/or run interrupt routines at roughly fixed positions at the same time that the robot is moving quickly from one point to another when that movement does not have to be in a straight line.

One or more (max. 25) events can be defined using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO and afterwards these definitions are referred to in the instruction TriggJ.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggJ:
See also More examples on page 806.

Example 1

VAR triggdata gunon;
...
TriggIO gunon, 0 \Start \DOp:=gun, 1;
MoveL p1, v500, z50, gun1;
TriggJ p2, v500, gunon, fine, gun1;

The digital output signal gun is set when the robot's TCP passes the midpoint of the corner path of the point p1.

The figure shows an example of fixed position I/O event.

Arguments

[\KeepEndPath] Zone [\Inpos] Tool [\WObj] [\TLoad]
[ \Conc ]

Concurrent

Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example,
communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

ToPoint

Data type: robtarget
The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno
The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

[ \T ]

Time
Data type: num
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

Trigg_1

Data type: triggdata
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

TriggArray

Trigg Data Array Parameter
Data type: triggdata
Array variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggSpeed`, `TriggCheckIO`, or `TriggRampAO`.

The limitation is 25 elements in the array and 1 to 25 defined trigger conditions must be defined.

It is not possible to use the optional arguments `T2`, `T3`, `T4`, `T5`, `T6`, `T7`, or `T8` at the same time as the `TriggArray` argument is used.

[ \T2 ]

**Trigg 2**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ \T3 ]

**Trigg 3**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ \T4 ]

**Trigg 4**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ \T5 ]

**Trigg 5**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ \T6 ]

**Trigg 6**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ \T8 ]

**Trigg 8**

Data type: `triggdata`
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Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[

**Trigg 8**

Data type: `triggdata`

Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

\KeepStartPath

Data type: `num`

If the move instruction starts from a fine point, `\KeepStartPath` defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, `\KeepStartPath` is ignored. If the start point is a fine point or a fly-by point is determined by the `Zone` argument of the previous move instruction.

\KeepEndPath

Data type: `num`

If the move instruction ends in a fine point, `\KeepEndPath` defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, `\KeepEndPath` is ignored.

**Zone**

Data type: `zonedata`

Zone data for the movement. Zone data describes the size of the generated corner path.

[

**In position**

Data type: `stoppoint data`

This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the `Zone` parameter.

**Tool**

Data type: `tooldata`

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

[

**Work Object**

Data type: `wobjdata`

Continues on next page
The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

\[ TLoad \]

Total load
Data type: loaddata

The \( TLoad \) argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \( TLoad \) argument is used, then the loaddata in the current tooldata is not considered.

If the \( TLoad \) argument is set to load0, then the \( TLoad \) argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \( TLoad \) argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \( TLoad \) is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction MoveJ for information about joint movement.

As the trigger conditions are fulfilled when the robot is positioned closer and closer to the end point, the defined trigger activities are carried out. The trigger conditions are fulfilled either at a certain distance before the end point of the instruction, or at a certain distance after the start point of the instruction, or at a certain point in time (limited to a short time) before the end point of the instruction.

During the stepping execution forward, the I/O activities are carried out but the interrupt routines are not run. During stepping the execution backwards, no trigger activities at all are carried out.
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Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed ScaleValue argument for the specified analog output signal ( \text{AOp} ) in some of the connected TriggSpeed instructions result in out of limit for the analog signal together with the programmed Speed in this instruction.</td>
</tr>
<tr>
<td>ERR_DIPLAG_LIM</td>
<td>The programmed DipLag argument in some of the connected TriggSpeed instructions is too big in relation to the used Event Preset Time in System Parameters.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device when entering instruction and the used triggdata depends on a running I/O device, i.e. a signal is used in the triggdata.</td>
</tr>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument ( \text{\Conc} ) has been exceeded.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction **TriggJ** are illustrated below.

Example 1

```rapid
VAR intnum intn01;
VAR triggdata trigg1;
...
PROC main()
    CONNECT intn01 WITH trap1;
    TriggInt trigg1, 0.1 \Time, intn01;
    ...
    TriggJ p1, v500, trigg1, fine, gun1;
    TriggJ p2, v500, trigg1, fine, gun1;
    ...
    IDelete intn01;
```

The interrupt routine **trap1** is run when the work point is at a position 0.1 s before the stop point **p1** or **p2** respectively.

Example 2

```rapid
VAR num Distance:=0;
VAR triggdata trigg_array{25};
VAR signaldo myaliassignaldo;
VAR string signalname;
...
PROC main()
    ...
    FOR i FROM 1 TO 25 DO
        signalname:="do";
        signalname:=signalname+ValToStr(i);
        AliasIO signalname, myaliassignaldo;
        TriggEquip trigg_array{i}, Distance \Start, 0 \\Dop:=myaliassignaldo, SetValue:=1;
        Distance:=Distance+10;
```

Continues on next page
1.277 TriggJ - Axis-wise robot movements with events

Syntax

TriggJ
[ ' Conc ',' ]
[ 'ToPoint' := ' ] < expression (IN) of robtarget >
[ ' Conc ',' ID ' := ' ] < expression (IN) of identno >',','
[ ' Conc ',' Speed ' := ' ] < expression (IN) of speeddata >
[ ' Conc ',' T ' := ' ] < expression (IN) of num > ',','
[Trigg_1 ' := ' ] < variable (VAR) of triggdata > |
[TriggArray ' := ' ] < array variable (*) (VAR) of triggdata >
[ ' Conc ',' T2 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T3 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T4 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T5 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T6 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T7 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' T8 ' := ' ] < variable (VAR) of triggdata > |
[ ' Conc ',' KeepStartPath ' := ' ] < expression (IN) of num > |
[ ' Conc ',' KeepEndPath ' := ' ] < expression (IN) of num > ',','
[ Zone ' := ' ] < expression (IN) of zonedata >
[ ' Conc ',' Inpos ' := ' ] < expression (IN) of stoppointdata > ',','
[ Tool ' := ' ] < persistent (PERS) of tooldata >
[ ' Conc ',' WObj ' := ' ] < persistent (PERS) of wobjdata > |
[ ' Conc ',' TLoad ' := ' ] < persistent (PERS) of loaddata > ',','

Related information

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</tr>
<tr>
<td>Definition of triggers</td>
<td>TriggIO - Define a fixed position or time I/O event near a stop point on page 795  TriggEquip - Define a fixed position and time I/O event on the path on page 784  TriggRampAO - Define a fixed position ramp AO event on the path on page 833  TriggInt - Defines a position related interrupt on page 790  TriggCheckIO - Defines I/O check at a fixed position on page 774</td>
</tr>
<tr>
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<td>triggdata - Positioning events, trigg on page 1614  TriggDataReset - Reset the content in a triggdata variable on page 782  TriggDataCopy - Copy the content in a triggdata variable on page 780  TriggDataValid - Check if the content in a triggdata variable is valid on page 1395</td>
</tr>
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<td>MoveJ - Moves the robot by joint movement on page 339</td>
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<tr>
<td>Joint movement</td>
<td>Technical reference manual - RAPID Overview</td>
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<td>Definition of load</td>
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<td>Definition of tools</td>
<td>tooldata - Tool data on page 1606</td>
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<tr>
<td>Definition of work object</td>
<td>wobjdata - Work object data on page 1626</td>
</tr>
<tr>
<td>Definition of zone data</td>
<td>zonedata - Zone data on page 1634</td>
</tr>
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<td>Motion in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Example of how to use TLoad, Total Load.</td>
<td>MoveL - Moves the robot linearly on page 365</td>
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<td>Defining the payload for a robot</td>
<td>GripLoad - Defines the payload for a robot on page 180</td>
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<td>LoadIdentify, load identification service routine</td>
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<td>System input signal SimMode for running the robot in simulated mode without payload</td>
<td>Technical reference manual - System parameters</td>
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<tr>
<td>System parameter ModalPayLoad-Mode for activating and deactivating payload</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.278 TriggL - Linear robot movements with events

Usage

TriggL (Trigg Linear) is used to set output signals and/or run interrupt routines at fixed positions at the same time that the robot is making a linear movement. One or more (max. 25) events can be defined using the instructions TriggIO, TriggEquip, TriggInt, TriggSpeed, TriggCheckIO, or TriggRampAO. Afterwards these definitions are referred to in the instruction TriggL.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggL:

See also More examples on page 814.

Example 1

```
VAR triggdata gunon;

TriggIO gunon, 0 \Start \DOp:=gun, 1;
MoveJ p1, v500, z50, gun1;
TriggL p2, v500, gunon, fine, gun1;
```

The digital output signal gun is set when the robot’s TCP passes the midpoint of the corner path of the point p1.

The figure shows an example of fixed position I/O event.

Arguments

```
TriggL [\Conc] ToPoint [\ID] Speed [\T] Trigg_1 | TriggArray [\T2 [\T3 \T4 [\T5 [\T6 [\T7 [\T8 [\KeepStartPath]
```

Concurrent

Data type: switch

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example,
communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

ToPoint

Data type: robtarget
The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id
Data type: identno
The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata
The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

[ \T ]

Time
Data type: num
This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

Trigg_1

Data type: triggdata
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

TriggArray

Trigg Data Array Parameter
Data type: triggdata
Array variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggSpeed`, `TriggCheckIO`, or `TriggRampAO`. The limitation is 25 elements in the array and 1 to 25 defined trigger conditions must be defined.

It is not possible to use the optional arguments T2, T3, T4, T5, T6, T7, or T8 at the same time as the `TriggArray` argument is used.

[ 
\T2 ]

`Trigg 2`
Data type: `triggdata`
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ 
\T3 ]

`Trigg 3`
Data type: `triggdata`
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ 
\T4 ]

`Trigg 4`
Data type: `triggdata`
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ 
\T5 ]

`Trigg 5`
Data type: `triggdata`
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ 
\T6 ]

`Trigg 6`
Data type: `triggdata`
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggCheckIO`, `TriggSpeed`, or `TriggRampAO`.

[ 
\T8 ]

`Trigg 8`
Data type: `triggdata`
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Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

Trigg 8
Data type: triggdata
Variable that refers to trigger conditions and trigger activity defined earlier in the program using the instructions TriggIO, TriggEquip, TriggInt, TriggCheckIO, TriggSpeed, or TriggRampAO.

\KeepStartPath
Data type: num
If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.
If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath
Data type: num
If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.
If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

Zone
Data type: zonedata
Zone data for the movement. Zone data describes the size of the generated corner path.

In position
Data type: stoppoint data
This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

Tool
Data type: tooldata
The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

Work Object
Data type: wobjdata

Continues on next page
The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

[Corr]

Correction
Data type: switch
Correction data written to a corrections entry by the instruction CorrWrite will be added to the path and destination position if this argument is present.
The RobotWare option Path Corrections is required when using this argument.

[TLoad]

Total load
Data type: loaddata
The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.
If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.
To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.
The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.
It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note
The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution
See the instruction MoveL for information about linear movement.
As the trigger conditions are fulfilled when the robot is positioned closer and closer to the end point, the defined trigger activities are carried out. The trigger conditions are fulfilled either at a certain distance before the end point of the instruction, or at a certain distance after the start point of the instruction, or at a certain point in time (limited to a short time) before the end point of the instruction.
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During stepping the execution forward, the I/O activities are carried out but the
interrupt routines are not run. During stepping the execution backwards, no trigger
activities at all are carried out.

Error handling

The following recoverable errors are generated and can be handled in an error
handler. The system variable ERNRO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed ScaleValue argument for the specified analog output signal AoP in some of the connected TriggSpeed instructions result in out of limit for the analog signal together with the programmed Speed in this instruction.</td>
</tr>
<tr>
<td>ERR_DIPLAG_LIM</td>
<td>The programmed DipLag argument in some of the connected TriggSpeed instructions is too big in relation to the used Event Preset Time in System Parameters.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device when entering instruction and the used triggdata depends on a running I/O device, i.e. a signal is used in the triggdata.</td>
</tr>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument \Conc has been exceeded.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction TriggL are illustrated below.

Example 1

VAR intnum intno1;
VAR triggdata trigg1;
...
PROC main()
CONNECT intno1 WITH trap1;
TriggInt trigg1, 0.1 \Time, intno1;
...
TriggL p1, v500, trigg1, fine, guni1;
TriggL p2, v500, trigg1, fine, guni1;
...
IDelete intno1;

The interrupt routine trap1 is run when the work point is at a position 0.1 s before the point p1 or p2 respectively.

Example 2

VAR num Distance:=0;
VAR triggdata trigg_array{25};
VAR signaldo myaliassignaldo;
VAR string signalname;
...
PROC main()
...
FOR i FROM 1 TO 25 DO
signalname:=do;
signalname:=signalname+ValToStr(i);
...
The digital output signals do1 to do25 is set during the movement to p1. The distance between the signal settings is 10 mm.

Limitations

If the current start point deviates from the usual so that the total positioning length of the instruction TriggL is shorter than usual (e.g. at the start of TriggL with the robot position at the end point) it may happen that several or all of the trigger conditions are fulfilled immediately and at the same position. In such cases, the sequence in which the trigger activities are carried out will be undefined. The program logic in the user program may not be based on a normal sequence of trigger activities for an incomplete movement.

TriggL cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggL
['" Conc ','']
[ToPoint ' :='] <expression (IN) of robtarget>
[" ID ' :=' <expression (IN) of identno>'],
[Speed ' :='] <expression (IN) of speeddata>
[" T ' :=' <expression (IN) of num>'],
[TriggL ' :='] <variable (VAR) of triggdata>
[TriggArray ' :='] <array variable (*) (VAR) of triggdata>
[" T2 ' :=' <variable (VAR) of triggdata>]
[" T3 ' :=' <variable (VAR) of triggdata>]
[" T4 ' :=' <variable (VAR) of triggdata>]
[" T5 ' :=' <variable (VAR) of triggdata>]
[" T6 ' :=' <variable (VAR) of triggdata>]
[" T7 ' :=' <variable (VAR) of triggdata>]
[" T8 ' :=' <variable (VAR) of triggdata>]
[" KeepStartPath ' :=' <expression (IN) of num>]
[" KeepEndPath ' :=' <expression (IN) of num>'],
[Zone ' :='] <expression (IN) of zonedata>
[" Inpos ' :=' <expression (IN) of stoppointdata>'],
[Tool ' :='] <persistent (PERS) of tooldata>
[" WObj ' :=' <persistent (PERS) of wobjdata>]
[" Corr]
[" TLoad ' :=' <persistent (PERS) of loaddata>'];
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1.279 TriggJIOs - Joint robot movements with I/O events

Usage

TriggJIOs (Trigg Joint I/O) is used to set output signals at fixed positions at the same time that the robot is making a joint movement.

The TriggJIOs instruction is optimized to give good accuracy when using movements with zones (compare with TriggEquip/TriggL).

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggJIOs:

See also More examples on page 829.

Example 1

```rapid
VAR triggios gunon{1};

gunon{1}.used:=TRUE;
gunon{1}.distance:=3;
gunon{1}.start:=TRUE;
gunon{1}.signalname:="gun";
gunon{1}.equiplag:=0;
gunon{1}.setvalue:=1;

MoveJ p1, v500, z50, gun1;
TriggJIOs p2, v500, TriggData1:=gunon, z50, gun1;
MoveL p3, v500, z50, gun1;
```

The signal `gun` is set when the TCP is 3 mm after point p1.

The RAPID code and figure shows an example of a fixed position I/O event.

```rapid
TriggJIOs p2, v500, TriggData1:=gunon, z50, gun1;
```

A The output signal `gun` is set to 1 when the robot’s TCP is here.

Arguments


[ \Conc ]

Concurrent

Data type: switch

Continues on next page
Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

[\TriggData1]

Data type: array of triggios

Variable (array) that refers to trigger conditions and trigger activity. When using this argument, it is possible to set analog output signals, digital output signals and
digital group output signals. If using a digital group output signal there is a limitation on 23 signals in the group.

\[\text{TriggData3}\]

**Data type:** array of triggiosdnum

Variable (array) that refers to trigger conditions and trigger activity. When using this argument, it is possible to set analog output signals, digital output signals and digital group output signals that consists of 32 signals in the group and can have a maximum set value of 4294967295.

\KeepStartPath

**Data type:** num

If the move instruction starts from a fine point, \KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\KeepEndPath

**Data type:** num

If the move instruction ends in a fine point, \KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \KeepEndPath is ignored.

**Zone**

**Data type:** zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

[ \Inpos ]

**In position**

**Data type:** stoppoint data

This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

**Tool**

**Data type:** tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

[ \WObj ]

**Work Object**

**Data type:** wobjdata

Continues on next page
The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

[ \TLoad ]

Total load

Data type: loaddata

The \TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the \TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the \TLoad argument is set to load0, then the \TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the \TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument \TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note

The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution

See the instruction \MoveJ for information about joint movement, MoveJ - Moves the robot by joint movement on page 339.

With the instruction TriggJIOs it is possible to setup 1-50 different trigger activities on I/O signals along a path from A to B. The signals that can be used are digital output signals, digital group output signals and analog output signals. The trigger conditions are fulfilled either at a certain distance before the end point of the instruction, or at a certain distance after the start point of the instruction.

The instruction requires use of either TriggData1, TriggData2, or TriggData3 argument or all three of them. Use of any of the triggs is optional though. To inhibit use of a trigg the component used can be set to FALSE in the array element of the data types triggios/triggstrgo/triggiosdnum. If no array element is in.

Continues on next page
use, then the TriggJIOs instruction will behave as a MoveJ, and no I/O activities will be carried out.

If stepping the program forward, the I/O activities are carried out. During stepping the execution backwards, no I/O activities at all are carried out.

If setting component EquipLag in TriggData1, TriggData2 or TriggData3 argument to a negative time (delay), the I/O signal can be set after the destination point (ToPoint).

If using the argument TriggData2 or TriggData3 it is possible to use values up to 4294967295, which is the maximum value a group of digital signals can have (32 signals in a group signal is max for the system).

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed setvalue argument for the specified digital group output signal name is outside limits. (Declared in TriggData1, TriggData2 or TriggData3).</td>
</tr>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed setvalue argument for the specified analog output signal name is outside limits. (Declared in TriggData1 or TriggData3).</td>
</tr>
</tbody>
</table>

### More examples

More examples of how to use the instruction TriggJIOs are illustrated below.

**Example 1**

```
VAR triggios mytriggios{3} := 
    [[TRUE, 3, TRUE, 0, "go1", 55, 0],
     [TRUE, 15, TRUE, 0, "ao1", 10, 0], [TRUE, 3, FALSE, 0, "do1", 1, 0]];
...
MoveL p1, v500, z50, gun1;
TriggJIOs p2, v500, TriggData1:=mytriggios, z50, gun1;
MoveL p3, v500, z50, gun1;
```

The digital group output signal go1 will be set to value 55 mm from p1. Analog output signal will be set to value 10 mm from p1. Digital output signal do1 will be set 3 mm from ToPoint p2.

**Example 2**

```
VAR triggios mytriggios{3} := 
    [[TRUE, 3, TRUE, 0, "go1", 55, 0],
     [TRUE, 15, TRUE, 0, "ao1", 10, 0], [TRUE, 3, FALSE, 0, "do1", 1, 0]];
VAR triggstrgo mytriggstrgo{3} := 
    [[TRUE, 3, TRUE, 0, "go2", "1", 0],
     [TRUE, 15, TRUE, 0, "go2", "800000", 0], [TRUE, 4, FALSE, 0, "go2", "4294967295", 0]];
VAR triggiosdnum mytriggiosdnum{3} := 
    [[TRUE, 10, TRUE, 0, "go3", 4294967295, 0], [TRUE, 10, TRUE, 0, "ao2", 5, 0], [TRUE, 10, TRUE, 0, "do2", 1, 0]];
```

Continues on next page
MoveL p1, v500, z50, gun1;
TriggJIOs p2, v500, TriggData1:=mytriggios \TriggData2:=mytriggstrgo \TriggData3:=mytriggiosdnum, z50, gun1;
MoveL p3, v500, z50, gun1;

The digital group output signal go1 will be set to value 55 3 mm from p1. Analog output signal ao1 will be set to value 10 15 mm from p1. Digital output signal do1 will be set 3 mm from ToPoint p2. Those position events is setup by variable mytriggios. The variable mytriggstrgo sets up position events to occur 3 and 15 mm from p1. First the signal go2 is set to 1, then it is set to 80000. The signal will be set to value 4294967295 4 mm from the ToPoint p2. This is the maximum value for a 32 bits digital output signal. The variable mytriggiosdnum sets up three position events to occur 10 mm from p1. First the signal go3 is set to 4294967295, then ao2 is set to 5 and last do2 is set to 1.

Limitations

If the current start point deviates from the usual so that the total positioning length of the instruction TriggJIOs is shorter than usual (e.g. at the start of TriggJIOs with the robot position at the end point) it may happen that several or all of the trigger conditions are fulfilled immediately and at the same position. In such cases, the sequence in which the trigger activities are carried out will be undefined. The program logic in the user program may not be based on a normal sequence of trigger activities for an incomplete movement.

The limitation of the number of triggs in the instruction TriggJIOs is 50 for each programmed instruction. If triggs happen at a closer distance, the system might not handle it. That depends on how the movement is done, TCP speed used and how close the triggs are programmed. Those limitations exists, but it is hard to predict when those problems will occur.

TriggJIOs cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Limitations regarding accuracy

I/O events with distance is intended for flying points (corner path). Using stop points will result in worse accuracy than specified below.

Regarding the accuracy for I/O events with distance and using flying points, the following is applicable when setting a digital output at a specified distance from the start point or end point in the instruction TriggLIOs or TriggCIOs:

- The accuracy specified below is valid when using a positive equiplag that is less than 40 ms, which is equivalent to the lag in the robot servo, without changing the system parameter Event Preset Time. The lag can vary between different robot types.
- The accuracy specified below is valid when using a positive equiplag that is less than the configured Event Preset Time in the system parameters.
- The accuracy specified below is not valid when using a positive equiplag that is larger than the configured Event Preset Time in the system parameters.
In this case, an approximate method is used in which the dynamic limitations of the robot are not taken into consideration. Then SingArea \Wrist must be used to achieve an acceptable accuracy.

- The accuracy specified below is valid when using a negative equiplag. 
  
  equiplag is a data object of data type triggios

  The typical absolute accuracy values for setting digital outputs is: ±5 ms.
  
  The typical repeat accuracy values for setting digital outputs is: ±2 ms.

### Syntax

TriggJIOs

```plaintext
['' Conc ',']
['' ToPoint ':='] <expression (IN) of robtarget>
['' ID ':='] <expression (IN) of identno>','
[Speed ':='] <expression (IN) of speeddata>
['' T ':='] <expression (IN) of num>','
['' TriggData1 ':='] <array {*} (VAR) of triggios>
['' TriggData3 ':='] <array {*} (VAR) of triggiosnum>
['' KeepStartPath ':='] <expression (IN) of num>
['' KeepEndPath ':='] <expression (IN) of num>,'
[Zone ':='] <expression (IN) of zonedata>
['' Inpos ':='] <expression (IN) of stoppointdata>,'
[Tool ':='] <persistent (PERS) of tooldata>
['' WObj ':='] <persistent (PERS) of wobjdata>
['' TLoad ':='] <persistent (PERS) of loaddata>''
```

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1.279 TriggJIoS - Joint robot movements with I/O events

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<td>Path Corrections</td>
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1.280 TriggLIOs - Linear robot movements with I/O events

Usage

TriggLIOs (Trigg Linear I/O) is used to set output signals at fixed positions at the same time that the robot is making a linear movement. The TriggLIOs instruction is optimized to give good accuracy when using movements with zones (compare with TriggEquip/TriggL). This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggLIOs:

See also More examples on page 829.

Example 1

VAR triggios gunon{1};

gunon{1}.used:=TRUE;
gunon{1}.distance:=3;
gunon{1}.start:=TRUE;
gunon{1}.signalname:="gun";
gunon{1}.equiplag:=0;
gunon{1}.setvalue:=1;

MoveJ p1, v500, z50, gun1;
TriggLIOs p2, v500, \TriggData1:=gunon, z50, gun1;
MoveL p3, v500, z50, gun1;

The signal gun is set when the TCP is 3 mm after point p1.
The figure shows an example of a fixed position I/O event.

Arguments

TriggLIOs [\Conc] ToPoint [\ID] Speed [\T] [\TriggData1]
 Tool [\WObj] [\Corr] [\TLoad]

[ \Conc ]

Concurrent

Data type: switch
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1.280 TriggLIOs - Linear robot movements with I/O events

Subsequent instructions are executed while the robot is moving. The argument is usually not used but can be used to avoid unwanted stops caused by overloaded CPU when using fly-by points. This is useful when the programmed points are very close together at high speeds. The argument is also useful when, for example, communicating with external equipment and synchronization between the external equipment and robot movement is not required.

Using the argument \Conc, the number of movement instructions in succession is limited to 5. In a program section that includes StorePath-RestoPath, movement instructions with the argument \Conc are not permitted.

If this argument is omitted and the ToPoint is not a stop point then the subsequent instruction is executed some time before the robot has reached the programmed zone.

ToPoint

Data type: robtarget

The destination point of the robot and external axes. It is defined as a named position or stored directly in the instruction (marked with an * in the instruction).

[ \ID ]

Synchronization id

Data type: identno

The argument [ \ID ] is mandatory in MultiMove systems, if the movement is synchronized or coordinated synchronized. This argument is not allowed in any other case. The specified id number must be the same in all the cooperating program tasks. By using the id number the movements are not mixed up at the runtime.

Speed

Data type: speeddata

The speed data that applies to movements. Speed data defines the velocity of the TCP, the tool reorientation, and external axes.

[ \T ]

Time

Data type: num

This argument is used to specify the total time in seconds during which the robot moves. It is substituted for the corresponding speed data. The speed data is computed under the assumption that the speed is constant during the movement. If the robot cannot keep this speed during the whole movement, for example, when the movement starts from a finepoint or ends in a finepoint, the actual movement time will be larger than the programmed time.

[\TriggData1]

Data type: array of triggios

Variable (array) that refers to trigger conditions and trigger activity. When using this argument, it is possible to set analog output signals, digital output signals and

Continues on next page
digital group output signals. If using a digital group output signal there is a limitation on 23 signals in the group.

\[ \text{TriggData3} \]

**Data type:** array of triggiosdnum

Variable (array) that refers to trigger conditions and trigger activity. When using this argument, it is possible to set analog output signals, digital output signals and digital group output signals that consists of 32 signals in the group and can have a maximum set value of 4294967295.

\[ \text{\textbackslash KeepStartPath} \]

**Data type:** num

If the move instruction starts from a fine point, \textbackslash KeepStartPath defines a distance, in mm, from the start point during which the movement must follow the programmed path, and not enter any corner zone.

If the move instruction starts from a fly-by point, \textbackslash KeepStartPath is ignored. If the start point is a fine point or a fly-by point is determined by the Zone argument of the previous move instruction.

\[ \text{\textbackslash KeepEndPath} \]

**Data type:** num

If the move instruction ends in a fine point, \textbackslash KeepEndPath defines a distance, in mm, from the destination point during which the movement must follow the programmed path, and not be part of any corner zone.

If the move instruction ends in a fly-by point, \textbackslash KeepEndPath is ignored.

\[ \text{Zone} \]

**Data type:** zonedata

Zone data for the movement. Zone data describes the size of the generated corner path.

\[ [ \text{\textbackslash Inpos} ] \]

**In position**

**Data type:** stoppoint data

This argument is used to specify the convergence criteria for the position of the robot’s TCP in the stop point. The stop point data substitutes the zone specified in the Zone parameter.

**Tool**

**Data type:** tooldata

The tool in use when the robot moves. The tool center point is the point that is moved to the specified destination point.

\[ [ \text{\textbackslash WObj} ] \]

**Work Object**

**Data type:** wobjdata
The work object (object coordinate system) to which the robot position in the instruction is related.

This argument can be omitted and if it is then the position is related to the world coordinate system. If, on the other hand, a stationary TCP or coordinated external axes are used this argument must be specified in order for a circle relative to the work object to be executed.

[ Corr ]

Correction
Data type: switch
Correction data written to a corrections entry by the instruction CorrWrite will be added to the path and destination position if this argument is present.
The RobotWare option Path Corrections is required when using this argument.

[ TLoad ]

Total load
Data type: loaddata
The TLoad argument describes the total load used in the movement. The total load is the tool load together with the payload that the tool is carrying. If the TLoad argument is used, then the loaddata in the current tooldata is not considered.

If the TLoad argument is set to load0, then the TLoad argument is not considered and the loaddata in the current tooldata is used instead.

To be able to use the TLoad argument it is necessary to set the value of the system parameter ModalPayLoadMode to 0. If ModalPayLoadMode is set to 0, it is no longer possible to use the instruction GripLoad.

The total load can be identified with the service routine LoadIdentify. If the system parameter ModalPayLoadMode is set to 0, the operator has the possibility to copy the loaddata from the tool to an existing or new loaddata persistent variable when running the service routine.

It is possible to test run the program without any payload by using a digital input signal connected to the system input SimMode (Simulated Mode). If the digital input signal is set to 1, the loaddata in the optional argument TLoad is not considered, and the loaddata in the current tooldata is used instead.

Note
The default functionality to handle payload is to use the instruction GripLoad. Therefore the default value of the system parameter ModalPayLoadMode is 1.

Program execution
See the instruction MoveL for information about linear movement.
With the instruction TriggLIOs it is possible to setup 1-50 different trigger activities on I/O signals along a path from A to B. The signals that can be used are digital output signals, digital group output signals and analog output signals. The trigger conditions are fulfilled either at a certain distance before the end point of the instruction, or at a certain distance after the start point of the instruction.
The instruction requires use of either \texttt{TriggData1, TriggData2} or \texttt{TriggData3} argument or all three of them. Use of any of the triggs is optional though. To inhibit use of a trigg the component used can be set to \texttt{FALSE} in the array element of the data types \texttt{triggios/triggstrgo/triggiosdnum}. If no array element is in use, then the \texttt{TriggLIOs} instruction will behave as a \texttt{MoveL}, and no I/O activities will be carried out.

If stepping the program forward, the I/O activities are carried out. During stepping the execution backwards, no I/O activities at all are carried out.

If setting component \texttt{EquipLag} in \texttt{TriggData1, TriggData2} or \texttt{TriggData3} argument to a negative time (delay), the I/O signal can be set after the destination point \texttt{(ToPoint)}.

If using the argument \texttt{TriggData2} or \texttt{TriggData3} it is possible to use values up to 4294967295, which is the maximum value a group of digital signals can have (32 signals in a group signal is max for the system).

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed \texttt{setvalue} argument for the specified digital group output signal \texttt{signalname} is outside limits. (Declared in \texttt{TriggData1, TriggData2} or \texttt{TriggData3}).</td>
</tr>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed \texttt{setvalue} argument for the specified analog output signal \texttt{signalname} is outside limits. (Declared in \texttt{TriggData1 or TriggData3}).</td>
</tr>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument \texttt{\Conc} has been exceeded.</td>
</tr>
</tbody>
</table>

### More examples

More examples of how to use the instruction \texttt{TriggLIOs} are illustrated below.

**Example 1**

```plaintext
VAR triggios mytriggios{3} := 
    [(TRUE, 3, TRUE, 0, "go1", 55, 0),
     (TRUE, 15, TRUE, 0, "ao1", 10, 0),
     (TRUE, 3, FALSE, 0, "do1", 1, 0)];

... MoveL p1, v500, z50, gun1;
TriggLIOs p2, v500, \TriggData1:=mytriggios, z50, gun1;
MoveL p3, v500, z50, gun1;

The digital group output signal \texttt{go1} will be set to value 55 3 mm from \texttt{p1}. Analog output signal will be set to value 10 15 mm from \texttt{p1}. Digital output signal \texttt{do1} will be set 3 mm from \texttt{ToPoint p2}. 
```

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Example 2

VAR triggios mytriggios(3):=[[TRUE, 3, TRUE, 0, "go1", 55, 0],
[TRUE, 15, TRUE, 0, "ao1", 10, 0], [TRUE, 3, FALSE, 0, "do1", 1, 0]];
VAR triggstrgo mytriggstrgo(3):=[[TRUE, 3, TRUE, 0, "go2", "1", 0],
[TRUE, 15, TRUE, 0, "go2", "800000", 0], [TRUE, 4, FALSE, 0, "go2", "4294967295", 0]];
VAR triggiosdnum mytriggiosdnum(3):=[[TRUE, 10, TRUE, 0, "go3", 4294967295, 0],
[TRUE, 10, TRUE, 0, "ao2", 5, 0], [TRUE, 10, TRUE, 0, "do2", 1, 0]];
...

MoveL p1, v500, z50, gun1;
TriggLIOs p2, v500, TriggData1:=mytriggios TriggData2:=
mytriggstrgo TriggData3:=mytriggiosdnum, z50, gun1;
MoveL p3, v500, z50, gun1;

The digital group output signal go1 will be set to value 55 3 mm from p1. Analog output signal ao1 will be set to value 10 15 mm from p1. Digital output signal do1 will be set 3 mm fromToPoint p2. Those position events is setup by variable mytriggios. The variable mytriggstrgo sets up position events to occur 3 and 15 mm from p1. First the signal go2 is set to 1, then it is set to 800000. The signal will be set to value 4294967295 4 mm from the ToPoint p2. This is the maximum value for a 32 bits digital output signal. The variable mytriggiosdnum sets up three position events to occur 10 mm from p1. First the signal go3 is set to 4294967295, then ao2 is set to 5 and last do2 is set to 1.

Limitations

If the current start point deviates from the usual so that the total positioning length of the instruction TriggLIOs is shorter than usual (e.g. at the start of TriggLIOs with the robot position at the end point) it may happen that several or all of the trigger conditions are fulfilled immediately and at the same position. In such cases, the sequence in which the trigger activities are carried out will be undefined. The program logic in the user program may not be based on a normal sequence of trigger activities for an incomplete movement. The limitation of the number of triggs in the instruction TriggLIOs is 50 for each programmed instruction. If triggs happen at a closer distance, the system might not handle it. That depends on how the movement is done, TCP speed used and how close the triggs are programmed. Those limitations exists, but it is hard to predict when those problems will occur.

TriggLIOs cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Limitations regarding accuracy

I/O events with distance is intended for flying points (corner path). Using stop points will result in worse accuracy than specified below.
Regarding the accuracy for I/O events with distance and using flying points, the following is applicable when setting a digital output at a specified distance from the start point or end point in the instruction TriggLIOs or TriggCIOs:

- The accuracy specified below is valid when using a positive \texttt{equiplag} that is less than 40 ms, which is equivalent to the lag in the robot servo, without changing the system parameter \textit{Event Preset Time}. The lag can vary between different robot types.

- The accuracy specified below is valid when using a positive \texttt{equiplag} that is less than the configured \textit{Event Preset Time} in the system parameters.

- The accuracy specified below is not valid when using a positive \texttt{equiplag} that is larger than the configured \textit{Event Preset Time} in the system parameters. In this case, an approximate method is used in which the dynamic limitations of the robot are not taken into consideration. Then \texttt{SingArea \_Wrist} must be used to achieve an acceptable accuracy.

- The accuracy specified below is valid when using a negative \texttt{equiplag}.

\texttt{equiplag} is a data object of data type \texttt{triggios}

The typical absolute accuracy values for setting digital outputs is: ±5 ms.
The typical repeat accuracy values for setting digital outputs is: ±2 ms.

**Syntax**

```
TriggLIOs
['\' Conc ','
 [ToPoint '==' <expression (IN) of robtarget >
 [\' ID '==<expression (IN) of identno>'],'
 [Speed '==<expression (IN) of speeddata>
 [\' T '==<expression (IN) of num>'],'
 [\' TriggData1 '==<array (*) (VAR) of triggios>
 [\' TriggData3 '==<array (*) (VAR) of triggiosnum>
 [\' KeepStartPath '==<expression (IN) of num>]
 [\' KeepEndPath '==<expression (IN) of num>'],'
 [Zone '==<expression (IN) of zonedata>
 [\' Inpos '==<expression (IN) of stoppointdata>'],'
 [Tool '==<persistent (PERS) of tooldata>
 [\' WObj '==<persistent (PERS) of wobjdata>
 [\' Corr]
 [\' TLoad '==<persistent (PERS) of loaddata>'];'
```

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<td>triggios - Positioning events, trigg on page 1615</td>
</tr>
<tr>
<td>Storage of trigg conditions and trigger activity</td>
<td>triggiosnum - Positioning events, trigg on page 1617</td>
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<tr>
<td>Allocation of event objects</td>
<td>Technical reference manual - System parameters</td>
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</table>

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<td>Definition of load</td>
<td>loaddata - Load data on page 1524</td>
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<td>Example of how to use TLoad, Total Load.</td>
<td>MoveL - Moves the robot linearly on page 365</td>
</tr>
<tr>
<td>Defining the payload for a robot</td>
<td>GripLoad - Defines the payload for a robot on page 180</td>
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<tr>
<td>LoadIdentify, load identification service routine</td>
<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>System input signal SimMode for running the robot in simulated mode without payload</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>System parameter ModalPayLoadMode for activating and deactivating payload</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Path Corrections</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.281 TriggRampAO - Define a fixed position ramp AO event on the path

Usage

TriggRampAO (Trigg Ramp Analog Output) is used to define conditions and actions for ramping up or down analog output signal value at a fixed position along the robot's movement path with possibility to do time compensation for the lag in the external equipment.

The data defined is used for implementation in one or more subsequent TriggL, TriggC, or TriggJ instructions. Beside these instructions, TriggRampAO can also be used in CapL or CapC instructions.

The type of trig actions connected to the same TriggL/C/J instruction can be TriggRampAO or any of TriggIO, TriggEquip, TriggSpeed, TriggInt, or TriggCheckIO instructions. Any type of combination is allowed except that only one TriggSpeed action on the same signal in the same TriggL/C/J instruction is allowed.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggRampAO:

See also More examples on page 838.

Example 1

```
VAR triggdata ramp_up;
...
TriggRampAO ramp_up, 0 \Start, 0.1, aolaser1, 8, 15;
MoveL p1, v200, z10, gun1;
TriggL p2, v200, ramp_up, z10, gun1;
```

The analog signal aolaser1 will start ramping up its logical value from current value to the new value 8, when the TCP of the tool gun1 is 0.1 s before the center of the corner path at p1. The whole ramp-up will be done while the robot moves 15 mm.

Example 2

```
VAR triggdata ramp_down;
...
TriggRampAO ramp_down, 15, 0.1, aolaser1, 2, 10;
MoveL p3, v200, z10, gun1;
TriggL p4, v200, ramp_down, z10, gun1;
```

The analog signal aolaser1 will start ramping down its logical value from current value to the new value 2, when the TCP of the tool gun1 is 15 mm plus 0.1 s before the centre of the corner path at p4. The whole ramp-down will be done while the robot moves 10 mm.

Arguments

```
TriggRampAO TriggData Distance [\Start] | [\Next] EquipLag AOutput
SetValue RampLength [\Time] [\Inhib] [\InhibSetValue] [\Mode]
```

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1.281 TriggRampAO - Define a fixed position ramp AO event on the path

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TriggRampAO with switch \Start

```
D   Parameter Distance
RL  Parameter RampLength
CV  Current analog signal Value
SV  Parameter SetValue for the analog signal value
P1  ToPoint for preceding move instruction
P2  ToPoint for actual TriggL/C/J instruction
```

TriggData

Data type: triggdata
Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.

Distance

Data type: num
Defines the distance from the centre of the corner path where the ramp of the analog output shall start.

Specified as the distance in mm (positive value) from the end point (ToPoint) of the movement path (applicable if the argument \Start is not set).

See Program execution on page 836 for further details.

[ \Start ]

Data type: switch
Used when the distance for the argument Distance starts at the movement start point instead of the end point.

[ \Next ]

Data type: switch

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1.281 TriggRampAO - Define a fixed position ramp AO event on the path

Continued

Used when the distance for the argument Distance is forward towards the next programmed point. If the Distance is longer than the distance to the next fine point, the event will be executed at the fine point.

**EquipLag**

*Equipment Lag*

Data type: num

Specify the lag for the external equipment in s.

For compensation of external equipment lag, use positive argument value. Positive argument value means that the start of the ramping of the AO signal is done by the robot system at a specified time before the TCP physically reaches the specified distance point in relation to the movement start or end point.

Negative argument value means that starting the ramping of the AO signal is done by the robot system at a specified time after that the TCP has physically passed the specified distance point in relation to the movement start or end point.

The figure shows use of argument EquipLag.

**AOutput**

*Analog Output*

Data type: signalao

The name of the analog output signal.

**SetValue**

Data type: num

The value to which the analog output signal should be ramped up or down to (must be within the allowed logical range value for the signal). The ramping is started with the current value of the analog output signal.

**RampLength**

Data type: num

The ramping length in mm along the TCP movement path.

**[\Time]**

Data type: switch

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1.281 TriggRampAO - Define a fixed position ramp AO event on the path

RampLength

If used, then the RampLength specifies the ramp time in s instead of ramping length.

Must be used, if subsequent TriggL, TriggC, or TriggJ specifies that the total movement should be done on time (argument \T) instead of speed.

[ \Inhib ]

Inhibit

Data type: bool

The name of a persistent variable flag for inhibiting the setting of the signal at runtime.

If this optional argument is used and the actual value of the specified flag is TRUE at the position-time for start ramping the I/O signal then the specified signal (AOutput) will be set to 0.

[ \InhibSetValue ]

InhibitSetValue

Data type: bool, num or dnum

The name of a persistent variable of the data type bool, num or dnum or any alias of those three base data types.

This optional argument can only be used together with optional argument Inhib. If this optional argument is used and the value of the persistent variable flag used in optional argument Inhib is TRUE at the position-time for setting the signal, the value of the persistent variable used in optional argument InhibitSetValue is read and the value is used for setting of the AOutput signal.

If using a boolean persistent variable, the value TRUE is translated to value 1, and FALSE is translated to value 0.

[ \Mode ]

Data type: triggmode

Is used to specify different action modes when defining triggers.

Program execution

When running the instruction TriggRampAO, the trigger condition is stored in the specified variable for the argument TriggData.

Afterwards, when one of the instructions TriggL, TriggC or TriggJ is executed, the following are applicable with regard to the definitions in TriggRampAO:

The table describes the distance specified in the argument Distance:

<table>
<thead>
<tr>
<th>Linear movement</th>
<th>The straight line distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

Continued on next page
The figure shows ramping of AO in a corner path.

Program execution characteristics of TriggRampAO connected to any TriggL/C/J:

- The ramping of the AO is started when the robot reaches the specified Distance point on the robot path (with compensation for the specified EquipLag).
- The ramping function will be performed during a time period calculated from specified RampLength and the programmed TCP speed. The calculation takes into cosideration VelSet, manual speed override, and max. 250 mm/s in MAN mode but not any other speed limitations.
- Updating of the AO signal value from start (current read) value to specified SetValue will be done each 10 ms resulting in a staircase form. If the calculated ramp time or specified ramp time is greater than 0.5 s then the ramping frequency will slow down:
  - <= 0.5 s gives max. 50 steps each 10 ms
  - <= 1 s gives max. 50 steps each 20 ms
  - <= 1.5 s gives max. 50 steps each 30 ms and so on

The TriggRampAO action is also done in FWD step but not in BWD step mode.

At any type of stop (ProgStop, Emergency Stop …) if the ramping function is active for the occasion:

- if ramping up, the AO is set to an old value momentarily.
- if ramping down, the AO is set to the new SetValue momentarily.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed SetValue argument for the specified analog output signal AOOutput is out of limit.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>
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1.281 TriggRampAO - Define a fixed position ramp AO event on the path

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More examples

More examples of how to use the instruction TriggRampAO are illustrated below.

Example 1

VAR trigdata ramp_up;
VAR trigdata ramp_down;
...
TriggRampAO ramp_up, 0 \Start, 0.1, aolaser1, 8, 15;
TriggRampAO ramp_down, 15, 0.1, aolaser1, 2, 10;
MoveL p1, v200, z10, gun1;
TriggL p2, v200, ramp_up, \T2:=ramp_down, z10, gun1;

In this example both the ramp-up and ramp-down of the AO is done in the same TriggL instruction on the same movement path. It works without any interference of the AO settings if the movement path is long enough.

The analog signal aolaser1 will start ramping up its logical value from the current value to the new value 8 when the TCP of the tool gun1 is 0.1 s before the center of the corner path at p1. The whole ramp-up will be done while the robot moves 15 mm.

The analog signal aolaser1 will start ramping down its logical value from the current value 8 to the new value 2 when the TCP of the tool gun1 is 15 mm plus 0.1 s before the centre of the corner path at p2. The whole ramp-up will be done while the robot moves 10 mm.

Limitations

The analog output signal value will not be compensated for lower TCP-speed in corner path or during other acceleration or deceleration phases (the AO is not TCP speed proportional).

Only the start point of the AO ramping will be done at the specified position on the path. The ramping up or down will be done with “dead calculation”, with high accuracy:

- At constant speed the deviation for the end of the AO ramping compared with the specified will be low.
- During acceleration or deceleration phases, such as near stop points, the deviation will be higher.
- Recommendation: use corner paths before ramp up and after ramp down.

If use of two or several TriggRampAO on the same analog output signal and connected to the same TriggL/C/J instruction and both or several RampLength are located on the same part of the robot path then the AO settings will interact with each other.

The position (+/- time) related ramp AO event will start when the previous ToPoint is passed if the specified Distance from the actual ToPoint is not within the length of movement for the current TriggL/C/J instruction. The position (+/- time) related ramp AO event will start when the actual ToPoint is passed if the specified Distance from the previous ToPoint is not within the length of movement for the current TriggL/C/J instruction (with argument \Start).

Continues on next page
No support for restart of the ramping AO function after any type of stop (ProgStop, Emergency Stop ...).

At Power Fail Restart the TriggL/C/J instruction is started from the beginning of the current Power Fail position.

TriggRampAO cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

Syntax

TriggRampAO
[ TriggData ':=' ] < variable (VAR) of triggdata > ','
[ Distance ':=' ] < expression (IN) of num >
[ '" Start ] | [ '" Next ] ','
[ EquipLag ':=' ] < expression (IN) of num > ','
[ AOutput ':=' ] < variable (VAR) of signalao> ','
[ SetValue ':=' ] < expression (IN) of num> ','
[ '" Time ]
[ '" Inhib' := '< persistent (PERS) of bool> ]
[ '" InhibSetValue' := '< persistent (PERS) of anytype> ]
[ '" Mode' := '< expression (IN) of triggmode> ] ;'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
</table>
| Use of triggers        | TriggL - Linear robot movements with events on page 809  
|                        | TriggC - Circular robot movement with events on page 765  
|                        | TriggJ - Axis-wise robot movements with events on page 801 |
| Definition of other triggs | TriggEquip - Define a fixed position and time I/O event on the path on page 784 |
| Storage of triggdata   | triggdata - Positioning events, trigg on page 1614  
|                        | triggmode - Trigg action mode on page 1619 |
| Set of analog output signal | SetAO - Changes the value of an analog output signal on page 586  
|                        | signalxx - Digital and analog signals on page 1580 |
| Configuration of event preset time | Technical reference manual - System parameters |
1 Instructions

1.282 TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event

Usage

TriggSpeed is used to define conditions and actions for control of an analog output signal with output value proportional to the actual TCP speed. The beginning, scaling, and ending of the analog output can be specified at a fixed position-time along the robot’s movement path. It is possible to use time compensation for the lag in the external equipment for the beginning, scaling, and ending of the analog output and also for speed dips of the robot.

The data defined is used in one or more subsequent TriggL, TriggC, or TriggJ instructions.

This instruction can only be used in the main task T_ROB1, if in a MultiMove System, in Motion tasks.

Basic examples

The following example illustrates the instruction TriggSpeed:

See also More examples on page 846.

Example 1

VAR trigdata glueflow;
TriggSpeed glueflow, 0, 0.05, glue_ao, 0.8\DipLag:=0.04
\ErrDO:=glue_err;
TriggL p1, v500, glueflow, z50, gun1;
TriggSpeed glueflow, 10, 0.05, glue_ao, 1;
TriggL p2, v500, glueflow, z10, gun1;
TriggSpeed glueflow, 0, 0.05, glue_ao, 0;
TriggL p3, v500, glueflow, z50, gun1;

The figure below illustrates an example of TriggSpeed sequence

The glue flow (analog output glue_ao) with scale value 0.8 starts when TCP is 0.05 s before point p1, new glue flow scale value 1 when TCP is 10 mm plus 0.05
1.282 TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event

s before point p2, and the glue flow ends (scale value 0) when TCP is 0.05 s before point p3.

Any speed dip by the robot is time compensated in such a way that the analog output signal glue_ao is affected 0.04 s before the TCP speed dip occurs.

If overflow of the calculated logical analog output value in glue_ao then the digital output signal glue_err is set. If there is no more overflow then glue_err is reset.

Arguments

| TriggSpeed TriggData Distance [\Start] | [\Next] ScaleLag AOp |
| ScaleValue [\DipLag] [\ErrDO] [\Inhib] [\InhibSetValue] |
| [\Mode] |

TriggData

Data type: triggdata

Variable for storing the triggdata returned from this instruction. These triggdata are then used in the subsequent TriggL, TriggC, or TriggJ instructions.

Distance

Data type: num

Defines the position on the path for change of the analog output value.

Specified as the distance in mm (positive value) from the end point of the movement path (applicable if the argument \Start is not set).

See Program execution on page 844 for further details.

[ \Start ]

Data type: switch

Used when the distance for the argument Distance starts at the movement start point instead of the end point.

[ \Next ]

Data type: switch

Used when the distance for the argument Distance is forward towards the next programmed point. If the Distance is longer than the distance to the next fine point, the event will be executed at the fine point.

ScaleLag

Data type: num

Specify the lag as time in s (positive value) in the external equipment for change of the analog output value (starting, scaling, and ending).

For compensation of external equipment lag, this argument value means that the analog output signal is set by the robot at a specified time before the TCP physically reaches the specified distance in relation to the movement’s start or end point.

The argument can also be used to extend the analog output beyond the end point. Set the time in seconds that the robot shall keep the analog output. Set the time with a negative sign. The limit is -0.10 seconds.
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The figure below illustrates the use of argument ScaleLag

![Diagram of ScaleLag](image)

AOp

Analog Output

Data type: signalao

The name of the analog output signal.

ScaleValue

Data type: num

The scale value for the analog output signal.

The physical output value for the analog signal is calculated by the robot:

- Logical output value = Scale value * Actual TCP speed in mm/s.
- Physical output value = According definition in configuration for actual analog output signal with above Logical output value as input.

[ DipLag ]

Data type: num

Specify the lag as time in s (positive value) for the external equipment when changing of the analog output value because of robot speed dips.

For compensation of external equipment lag, this argument value means that the analog output signal is set by the robot at a specified time before the TCP speed dip occurs.

Note

This argument can only be used by the robot for the first TriggSpeed (in combination with one of TriggL, TriggC, or TriggJ) in a sequence of several TriggSpeed instructions. The first specified argument value is valid for all the following TriggSpeed in the sequence.

[ ErrDO ]

Error Digital Output

Data type: signaldo

The name of the digital output signal for reporting analog value overflow.
If during movement the calculation of the logical analog output value for signal in argument \( AOp \) results in overflow because of overspeed then this signal is set and the physical analog output value is reduced to the maximum value. If there is no more overflow then the signal is reset.

**Note**

This argument can only be used by the robot for the 1st \( \text{TriggSpeed} \) (in combination with one of \( \text{TriggL}, \text{TriggC}, \text{or TriggJ} \)) in a sequence of several \( \text{TriggSpeed} \) instructions. The 1st given argument value is valid for all the following \( \text{TriggSpeed} \) in the sequence.

[ \[ \text{Inhib} \] ]

**Inhibit**

Data type: bool

The name of a persistent variable flag for inhibiting the setting of the analog signal at runtime.

If this optional argument is used and the actual value of the specified flag is true at the time for setting the analog signal then the specified signal \( AOp \) will be set to 0 instead of a calculated value.

**Note**

This argument can only be used by the robot for the 1st \( \text{TriggSpeed} \) (in combination with one of \( \text{TriggL}, \text{TriggC}, \text{or TriggJ} \)) in a sequence of several \( \text{TriggSpeed} \) instructions. The 1st given argument value is valid for all the following \( \text{TriggSpeed} \) in the sequence.

[ \[ \text{InhibSetValue} \] ]

**InhibitSetValue**

Data type: bool, num or dnum

The name of a persistent variable of the data type bool, num or dnum or any alias of those three base data types.

This optional argument can only be used together with optional argument \( \text{Inhib} \).

If this optional argument is used and the value of the persistent variable flag used in optional argument \( \text{Inhib} \) is true at the position-time for setting the signal, the value of the persistent variable used in optional argument \( \text{InhibSetValue} \) is read and the value is used for setting of the \( AOp \) signal.

Continues on next page
If using a boolean persistent variable, the value TRUE is translated to value 1, and FALSE is translated to value 0.

**Note**

This argument can only be used by the robot for the 1st TriggSpeed (in combination with one of TriggL, TriggC, or TriggJ) in a sequence of several TriggSpeed instructions. The 1st given argument value is valid for all the following TriggSpeed in the sequence.

**[ \Mode ]**

*Data type:* triggmode

Is used to specify different action modes when defining triggers.

**Note**

This argument can only be used by the robot for the 1st TriggSpeed (in combination with one of TriggL, TriggC, or TriggJ) in a sequence of several TriggSpeed instructions. The 1st given argument value is valid for all the following TriggSpeed in the sequence.

**Program execution**

When running the instruction TriggSpeed the trigger condition is stored in the specified variable for the argument TriggData.

Afterwards, when one of the instructions TriggL, TriggC, or TriggJ is executed then the following are applicable with regard to the definitions in TriggSpeed:

For the distance specified in the argument Distance, see the table below:

<table>
<thead>
<tr>
<th>Linear movement</th>
<th>The straight line distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circular movement</td>
<td>The circle arc length</td>
</tr>
<tr>
<td>Non-linear movement</td>
<td>The approximate arc length along the path (to obtain adequate accuracy, the distance should not exceed one half of the arc length).</td>
</tr>
</tbody>
</table>

The figure below illustrates the fixed position-time scale value event on a corner path.

If the Distance is 0, the scale value is changed when the robot’s TCP is here.

The position-time related scale value event will be generated when the start point (end point) is passed if the specified distance from the end point (start point) is not within the length of the movement of the current instruction (TriggL, TriggC, or TriggJ).
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1.282 TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event

The 1:st TriggSpeed used by one of TriggL, TriggC, or TriggJ instruction will internally in the system create a process with the same name as the analog output signal. The same process will be used by all succeeding TriggL, TriggC, or TriggJ which refers to same signal name and setup by a TriggSpeed instruction.

The process will immediately set the analog output to 0, in the event of a program emergency stop. In the event of a program stop, the analog output signal will stay TCP-speed proportional until the robot stands still. The process keeps “alive” and ready for a restart. When the robot restarts, the signal is TCP-speed proportional directly from the start.

The process will “die” after handling a scale event with value 0 if no succeeding TriggL, TriggC, or TriggJ is in the queue at the time.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
</tbody>
</table>

Given two consecutive movement orders with TriggL/TriggSpeed instructions. A negative value in parameter ScaleLag makes it possible to move the scale event from the first movement order to the beginning of the second movement order. If
1 Instructions

1.282 TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event

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the second movement order scales at the beginning then there is no control if the two scales interfere.

![Diagram showing analog output signal](image)

More examples

More examples of the instruction TriggSpeed are illustrated below.

Example 1

```
VAR triggdata flow;
TriggSpeed flow, 10 \Start, 0.05, flowsignal, 0.5 \DipLag:=0.03;
MoveJ p1, v1000, z50, tool1;
TriggL p2, v500, flow, z50, tool1;
```

The analog output signal flowsignal is set to a logical value \( (0.5 \times \text{actual TCP speed in mm/s}) \) 0.05 s before the TCP passes a point located 10 mm after the start point p. The output value is adjusted to be proportional to the actual TCP speed during the movement to p2.

```
... TriggL p3, v500, flow, z10, tool1;
```

The robot moves from p2 to p3 with the analog output value proportional to the actual TCP speed. The analog output value will be decreased at time 0.03 s before the robot reduces the TCP speed during the passage of the corner path z10.

Example 2

```
VAR triggdata glueflow;
VAR triggdata glueflowend;
TriggSpeed glueflow, 0, 0.05, glue_ao, 1;
TriggSpeed glueflowend, 25 \Next, 0, glue_ao, 0;
TriggL p1, v500, glueflow, z50, gun1;
TriggL p2, v500, glueflow, z50, gun1;
TriggL p3, v500, glueflowend, z50, gun1;
MoveL p4, v500, z50, gun1;
```

Continues on next page
The figure below illustrates an example of TriggSpeed sequence and use of `\Next` argument.

![Diagram](image-url)

The glue flow (analog output `glue_ao`) with scale value 0.8 starts when TCP is 0.05 s before point p1. The glue flow ends (scale value 0) when TCP is 25 mm after point p3.

**Related system parameters**

The system parameter *Event Preset Time* is used to delay the robot to make it possible to activate/control the external equipment before the robot runs through the position.

The table below illustrates the recommendation for setup of system parameter *Event Preset Time*, where typical Servo Lag is 0.040 s.

<table>
<thead>
<tr>
<th>ScaleLag</th>
<th>DipLag</th>
<th>Required Event Preset Time to avoid runtime execution error</th>
<th>Recommended Event Preset Time to obtain best accuracy</th>
</tr>
</thead>
<tbody>
<tr>
<td>ScaleLag &gt; DipLag</td>
<td>Always</td>
<td>DipLag, if DipLag &gt; ServoLag</td>
<td>ScaleLag in s plus 0.090 s</td>
</tr>
<tr>
<td>ScaleLag &lt; DipLag</td>
<td>DipLag &lt; ServoLag</td>
<td>&quot; -&quot;</td>
<td>0.090 s</td>
</tr>
<tr>
<td>- &quot; -&quot;</td>
<td>DipLag &gt; ServoLag</td>
<td>&quot; -&quot;</td>
<td>DipLag in s plus 0.030 s</td>
</tr>
</tbody>
</table>

**Limitations**

The limitations for the instruction TriggSpeed are illustrated below.

**Accuracy of position-time related scale value event**

Typical absolute accuracy values for scale value events ±5 ms.

Typical repeat accuracy values for scale value events ±2 ms.

**Accuracy of TCP speed dips adaptation (deceleration - acceleration phases)**

Typical absolute accuracy values for TCP speed dips adaptation ±5 ms.

Continues on next page
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1.282 TriggSpeed - Defines TCP speed proportional analog output with fixed position-time scale event

Typical repeat accuracy values for TCP speed dips adaptation ±2ms (the value depends on the configured *Path resolution*).

**Negative ScaleLag**

If a negative value on parameter *ScaleLag* is used to move the zero scaling over to the next movement order then the analog output signal will not be reset if a program stop occurs. An emergency stop will always reset the analog signal.

The analog signal is no longer TCP-speed proportional after the end point on the movement order.

![Diagram](image)

*TriggSpeed* cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

**Syntax**

```
TriggSpeed
[ TriggData ':=' < variable (VAR) of triggdata>,']
[ Distance' :=' < expression (IN) of num>]
[ '"' Start ] | [ '"' Next ] ','
[ ScaleLag':'=' < expression (IN) of num> ','
[ AOp ':=' ] < variable (VAR) of signalao> ','
[ ScaleValue' :=' < expression (IN) of num> ]
[ '"' DipLag' :=' < expression (IN) of num> ]
[ '"' ErrDO' :=' < variable (VAR ) of signaldo> ]
[ '"' Inhib' :=< persistent (PERS ) of bool >]}
[ '"' InhibSetValue' :=' < persistent (PERS ) of anytype> ]
[ '"' Mode' :=' < expression (IN) of triggmode> ] ';'
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
</table>
| **Use of triggers**   | *TriggL* - Linear robot movements with events on page 809  
*TriggC* - Circular robot movement with events on page 765  
*TriggJ* - Axis-wise robot movements with events on page 801 |
| **Definition of other triggs** | *TriggIO* - Define a fixed position or time I/O event near a stop point on page 795  
*TriggInt* - Defines a position related interrupt on page 790  
*TriggEquip* - Define a fixed position and time I/O event on the path on page 784 |

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<th>See</th>
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<tbody>
<tr>
<td>Storage of triggdata</td>
<td><code>trigndata - Positioning events, trigg</code> on page 1614</td>
</tr>
<tr>
<td></td>
<td><code>trigmode - Trigg action mode</code> on page 1619</td>
</tr>
<tr>
<td>Configuration of Event preset time</td>
<td><code>Technical reference manual - System parameters</code></td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td><code>Application manual - Controller software OmniCore</code></td>
</tr>
</tbody>
</table>
1 Instructions

1.283 TriggStopProc - Generate restart data for trigg signals at stop

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1.283 TriggStopProc - Generate restart data for trigg signals at stop

Usage

The instruction TriggStopProc creates an internal supervision process in the system for zero setting of specified process signals and the generation of restart data in a specified persistent variable at every program stop (STOP) or emergency stop (QSTOP) in the system.

TriggStopProc and the data type restartdata are intended to be used for restart after program stop (STOP) or emergency stop (QSTOP) of own process instructions defined in RAPID (NOSTEPIN routines).

It is possible in a user defined RESTART event routine to analyze the current restart data, step backwards on the path with instruction StepBwdPath, and activate suitable process signals before the movement restarts.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in any motion tasks.

Note for MultiMove system that only one TriggStopProc support process with the specified shadow signal name (argument ShadowDO) can be active in the system at the same time. It means that TriggStopProc supervises program stop or emergency stop in the program task where it was last executed.

Arguments


RestartRef

Restart Reference

Data type: restartdata

The persistent variable in which restart data will be available after every stop of program execution.

[\DO]

Digital Output 1

Data type: signaldo

The signal variable for a digital process signal to be set to zero and supervised in restart data when program execution is stopped.

[\GO1]

Group Output 1

Data type: signalgo

The signal variable for a digital group process signal to be set to zero and supervised in restart data when program execution is stopped.

[\GO2]

Group Output 2

Data type: signalgo

The signal variable for a digital group process signal to be set to zero and supervised in restart data when program execution is stopped.

Continues on next page
**Group Output 3**

Data type: `signalgo`

The signal variable for a digital group process signal to be set to zero and supervised in restart data when program execution is stopped.

**Group Output 4**

Data type: `signalgo`

The signal variable for a digital group process signal to be set to zero and supervised in restart data when program execution is stopped.

At least one of the optional parameters `D01, GO1 ... GO4` must be used.

**ShadowDO**

**Shadow Digital Output**

Data type: `signaldo`

The signal variable for the digital signal, which must mirror whether or not the process is active along the robot path.

This signal will not be set to zero by the process `TriggStopProc` at STOP or QSTOP, but its values will be mirrored in restart data.

---

### Program execution

#### Setup and execution of `TriggStopProc`

`TriggStopProc` must be called from both:

- the `START` event routine or in the unit part of the program (set PP to main, kill the internal process for `TriggStopProc`)
- the `POWERON` event routine (power off, kill the internal process for `TriggStopProc`)

The internal name of the process for `TriggStopProc` is the same as the signal name in the argument `ShadowDO`. If `TriggStopProc`, with the same signal name in argument `ShadowDO`, is executed twice from the same or another program task then only the last executed `TriggStopProc` will be active.

Execution of `TriggStopProc` only starts the supervision of I/O signals at STOP and QSTOP.

#### Program stop `STOP`

The process `TriggStopProc` comprises the following steps:

1. Wait until the robot stands still on the path.
2. Store the current value (prevalue according to `restartdata`) of all used process signals. Zero sets all used process signals except `ShadowDO`.
3. Do the following during the next time slot, about 500 ms, if some process signals change their value during this time:
   - Store the current value again (postvalue according to `restartdata`)
   - Set that signal to zero except `ShadowDO`
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1.283 TriggStopProc - Generate restart data for trigg signals at stop

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- Count the number of value transitions (flanks) of the signal ShadowDO

4 Update the specified persistent variable with restart data.

Emergency stop (QSTOP)

The process TriggStopProc comprises the following steps:

1. Do the next step as soon as possible.
2. Store the current value (prevalue according to restartdata) of all used process signals. Set to zero all used process signals except ShadowDO.
3. Do the following during the next time slot, about 500 ms, if some process signal changes its value during this time:
   - Store its current value again (postvalue according to restartdata)
   - Set to zero that signal except ShadowDO
   - Count the number of value transitions (flanks) of the signal ShadowDO
4. Update the specified persistent variable with restart data.

Critical area for process restart

Both the robot servo and the external equipment have some lags. All the instructions in the Trigg family are designed so that all signals will be set at suitable places on the robot path, independently of different lags in external equipment, to obtain process results that are as good as possible. Because of this, the settings of I/O signals can be delayed between 0-80ms internally in the system after the robot stands still at program stop (STOP) or after registration of an emergency stop (QSTOP). Because of this disadvantage for the restart functionality, both the prevalue, postvalue, and the shadow flanks are introduced in restart data.

If this critical timeslot of 0-80ms coincides with the following application process cases then it is difficult to perform a good process restart:

- At the start of the application process
- At the end of the application process
- During a short application process
- During a short interrupt in the application process

Continues on next page
Performing a restart

A restart of process instructions (NOSTEPIN routines) along the robot path must be done in a RESTART event routine.

The RESTART event routine can consist of the following steps:

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>After QSTOP the regain to path is done at program start.</td>
</tr>
<tr>
<td>2.</td>
<td>Analyze the restart data from the latest STOP or QSTOP.</td>
</tr>
</tbody>
</table>
### Action

3. Determine the strategy for process restart from the result of the analysis such as:
   - Process active, do process restart
   - Process inactive, do not process restart
   - Do suitable actions depending on type of process application:
     - Start of process
     - End of process
     - Short process
     - Short interrupt in process

4. Step backwards on the path.

5. Continue the program results in movement restart.

If waiting in any STOP or QSTOP event routine until the TriggStopProc process is ready with e.g. WaitUntil (myproc.restartstop=TRUE), \MaxTime:=2; , the user must always reset the flag in the RESTART event routine with e.g. myproc.restartstop:=FALSE. After that the restart is ready.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

### Limitations

No support for restart of process instructions after a power failure.

TriggStopProc cannot be executed in an UNDO handler or RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, Reset or Step.

### Syntax

TriggStopProc

```plaintext
[ RestartRef ':=' ] < persistent (PERS) of restartdata>
[ '\' DO1 ':=' < variable (VAR) of signaldo> ]
[ '\' GO1 ':=' < variable (VAR) of signalgo> ]
[ '\' GO2 ':=' < variable (VAR) of signalgo> ]
[ '\' GO3 ':=' < variable (VAR) of signalgo> ]
[ '\' GO4 ':=' < variable (VAR) of signalgo> ]
[ ShadowDO ':=' ] < variable (VAR) of signaldo> ';'
```

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Process instructions</td>
<td>TriggL - Linear robot movements with events on page 809</td>
</tr>
<tr>
<td></td>
<td>TriggC - Circular robot movement with events on page 765</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
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<tbody>
<tr>
<td>Restart data</td>
<td>restartdata - Restart data for trigg signals on page 1561</td>
</tr>
<tr>
<td>Step backward on path</td>
<td>StepBwdPath - Move backwards one step on path on page 686</td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1.284 TryInt - Test if data object is a valid integer

**Usage**

TryInt is used to test if a given data object is a valid integer.

**Basic examples**

The following examples illustrate the instruction TryInt:

**Example 1**

VAR num myint := 4;
...
TryInt myint;

The value of myint will be evaluated and since 4 is a valid integer, the program execution continues.

**Example 2**

VAR dnum mydnum := 20000000;
...
TryInt mydnum;

The value of mydnum will be evaluated and since 20000000 is a valid dnum integer, the program execution continues.

**Example 3**

VAR num myint := 5.2;
...
TryInt myint;
...
ERROR
IF ERRNO = ERR_INT_NOTVAL THEN
  myint := Round(myint);
RETRY;
ENDIF

The value of myint will be evaluated and since 5.2 is not a valid integer, an error will be raised. In the error handler, myint will be rounded to 5 and the instruction TryInt is executed one more time.

**Arguments**

<table>
<thead>
<tr>
<th>DataObj</th>
<th>DataObj2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Data Object</strong></td>
<td><strong>Data Object</strong></td>
</tr>
<tr>
<td>Data type: num</td>
<td>Data type: dnum</td>
</tr>
</tbody>
</table>

The data object to test if it is a valid integer.

Continues on next page
Program execution

The given data object is tested:

- If it is a valid integer, the execution continues with the next instruction.
- If it is not a valid integer, the execution continues in the error handler in an actual procedure.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_INT_NOTVAL</td>
<td><code>DataObj</code> contains a decimal value.</td>
</tr>
</tbody>
</table>
| ERR_INT_MAXVAL     | • The value of `DataObj` is larger or smaller than the integer value range of data type `num`.  
                      • The value of `DataObj2` is larger or smaller than the integer value range of data type `dnum`. |

Note that a value of `3.0` is evaluated as an integer, since `.0` can be ignored.

Syntax

TryInt

```
[ DataObj ':=' ] < expression (IN) of num>
| [ DataObj2 ':=' ] < expression (IN) of dnum> ;
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data type num</td>
<td><code>num - Numeric values on page 1540</code></td>
</tr>
</tbody>
</table>
1 Instructions

1.285 TRYNEXT - Jumps over an instruction which has caused an error

RobotWare-OS

1.285 TRYNEXT - Jumps over an instruction which has caused an error

Usage

The TRYNEXT instruction is used to resume execution after an error, starting with the instruction following the instruction that caused the error.

Basic examples

The following example illustrates the instruction TryNext:

Example 1

```plaintext
reg2 := reg3/reg4;
...
ERROR
  IF ERRNO = ERR_DIVZERO THEN
    reg2:=0;
    TRYNEXT;
  ENDIF

An attempt is made to divide reg3 by reg4. If reg4 is equal to 0 (division by zero) then a jump is made to the error handler where reg2 is assigned to 0. The TRYNEXT instruction is then used to continue with the next instruction.
```

Program execution

Program execution continues with the instruction subsequent to the instruction that caused the error.

Limitations

The instruction can only exist in a routine’s error handler.

Syntax

```plaintext
TRYNEXT';'
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error handlers</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
1.286 TuneReset - Resetting servo tuning

Usage

TuneReset is used to reset the dynamic behavior of all robot axes and external mechanical units to their normal values. This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following example illustrates the instruction TuneReset:

Example 1

```plaintext
TuneReset;
```

Resetting tuning values for all axes to 100%.

Program execution

The tuning values for all axes are reset to 100%. The default servo tuning values for all axes are automatically set by executing instruction TuneReset

- at a Restart.
- when a new program is loaded.
- when starting program execution from the beginning.

Syntax

```plaintext
TuneReset ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuning servos</td>
<td>TuneServo - Tuning servos on page 860</td>
</tr>
</tbody>
</table>
1 Instructions

1.287 TuneServo - Tuning servos

RobotWare - OS

1.287 TuneServo - Tuning servos

Usage

TuneServo is used to tune the dynamic behavior of separate axes on the robot. For most applications it is not necessary to use TuneServo, but for some applications, TuneServo is needed to obtain the desired accuracy. The use of TuneServo can in many cases be replaced by selecting a predefined Motion Process Mode, see Technical reference manual - System parameters, or by modifying a predefined Motion Process Mode.

For external axes TuneServo can be used for load adaptation.

Avoid doing TuneServo commands at the same time that the robot is moving. It can result in momentary high torque causing error indication and stops.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Note

To obtain optimal tuning it is essential that the correct load data is used. Check this before using TuneServo.

WARNING

Incorrect use of the TuneServo can cause oscillating movements or torques that can damage the robot. You must bear this in mind and be careful when using the TuneServo.

Description

Reduce overshoots and vibrations - TUNE_DF

TUNE_DF can be used for adjusting the predicted mechanical resonance frequency of a particular axis. A tune value of 95% reduces the resonance frequency by 5%.

The most common use of TUNE_DF is to compensate for a foundation of inadequate stiffness, i.e. a flexible foundation. In this case, the tune value for axis 1 and 2 is lowered, typically to a value between 80% and 99%.

Use of TUNE_DF for axis 3 - 6 is rare and is normally not recommended. An exception is tuning of axis 4 - 6 for compensating the resonance frequency of an extended flexible payload.

Correctly adjusted, not too high and not too low, TUNE_DF reduces overshoots and vibrations. Be careful when adjusting TUNE_DF, since a too high or too low tune

Continues on next page
value can impair the movement considerably. One example of is shown in the figure below. In this case, a tune value of 100% gives the best result.

The tune value can be automatically optimized by using TuneMaster, which is recommended.

For manual tuning, an example RAPID code snippet for tuning axis 1 is as follows:

```rapid
MoveAbsJ [[0,0,0,0,0,0],[9E+09,9E+09,9E+09,9E+09,9E+09,9E+09]],
v200, fine, myTool;
FOR DF FROM 80 TO 100 STEP 5 DO
    TuneServo ROB_1,1,DF\Type:=TUNE_DF;
    MoveAbsJ [[2,0,0,0,0,0],[9E+09,9E+09,9E+09,9E+09,9E+09,9E+09]],
               vmax, fine, myTool;
    WaitTime 1;
    MoveAbsJ [[0,0,0,0,0,0],[9E+09,9E+09,9E+09,9E+09,9E+09,9E+09]],
               vmax, fine, myTool;
    WaitTime 1;
ENDFOR
TuneReset;
```

Here, the tune value is changed in 5% steps, 2% steps could also be used. Note that the movement should be short, 2 degrees is a typical value. The robot should be positioned in a typical work area position. The tune value that minimizes overshoots and vibrations, by visual inspection, should be chosen.

Overshoots and vibrations can also be reduced by lowering the tune value for TUNE_DH or by reducing acceleration by using AccSet. In many cases, this is the best solution. However, if a problem can be solved by TUNE_DF, the cycle time is unaffected and the use of TUNE_DF is thus the best solution.

For robots where Mounting Stiffness Factor is available, see Motion Process Mode in Technical reference manual - System parameters, the use of Mounting Stiffness Factor for compensating a flexible foundation, replaces the use of TUNE_DF.

Reduce overshoots and vibrations - TUNE_DH

TUNE_DH can be used for increasing the smoothness of the robot path by adjusting the effective bandwidth of the system. The tune value can only be lowered and values above 100% will not affect the movements. A tune value less than 100% decreases the bandwidth and increases the smoothness, thereby reducing overshoots and vibrations.

Continues on next page
TUNE_DH only increases cycle time in fine points, whereas acceleration reductions increases cycle time all along the robot path. Therefore, using TUNE_DH can be a very cycle time efficient way to reduce vibrations and overshoots compared to lowering the acceleration by using the AccSet instruction. At high speed, larger corner zones than programmed will be noticeable when using TUNE_DH. Thus, use of TUNE_DH reduces path errors caused by vibrations but increases path errors at high speed by taking shortcuts in corner zones. The shortcuts will increase with decreased tune value and increased speed. If these shortcuts are not acceptable, AccSet is recommended instead of TUNE_DH.

The figure below shows the effect of a decreased tune value and that an undesired vibration can be removed with a proper tune value. For smaller tune values, the shortcut in the corner zone becomes noticeable.

It is sufficient to execute the instruction TuneServo with the argument \Type:=TUNE_DH for one axis. All axes in the same mechanical unit will automatically get the same tune value.

Examples:

- Cutting with TCP speeds up to 300 mm/s. A tune value of 50% reduces undesired vibrations.
  This is sometimes combined with AccSet, e.g., AccSet 50,100;.
- Material handling at high speed. A tune value of 15% reduces undesired vibrations.
**CAUTION**

Never change the tune value when the robot is moving and be careful when using small tune values (less than 30%) since the robot will take shortcuts in corner zones.

Only for ABB internal use - TUNE_DK, TUNE_DL, TUNE_DG, TUNE_DI

**WARNING**

Only for ABB internal use. Do not use these tune types. Incorrect use can cause oscillating movements or torques that can damage the robot.

Tuning external axes - TUNE_KP, TUNE_KV, TUNE_TI

These tune types affect position control gain (kp), speed control gain (kv), and speed control integration time (ti) for external axes. These are used for adapting external axes to different load inertias. Basic tuning of external axes can also be simplified by using these tune types.

Tuning robot axes - TUNE_KP, TUNE_KV, TUNE_TI

These parameters can be used for changing the behavior of the servo controller. TUNE_KP affects the equivalent gain of the position controller, TUNE_KV affects the equivalent gain of the speed controller, and TUNE_TI affects the integral action of the controller.

Increasing the tune value for TUNE_KV increases the servo stiffness of the robot and can be useful in contact applications since the total stiffness of the robot system depends on both the servo stiffness and the mechanical stiffness. An increased tune value for TUNE_KV also reduces the path errors at low speed and can be useful in cutting and welding applications where the speed is below 100 mm/s. Typical tune values are 150% - 200%. A tune value which is too high causes motor vibrations and must be avoided. Always be careful and be observant for increased motor noise level when adjusting TUNE_KV and do not use higher tune values than needed for fulfilling the application requirement. Too high tune value can also increase vibrations due to mechanical resonances.

An increased tune value for TUNE_KP and a decreased tune value for TUNE_TI increases the servo stiffness and reduces low speed path errors in the low frequency region. Typical tune values for TUNE_KP are 150% - 300%, and for TUNE_TI 20% - 50%. In most cases, TUNE_KV is the most important parameter and TUNE_KP and TUNE_TI do not need adjustment. Too high tune value for TUNE_KP or too low tune value for TUNE_TI can also increase vibrations due to mechanical resonances.

Example:

- Robot in deburring application need higher servo stiffness to reduce path errors. TUNE_KV 175%, TUNE_KP 250%, and TUNE_TI 30%.

  This is often combined with AccSet, e.g. AccSet 30,100;.
Friction compensation - TUNE_FRIC_LEV, TUNE_FRIC_RAMP

These tune types can be used to reduce robot path errors caused by friction and backlash at low speeds (10 - 200 mm/s). These path errors appear when a robot axis changes direction of movement. Activate friction compensation for an axis by setting the system parameter Motion/Control Parameters/Friction FFW On to Yes.

The friction model is a constant level with opposite sign of the axis speed direction. *Friction FFW Level (Nm)* is the absolute friction level at (low) speeds and is greater than *Friction FFW Ramp (rad/s)*. See the figure below, which shows a friction model.

![Friction model diagram](image)

\[ \text{Low speed motor friction (Nm)} \]

\[ \text{Friction FFW Level (Nm)} \]

\[ \text{Friction FFW Ramp (rad/s)} \]

\[ \text{Axis motor speed (rad/s)} \]

TUNE_FRIC_LEV overrides the value of the system parameter *Friction FFW Level*. Tuning *Friction FFW Level (using TUNE_FRIC_LEV)* for each robot axis can improve the robot’s path accuracy considerably in the speed range 20-100 mm/s. For larger robots (especially the IRB 6400 family) the effect will be minimal as other sources of tracking errors dominate these robots.

TUNE_FRIC_RAMP overrides the value of the system parameter *Friction FFW Ramp*. In most cases there is no need to tune the *Friction FFW Ramp*. The default setting will be appropriate.

Tune one axis at a time. Change the tuning value in small steps and find the level that minimizes the robot path error at positions on the path where this specific axis changes direction of movement. Repeat the same procedure for the next axis and so on.

The final tuning values can be transferred to the system parameters. Example:

- Friction FFW Level = 1. Final tune value (TUNE_FRIC_LEV) = 150%.
- Set Friction FFW Level = 1.5 and tune value = 100% (default value) which is equivalent.

Basic examples

The following example illustrates the instruction TuneServo:

**Example 1**

```
TuneServo MHA160R1, 1, 110 \Type:= TUNE_KP;
```

Activating of tuning type TUNE_KP with the tuning value 110% on axis 1 in the mechanical unit MHA160R1.

Arguments

```
TuneServo MecUnit Axis TuneValue [\Type]
```

Continues on next page
MecUnit

*Mechanical Unit*

**Data type:** mecunit

The name of the mechanical unit.

Axis

**Data type:** num

The number of the current axis for the mechanical unit (1 - 6).

TuneValue

**Data type:** num

Tuning value in percent (1 - 500). 100% is the normal value.

[ \Type ]

**Data type:** tunetype

Type of servo tuning. **Available types are** TUNE_DF, TUNE_KP, TUNE_KV, TUNE_TI, TUNE_FRIC_LEV, TUNE_FRIC_RAMP, TUNE_DG, TUNE_DH, TUNE_DI. Type TUNE_DK and TUNE_DL only for ABB internal use.

This argument can be omitted when using tuning type TUNE_DF.

Program execution

The specified tuning type and tuning value are activated for the specified axis. This value is applicable for all movements until a new value is programmed for the current axis, or until the tuning types and values for all axes are reset using the instruction TuneReset.

The default servo tuning values for all axes are automatically set by executing instruction TuneReset

• at a Restart.
• when a new program is loaded.
• when starting program execution from the beginning.

Limitations

Any active servo tuning are always set to default values at power fail.

This limitation can be handled in the user program at restart after power failure.

Syntax

```
TuneServo
[MecUnit ':=' ] < variable (VAR) of mecunit> ','
[Axis ':=' ] < expression (IN) of num> ','
[TuneValue ':=' ] < expression (IN) of num>
['\' Type ':=' <expression (IN) of tunetype>] ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other motion settings</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>

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1 Instructions

1.287 TuneServo - Tuning servos

For information about | See
--- | ---
Types of servo tuning | tunetype - Servo tune type on page 1624
Reset of all servo tunings | TuneReset - Resetting servo tuning on page 859
MotionProcessModeSet - Set motion process mode. | MotionProcessModeSet - Set motion process mode on page 294
Tuning of external axes | 
Friction compensation | Technical reference manual - System parameters
1.288 UIMsgBox - User Message Dialog Box type basic

Usage

UIMsgBox (User Interaction Message Box) is used to communicate with the user of the robot system on available user device, such as the FlexPendant. A message is written to the operator, who answers by selecting a button. The user selection is then transferred back to the program.

Basic examples

The following examples illustrate the instruction UIMsgBox:

See also More examples on page 873.

Example 1

UIMsgBox "Continue the program ?";

The message "Continue the program ?" is displayed. The program proceeds when the user presses the default button OK.

Example 2

VAR btnres answer;
...
UIMsgBox
\Header:="UIMsgBox Header",
"Message Line 1"
\MsgLine2:="Message Line 2"
\MsgLine3:="Message Line 3"
\MsgLine4:="Message Line 4"
\MsgLine5:="Message Line 5"
\Buttons:=btnOKCancel
\Icon:=iconInfo
\Result:=answer;
IF answer = resOK my_proc;
Above message box with icon, header, message line 1 to 5, and push buttons is written on the FlexPendant display. Program execution waits until OK or Cancel is pressed. In other words, answer will be assigned 1 (OK) or 5 (Cancel) depending on which of the buttons is pressed. If answer is OK then my_proc will be called. Note that Message Line 1 ... Message Line 5 are displayed on separate lines 1 to 5 (the switch Wrap is not used).

Arguments


[\Header]

Data type: string
Header text to be written at the top of the message box. Max. 40 characters.

MsgLine1

Message Line 1
Data type: string
Text line 1 to be written on the display. Max. 55 characters.

[\MsgLine2]

Message Line 2
Data type: string
Additional text line 2 to be written on the display. Max. 55 characters.

\[Message Line 3\]
Data type: string
Additional text line 3 to be written on the display. Max. 55 characters.

\[Message Line 4\]
Data type: string
Additional text line 4 to be written on the display. Max. 55 characters.

\[Message Line 5\]
Data type: string
Additional text line 5 to be written on the display. Max. 55 characters.

\[Wrap\]
Data type: switch
If selected, all the strings \texttt{MsgLine1} \ldots \texttt{MsgLine5} will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.
Default, each message string \texttt{MsgLine1} \ldots \texttt{MsgLine5} will be on separate lines on the display.

\[Buttons\]
Data type: buttondata
Defines the push buttons to be displayed. Only one of the predefined buttons combination of type \texttt{buttondata} can be used. See Predefined data on page 872.
Default, the system displays the OK button. (\texttt{Buttons:=btn OK}).

\[Icon\]
Data type: icondata
Defines the icon to be displayed. Only one of the predefined icons of type \texttt{icondata} can be used. See Predefined data on page 872.
Default no icon.

\[Image\]
Data type: string
The name of the image that should be used. To launch your own images, the images have to be placed in the \texttt{HOME:} directory in the active system or directly in the active system.
The recommendation is to place the files in the \texttt{HOME:} directory so that they are saved if a Backup and Restore is done.
A Restart is required and then the FlexPendant will load the images.

Continues on next page
The image that will be showed can have the width of 185 pixels and the height of 300 pixels. If the image is bigger, only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

**\[\text{Result}\]**

**Data type: btnres**

The variable for which, depending on which button is pressed, the numeric value 0..7 is returned. Only one of the predefined constants of type btnres can be used to test the user selection. See *Predefined data on page 872*.

If any type of system break such as \MaxTime, \DIBreak, or \DOBreak or if \Buttons:=btnNone, resUnkwn equal to 0 is returned.

**\[\text{MaxTime}\]**

**Data type: num**

The maximum amount of time in seconds that program execution waits. If no button is selected within this time then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

**\[\text{DIBreak}\]**

*Digital Input Break*

**Data type: signaldi**

The digital input signal that may interrupt the operator dialog. If no button is selected when the signal is set to 1 (or is already 1), the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

**\[\text{DIPassive}\]**

*Digital Input Passive*

**Data type: switch**

This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

**\[\text{DOBreak}\]**

*Digital Output Break*

**Data type: signaldo**

The digital output signal that may interrupt the operator dialog. If no button is selected when the signal is set to 1 (or is already 1) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.
Digital Output Passive

Data type: switch

This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

Persistent Boolean Break

Data type: bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

Persistent Boolean Passive

Data type: switch

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

BreakFlag

Data type: errnum

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

UIActiveSignal

Data type: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.
1 Instructions

1.288 UIMsgBox - User Message Dialog Box type basic
RobotWare - OS
Continued

Program execution

The message box with icon, header, message lines, image, and buttons are displayed according to the programmed arguments. Program execution waits until the user selects one button or the message box is interrupted by time-out or signal action. The user selection and interrupt reason are transferred back to the program. New message box on trap level takes the focus from the message box on the basic level.

Predefined data

**icondata**

The following constants of the data type `icondata` are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

**buttondata**

The following constants of the data type `buttondata` are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button displayed</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>btnNone</td>
<td>No button</td>
</tr>
<tr>
<td>0</td>
<td>btnOK</td>
<td>OK</td>
</tr>
<tr>
<td>1</td>
<td>btnAbtRtryIgn</td>
<td>Abort, Retry and Ignore</td>
</tr>
<tr>
<td>2</td>
<td>btnOKCancel</td>
<td>OK and Cancel</td>
</tr>
<tr>
<td>3</td>
<td>btnRetryCancel</td>
<td>Retry and Cancel</td>
</tr>
<tr>
<td>4</td>
<td>btnYesNo</td>
<td>Yes and No</td>
</tr>
<tr>
<td>5</td>
<td>btnYesNoCancel</td>
<td>Yes, No and Cancel</td>
</tr>
</tbody>
</table>

It is possible to display user defined push buttons with the functions `UIMessageBox` and `UIListView`.

**btnres**

The following constants of the data type `btnres` are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>resUnkwn</td>
<td>Unknown result</td>
</tr>
<tr>
<td>1</td>
<td>resOK</td>
<td>OK</td>
</tr>
<tr>
<td>2</td>
<td>resAbort</td>
<td>Abort</td>
</tr>
<tr>
<td>3</td>
<td>resRetry</td>
<td>Retry</td>
</tr>
<tr>
<td>4</td>
<td>resIgnore</td>
<td>Ignore</td>
</tr>
<tr>
<td>5</td>
<td>resCancel</td>
<td>Cancel</td>
</tr>
<tr>
<td>6</td>
<td>resYes</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Continues on next page
It is possible to work with user defined push buttons that answer with the functions `UIMessageBox` and `UIListView`.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, e.g. a FlexPendant, to take care of the instruction.</td>
</tr>
</tbody>
</table>

If parameter `\BreakFlag` is not used then these situations can then be dealt with by the error handler:

- If there is a time-out (parameter `\MaxTime`) before an input from the operator then the system variable `ERRNO` is set to `ERR_TP_MAXTIME` and the execution continues in the error handler.
- If digital input is set (parameter `\DIBreak`) before an input from the operator then the system variable `ERRNO` is set to `ERR_TP_DIBREAK` and the execution continues in the error handler.
- If a digital output is set (parameter `\DOBreak`) before an input from the operator then the system variable `ERRNO` is set to `ERR_TP_DOBREAK` and the execution continues in the error handler.
- If a persistent boolean is set (parameter `\PersBoolBreak`) before an input from the operator then the system variable `ERRNO` is set to `ERR_TP_PERSBOOLBREAK` and the execution continues in the error handler.

### More examples

More examples of how to use the instruction `UIMsgBox` are illustrated below.

**Example 1**

```
VAR errnum err_var;
...
UIMsgBox \Header:= "Example 1", "Waiting for a break condition..." \
  \Buttons:=btnNone \Icon:=iconInfo \MaxTime:=60 \DIBreak:=di5 \
  \BreakFlag:=err_var;

TEST err_var
CASE ERR_TP_MAXTIME:
  ! Time out break, max time 60 seconds has elapsed
CASE ERR_TP_DIBREAK:
  ! Input signal break, signal di5 has been set to 1
DEFAULT:
  ! Not such case defined
ENDTEST
```

Continues on next page
1 Instructions

1.288 UIMsgBox - User Message Dialog Box type basic

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Continued

The message box is displayed until a break condition has become true. The operator cannot answer or remove the message box because btnNone is set for the argument Buttons. The message box is removed when di5 is set to 1 or at time out (after 60 seconds).

Example 2

VAR errnum err_var;
...
UIMsgBox \Header:= "Example 2", "Waiting for a break condition..."
\Buttons:=btnNone \Icon:=iconInfo \MaxTime:=60 \DIBreak:=di5
\DIPassive \BreakFlag:=err_var;

TEST err_var
CASE ERR_TP_MAXTIME:
  ! Time out break, max time 60 seconds has elapsed
CASE ERR_TP_DIBREAK:
  ! Input signal break, signal di5 has been set to 0
DEFAULT:
  ! Not such case defined
ENDTEST

The message box is displayed until a break condition has become true. The operator cannot answer or remove the message box because btnNone is set for the argument Buttons. The message box is removed when di5 is set to 0 or at time out (after 60 seconds).

Limitations

Avoid using too small values for the time-out parameter \MaxTime when UIMsgBox is frequently executed, like in a loop. It can result in an unpredictable behavior of the system performance, like slow response of the FlexPendant.

Syntax

UIMsgBox
['\Header':=' <expression (IN) of string>',']
[\MsgLine1':='] <expression (IN) of string>
[\MsgLine2':='] <expression (IN) of string>
[\MsgLine3':='] <expression (IN) of string>
[\MsgLine4':='] <expression (IN) of string>
[\MsgLine5':='] <expression (IN) of string>
[\Wrap]
[\Buttons':='] <expression (IN) of buttondata>
[\Icon':='] <expression (IN) of icondata>
[\Image':='] <expression (IN) of string>
[\Result':='] <var or pers (INOUT) of btnres>
[\MaxTime':='] <expression (IN) of num>
[\DIBreak':='] <variable (VAR) of signaldi>
[\DIPassive]
[\DOBreak':='] <variable (VAR) of signaldo>
[\DOPassive]
[\PersBoolBreak ':='] <persistent (PERS) of bool>
[\PersBoolPassive]
Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>icodata - Icon display data on page 1512</td>
</tr>
<tr>
<td>Push button data</td>
<td>buttondata - Push button data on page 1471</td>
</tr>
<tr>
<td>Push button result data</td>
<td>btnres - Push button result data on page 1469</td>
</tr>
<tr>
<td>User Interaction Message Box type advanced</td>
<td>UIMessageBox - User Message Box type advanced on page 1434</td>
</tr>
<tr>
<td>User Interaction Number Entry</td>
<td>UINumEntry - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User Interaction Number Tune</td>
<td>UINumTune - User Number Tune on page 1450</td>
</tr>
<tr>
<td>User Interaction Alpha Entry</td>
<td>UIAlphaEntry - User Alpha Entry on page 1403</td>
</tr>
<tr>
<td>User Interaction List View</td>
<td>UIListView - User List View on page 1425</td>
</tr>
<tr>
<td>System connected to FlexPendant and so on.</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Clean up the Operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1 Instructions

1.289 UIMsgWrite - User message dialog box type non-waiting

RobotWare - OS

1.289 UIMsgWrite - User message dialog box type non-waiting

Usage

UIMsgWrite (User Interaction Message Write) is used to communicate with the user of the robot system on an available user device, such as the FlexPendant. A message is written to the operator.

Basic examples

The following examples illustrate the instruction UIMsgWrite.

Example 1

VAR string myHeader := "Signal error!";
UIMsgWrite myHeader, "Set signal di1 high please!" \Icon:=iconInfo;
WaitDI di1, 1;
UIMsgWriteAbort;

The message "Set signal di1 high please!" is displayed. The program proceeds and the message is removed when the signal di1 is set.

Example 2

VAR string myHeader := "Signal Error!";
VAR string myMsgArray{5}:= ["Set", "signal", "di1", "high", "please!"]; 
UIMsgWrite myHeader, myMsgArray, \Icon:=iconInfo \Image:="MyImage.jpg";
WaitDI di1, 1;
UIMsgWriteAbort;

The message including header, five lines of message, icon, and image is displayed. The program proceeds and the message is removed when the signal di1 is set.

Note that message line 1 to message line 5 are displayed on separate lines 1 to 5 (the switch \Wrap is not used).

Arguments

UIMsgWrite Header Message | MsgArray [\Wrap] [\Icon] [\Image] 

Header

Data type: string
Header text to be written at the top of the message box. Maximum 40 characters.

Message

Data type: string
One text line to be written on the display. Maximum 50 characters.

MsgArray

(Message Array)

Data type: string
Several text lines from an array to be written on the display. Only one of the parameters Message or MsgArray can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

Data type: switch
If selected, all the lines in MsgArray will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.
Default, each line in MsgArray will be on separate lines on the display.

Data type: icndata
Defines the icon to be displayed. Only one of the predefined icons of type icndata can be used, see Predefined data on page 878.
Default no icon.

Data type: string
The name of the image that should be used. To launch your own images, the images have to be placed in the HOME: directory in the active system or directly in the active system.
The recommendation is to place the files in the HOME: directory so that they are saved if a backup and restore is done.
A restart is required and then the FlexPendant will load the images.
The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.
No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

(Persistent Bool)
Data type: bool
The message will be displayed as long as the specified bool is FALSE. If the parameter AbortValue is used, the message will be displayed as long as the specified bool differs in value from AbortValue.
Only an entire PERS bool or TASK PERS bool variable can be used.

(Persistent Bool Name)
Data type: string
The message will be displayed as long as the specified bool is FALSE. If the parameter AbortValue is used, the message will be displayed as long as the specified bool differs in value from AbortValue.
Only an entire PERS bool or TASK PERS bool variable name can be used.
If using the ‘\PersBoolName’ argument, it is possible to use a PERS bool variable
declared in another task in the UIMsgWrite instruction.

[
\AbortValue
]

Data type: bool
Only valid if PersBool is present. The expected value for PersBool. The message
will be displayed until PersBool equals AbortValue.

[
\UIActiveSignal
]

Data type: signal do
The digital output signal used in optional argument UIActiveSignal is set to 1
when the message box is activated on the FlexPendant. The signal is set to 0 when
the message box is removed with instruction UIMsgWriteAbort or when the
PersBool expression is fulfilled.

No supervision of stop or restart exist. The signal is set to 0 when PP is moved.

Program execution
The message with icon, header, message lines, image, and unfulfilled expressions
are displayed according to the programmed arguments. The message is displayed
until the message is aborted by UIMsgWriteAbort, or the expression used in
PersBool or PersBoolName arguments is fulfilled.

- A new message on basic level will replace an older message.
- A new message on trap level will replace an older message on basic level,
  and stay active when returning to basic level.
- A new message in a service routine will always be aborted when returning
to basic level. Any active message on basic level will then be reactivated.
- A new user message generated by the following instructions and functions
  will replace a message generated by UIMsgWrite:
  
  TPReadFK, TPReadDnum, TPReadNum, UIMsgBox, UIMessageBox,
  UIDnumEntry, UIDnumTune, UINumEntry, UINumTune,
  UIAlphaEntry, UIListView. A message box from one of the waiting
  instructions WaitAI, WaitAO, WaitGI, WaitGO, WaitDI, WaitDO,
  WaitUntil will also replace a message generated by UIMsgWrite.

Predefined data
The following constants of the data type icon data are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_SYM_ACCESS</td>
<td>The data object used in <code>[\PersBoolName]</code> is non-existent.</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
UIMsgWrite
[Header := ' <expression (IN) of string> ',']
[Message := ' <expression (IN) of string>]
| ['"' MsgArray := ' <array {*} (IN) of string>]
| ['"' Wrap]
| ['"' Icon := ' <expression (IN) of icondata>]
| ['"' Image := ' <expression (IN) of string>]
| ['"' PersBool := ' <pers (IN) of bool>]
| ['"' PersBoolName := ' <pers (IN) of string>]
| ['"' AbortValue := ' <var or pers (IN) of bool>]
| ['"' UIClientActiveSignal := ' <variable (VAR) of signaldo> ']
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon display data</td>
<td>icodata - Icon display data on page 1512</td>
</tr>
<tr>
<td>Abort user message dialog</td>
<td>UIMsgWriteAbort - Abort user message dialog box type non-waiting on page 880</td>
</tr>
<tr>
<td>System connected to FlexPendant and so on</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Cyclic bool</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1 Instructions

1.290 UIMsgWriteAbort - Abort user message dialog box type non-waiting

```RobotWare - OS```

1.290 UIMsgWriteAbort - Abort user message dialog box type non-waiting

Usage

UIMsgWriteAbort is used to abort an active message that has previously been launched by an UIMsgWrite instruction.

Basic examples

The following example illustrates the instruction UIMsgWriteAbort.

Example 1

```java
VAR string myHeader := "Signal error!";
UIMsgWrite myHeader, "Set signal di1 high please!", iconInfo;
WaitDI di1, 1;
UIMsgWriteAbort;
```

The message "Set signal di1 high please!" is displayed. The program proceeds and the message is removed when the signal di1 is set.

Syntax

UIMsgWriteAbort ';

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon display data</td>
<td>icodata - Icon display data on page 1512</td>
</tr>
<tr>
<td>Write user message dialog</td>
<td>UIMsgWrite - User message dialog box type non-waiting on page 876</td>
</tr>
<tr>
<td>System connected to FlexPendant and so on</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Cyclic bool</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1.291 UIShow - User Interface show

**Usage**

UIShow (*User Interface Show*) is used to communicate with the user of the robot system on the available User Device such as the FlexPendant. With UIShow both individually written applications and standard applications can be launched from a RAPID program.

**Basic examples**

The following examples illustrate the instruction UIShow:

**Example 1 and example 2 only works if the files** TpsViewMyAppl.dll and TpsViewMyAppl.gtpu.dll **is present in the HOME: directory, and a Restart has been performed.**

**Example 1**

```plaintext
CONST string Name:="TpsViewMyAppl.gtpu.dll";
CONST string Type:="ABB.Robotics.SDK.Views.TpsViewMyAppl";
CONST string Cmd1:="Init data string passed to the view";
CONST string Cmd2:="New init data string passed to the view";
PERS uishownum myinstance:=0;
VAR num mystatus:=0;
...
! Launch one view of my application MyAppl
UIShow Name, Type \InitCmd:=Cmd1 \InstanceID:=myinstance \Status:=mystatus;
! Update the view with new init command
UIShow Name, Type \InitCmd:=Cmd2 \InstanceID:=myinstance \Status:=mystatus;
```

The code above will launch the view TpsViewMyAppl with init command Cmd1, and then update the view with Cmd2.

**Example 2**

```plaintext
CONST string Name:="TpsViewMyAppl.gtpu.dll";
CONST string Type:="ABB.Robotics.SDK.Views.TpsViewMyAppl";
CONST string Cmd1:="Init data string passed to the view";
CONST string Cmd2:="New init data string passed to the view";
PERS uishownum myinstance:=0;
VAR num mystatus:=0;
...
! Launch one view of my application MyAppl
UIShow Name, Type \InitCmd:=Cmd1 \Status:=mystatus;
! Launch another view of the application MyAppl
UIShow Name, Type \InitCmd:=Cmd2 \InstanceID:=myinstance \Status:=mystatus;
```

The code above will launch the view TpsViewMyAppl with init command Cmd1. Then it launches another view with init command Cmd2.

**Example 3**

```plaintext
CONST string Name:="tpsviewbackupandrestore.dll";
CONST string Type:="ABB.Robotics.Tps.Views.TpsViewBackupAndRestore";
```

*Continues on next page*
1 Instructions

1.291 UIShow - User Interface show

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Continued

VAR num mystatus:=0;
...
UIShow Name, Type \Status:=mystatus;

Launch standard application Backup and Restore.

Example 4

CONST string Name:="TpsViewPanel.gtpu.dll";
CONST string Type:="ABB.Robotics.SDK.Views.MainScreen";
PERS uishownum myinstance:=0;
VAR num mystatus:=0;
...
UIShow Name, Type \InstanceID:=myinstance \Status:=mystatus;

Launch an application created with ScreenMaker.

Arguments

UIShow AssemblyName TypeName [\InitCmd] [\InstanceId] [\Status] [\NoCloseBtn]

AssemblyName

Data type: string
The name of the assembly that contains the view.

TypeName

Data type: string
This is the name of the view (the type to create). This is the fully qualified name of
the type, i.e. its namespace is included.

[\InitCmd]

Init Command

Data type: string
A init data string passed to the view.

[\InstanceId]

Data type: uishownum

A parameter that represents a token used to identify a view. If a view is shown after the call to UIShow then a value that identifies the view is passed back. This
token can then be used in other calls to UIShow to activate an already running
view. If the value identifies an existing (running) view then the view will be activated.
If it does not exist then a new instance will be created. This means that this parameter
can be used to determine if a new instance will be launched or not. If its
value identifies an already started view then this view will be activated regardless
of the values of all other parameters. A recommendation is to use an unique
InstanceId variable for each new application that is going to be launched with
the UIShow instruction.

The parameter must be a persistent variable and the reason for this is that this
variable should keep its value, even if the program pointer is moved to main. If
executing the same UIShow as earlier and using the same variable then the same
view will be activated if it is still open. If the view has been closed then a new view
will be launched.

Continues on next page
**[\Status]**

**Data type:** num

*Status* indicates if the operation was successful or not. Note that if this option is used then the RAPID execution will be waiting until the instruction is completed, i.e. the view is launched.

This optional parameter is primary used for debugging purpose. (See *Error handling*)

<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>OK</td>
</tr>
<tr>
<td>-1</td>
<td>No space left on the FlexPendant for the new view. Maximum 6 views can be open at the same time on the FlexPendant.</td>
</tr>
<tr>
<td>-2</td>
<td>Assembly could not be found, does not exist</td>
</tr>
<tr>
<td>-3</td>
<td>File was found, but could not be loaded</td>
</tr>
<tr>
<td>-4</td>
<td>Assembly exist, but no new instance could be created</td>
</tr>
<tr>
<td>-5</td>
<td>The typename is invalid for this assembly</td>
</tr>
<tr>
<td>-6</td>
<td>InstanceID does not match assembly to load</td>
</tr>
</tbody>
</table>

**[\NoCloseBtn]**

*No Close Button*

**Data type:** switch

*NoCloseBtn* disables the close button of the view.

**Program execution**

The *UIShow* instruction is used to launch individual applications on the FlexPendant.

To launch individual applications, the assemblies have to be placed in the HOME: directory in the active system, or directly in the active system, or in an additional option. The recommendation is to place the files in the HOME: directory so that they are saved if a Backup and Restore is done. A *Restart* is required and then the FlexPendant loads the new assemblies.

If using the argument *\Status* then the program execution will wait until the application is launched. If errors in the application are not handled then it is only the result of the launch that is supervised. Without the *\Status* parameter, the FlexPendant is ordered to launch the application but there is no check to determine if it is possible to launch it or not.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable *ERRNO* will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, e.g. a FlexPendant, to take care of the instruction.</td>
</tr>
</tbody>
</table>
1 Instructions

1.291 UIShow - User Interface show

RobotWare - OS
Continued

If parameter \Status is used then these situations can then be dealt with by the error handler:

- If there is no space left on the FlexPendant for the assembly then the system variable ERRNO is set to ERR_UISHOW_FULL and the execution continues in the error handler. The FlexPendant can have 6 views open at the same time.
- If something else goes wrong when trying to launch a view then the system variable ERRNO is set to ERR_UISHOW_FATAL, and the execution continues in the error handler.

Limitations

Applications that have been launched with the UIShow instruction do not survive power fail situations. POWER ON event routine can be used to setup the application again.

Syntax

UIShow
[AssemblyName ':numel'] < expression (IN) of string >','
[TypeName ':numel'] < expression (IN) of string >','
["'InitCmd' :=num'] < expression (IN) of string> ]
["'InstanceId ':numel' < persistent (PERS) of uishownum> ]
["'Status ':numel' < variable (VAR) of num> ]
["'NoCloseBtn ' numel];'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Building individual applications for the FlexPendant</td>
<td><a href="http://developercenter.robotstudio.com/">http://developercenter.robotstudio.com/</a></td>
</tr>
<tr>
<td>uishownum</td>
<td>uishownum - Instance ID for UIShow on page 1625</td>
</tr>
<tr>
<td>Clean up the operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
1.292 UnLoad - Unload a program module during execution

**Usage**

UnLoad is used to unload a program module from the program memory during execution.

The program module must have previously been loaded into the program memory using the instructions Load or StartLoad – WaitLoad.

**Basic examples**

The following example illustrates the instruction UnLoad:

See also More examples on page 886 below.

**Example 1**

UnLoad diskhome \File:="PART_A.MOD";

UnLoad the program module PART_A.MOD from the program memory that was previously loaded into the program memory with Load. (See instruction Load).

diskhome is a predefined string constant "HOME:"

**Arguments**

UnLoad [\ErrIfChanged] | [\Save] FilePath [\File]

[\ErrIfChanged]

Data type: switch

If this argument is used, and the module has been changed since it was loaded into the system, then the instruction will generate the error recovery code ERR_NOTSAVED.

[\Save]

Data type: switch

If this argument is used then the program module is saved before the unloading starts. The program module will be saved at the original place specified in the Load or StartLoad instruction.

FilePath

Data type: string

The file path and the file name to the file that will be unloaded from the program memory. The file path and the file name must be the same as in the previously executed Load or StartLoad instruction. The file name shall be excluded when the argument [\File] is used.

[\File]

Data type: string

When the file name is excluded in the argument FilePath, then it must be defined with this argument. The file name must be the same as in the previously executed Load or StartLoad instruction.
1 Instructions

1.292 UnLoad - Unload a program module during execution

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Continued

Program execution

To be able to execute an UnLoad instruction in the program, a Load or StartLoad - WaitLoad instruction with the same file path and name must have been executed earlier in the program.

The program execution waits for the program module to finish unloading before the execution proceeds with the next instruction.

After that the program module is unloaded, and the rest of the program modules will be linked.

For more information see the instructions Load or StartLoad-Waitload.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NOTSAVED</td>
<td>The argument ErrIfChanged is used and the module has been changed.</td>
</tr>
<tr>
<td>ERR_UNLOAD</td>
<td>The file in the UnLoad instruction cannot be unloaded because of ongoing execution within the module or wrong path (module not loaded with Load or StartLoad).</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction UnLoad are illustrated below.

Example 1

UnLoad "HOME:/DOORDIR/DOOR1.MOD";

UnLoad the program module DOOR1.MOD from the program memory that was previously loaded into the program memory.

Example 2

UnLoad "HOME:" \File:="DOORDIR/DOOR1.MOD";

Same as in example 1 above but another syntax.

Example 3

Unload \Save, "HOME:" \File:="DOORDIR/DOOR1.MOD";

Same as in examples 1 and 2 above but saves the program module before unloading.

Limitations

It is not allowed to unload a program module that is executing (program pointer in the module).

Trap routines, system I/O events, and other program tasks cannot execute during the unloading.

Avoid ongoing robot movements during the unloading.

Program stop during execution of UnLoad instruction can result in guard stop with motors off and error message "20025 Stop order timeout" on the FlexPendant.

Continues on next page
1 Instructions

1.292 UnLoad - Unload a program module during execution

RobotWare - OS
Continued

Syntax

```plaintext
UnLoad

['ErrIfChanged ','] | ['Save ',']
[FilePath':=']<expression (IN) of string>
['File':=']<expression (IN) of string>''
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check program references</td>
<td>CheckProgRef - Check program references on page 76</td>
</tr>
<tr>
<td>Load a program module</td>
<td>Load - Load a program module during execution on page 265</td>
</tr>
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<td></td>
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</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>Path references and the directory structure</td>
<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
1 Instructions

1.293 UnpackRawBytes - Unpack data from rawbytes data

Usage

UnpackRawBytes is used to unpack the contents of a container of type rawbytes to variables of type byte, num, dnum or string.

Basic examples

The following example illustrates the instruction UnpackRawBytes.

See also More examples on page 891.

Example 1

VAR iodev io_device;
VAR rawbytes raw_data_out;
VAR rawbytes raw_data_in;
VAR num integer;
VAR dnum bigInt;
VAR num float;
VAR string string1;
VAR byte byte1;
VAR byte data1;

! Data packed in raw_data_out according to the protocol ...
Open "chan1: bach", io_device\Bin;
WriteRawBytes io_device, raw_data_out;
ReadRawBytes io_device, raw_data_in\Time := 1;
Close io_device;

According to the protocol that is known to the programmer, the message is sent to device "chan1: bach". Then the answer is read from the device.

The answer contains, for an example, the following:

<table>
<thead>
<tr>
<th>byte number</th>
<th>contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>integer 5</td>
</tr>
<tr>
<td>5-8</td>
<td>float 234.6</td>
</tr>
<tr>
<td>9-25</td>
<td>string &quot;This is real fun!&quot;. This is a ISO 8859-1 (Latin-1) string, with single-byte characters.</td>
</tr>
<tr>
<td>26</td>
<td>hex value '4D'</td>
</tr>
<tr>
<td>27</td>
<td>ASCII code 122, that is, z</td>
</tr>
<tr>
<td>28-36</td>
<td>integer 4294967295</td>
</tr>
<tr>
<td>37-40</td>
<td>integer 4294967295</td>
</tr>
</tbody>
</table>

UnpackRawBytes raw_data_in, 1, integer \Intx := DINT;

The contents of integer will be 5.

UnpackRawBytes raw_data_in, 5, float \Float4;

The contents of float will be 234.6 decimal.

UnpackRawBytes raw_data_in, 9, string1 \ISOLatin1Encoding:=17;

Continues on next page
The contents of string1 will be "This is real fun!".
UnpackRawBytes raw_data_in, 26, byte1 \Hex1;

The contents of byte1 will be '4D' hexadecimal.
UnpackRawBytes raw_data_in, 27, data1 \Hex1;

The contents of data1 will be 122, the ASCII code for "z".
UnpackRawBytes raw_data_in, 28, bigInt \IntX := LINT;

The contents of bigInt will be 4294967295.
UnpackRawBytes raw_data_in, 37, bigInt \IntX := UDINT;

The contents of bigInt will be 4294967295.

Arguments

UnpackRawBytes RawData [ \Network ] StartIndex Value [ \Hex1 ] | [ \IntX ] | [ \Float4 ] | [ \UTF8Encoding ] | [ \ISOLatin1Encoding ]

See Combining the arguments on page 890.

RawData

Data type: rawbytes
Variable container to unpack data from.

[ \Network ]

Data type: switch
Indicates that integer and float shall be unpacked from big-endian (network order) represented in RawData. Profinet and InterBus use big-endian. Without this switch, integer and float will be unpacked in little-endian (not network order) representation from RawData. DeviceNet uses little-endian. Only relevant together with optional parameter \IntX - UINT, UDINT, , ULINT, INT, DINT, LINT, and \Float4.

StartIndex

Data type: num
StartIndex, between 1 and 1024, indicates where to start unpacking data from RawData.

Value

Data type: anytype
Variable containing the data that was unpacked from RawData. Allowed data types are: byte, num, dnum or string. Array cannot be used.

[ \Hex1 ]

Data type: switch
The data to be unpacked and placed in Value has hexadecimal format in 1 byte and will be converted to decimal format in a byte variable.

[ \IntX ]

Data type: inttypes

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1 Instructions

1.293 UnpackRawBytes - Unpack data from rawbytes data

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Continued

The data to be unpacked has the format according to the specified constant of
data type inttypes. The data will be converted to a num or a dnum variable
containing an integer and stored in Value.

See Predefined data on page 891.

[ \Float4 ]

Data type: switch

The data to be unpacked and placed in Value has float, 4 bytes, format, and it will
be converted to a num variable containing a float.

[ \UTF8Encoding ]

Data type: num

If the optional argument UTF8Encoding together with a RAPID string in argument
Value the data in the rawbytes variable will be copied as it is to the RAPID string
variable. The num value used in argument is the number of bytes to copy.

String data is not NULL terminated in data of type rawbytes.

Note

One character can be 1-4 bytes in the rawbytes container, and will have the
same size in the RAPID string variable.

[ \ISOLatin1Encoding ]

Data type: num

If the optional argument ISOLatin1Encoding together with a RAPID string in argument
Value the data in the rawbytes variable will be converted from ISO
8859-1 (Latin-1) to UTF8 characters before copying the data to the RAPID string
variable used in Value. The num value used in argument is the number of ISO
8859-1 (Latin-1) characters to copy.

String data is not NULL terminated in data of type rawbytes.

Note

One character is 1 byte in the rawbytes container, but can be 1-2 bytes in the
RAPID string variable.

Combining the arguments

One of the arguments \Hex1, \IntX, \Float4, \UTF8Encoding, ISOLatin1Encoding must be used.

The following combinations are allowed:

<table>
<thead>
<tr>
<th>Data type of Value:</th>
<th>Allowed optional parameters:</th>
</tr>
</thead>
<tbody>
<tr>
<td>num i</td>
<td>\IntX</td>
</tr>
<tr>
<td>dnum ii</td>
<td>\IntX</td>
</tr>
<tr>
<td>num</td>
<td>\Float4</td>
</tr>
<tr>
<td>string</td>
<td>\UTF8Encoding (1-80 bytes) or ISOLatin1Encoding (1-80 characters)</td>
</tr>
</tbody>
</table>

Continues on next page
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1.293 UnpackRawBytes - Unpack data from rawbytes data

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Continued

<table>
<thead>
<tr>
<th>Data type of value:</th>
<th>Allowed optional parameters:</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte</td>
<td>\Hex1</td>
</tr>
</tbody>
</table>

i Must be an integer within the value range of selected symbolic constant USINT, UINT, UDINT, SINT, INT or DINT.

ii Must be an integer within the value range of selected symbolic constant USINT, UINT, UDINT, ULINT, SINT, INT, DINT or LINT.

Program execution

During program execution data is unpacked from the container of type rawbytes into a variable of type anytype.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Predefined data

The following symbolic constants of the datatype inttypes are predefined and can be used to specify the integer in parameter \IntX.

<table>
<thead>
<tr>
<th>Symbolic constant</th>
<th>Constant value</th>
<th>Integer format</th>
<th>Integer value range</th>
</tr>
</thead>
<tbody>
<tr>
<td>USINT</td>
<td>1</td>
<td>Unsigned 1 byte integer</td>
<td>0 ... 255</td>
</tr>
<tr>
<td>UINT</td>
<td>2</td>
<td>Unsigned 2 byte integer</td>
<td>0 ... 65535</td>
</tr>
<tr>
<td>UDINT</td>
<td>4</td>
<td>Unsigned 4 byte integer</td>
<td>0 ... 8 388 608 i</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 ... 4 294 967 295 ii</td>
</tr>
<tr>
<td>UBYTE</td>
<td>8</td>
<td>Unsigned 8 byte integer</td>
<td>0 ... 4 503 599 627 370 496 iii</td>
</tr>
<tr>
<td>SINT</td>
<td>- 1</td>
<td>Signed 1 byte integer</td>
<td>- 128 ... 127</td>
</tr>
<tr>
<td>INT</td>
<td>- 2</td>
<td>Signed 2 byte integer</td>
<td>- 32 768 ... 32 767</td>
</tr>
<tr>
<td>DINT</td>
<td>- 4</td>
<td>Signed 4 byte integer</td>
<td>- 8 388 607 ... 8 388 608 i</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>-2 147 483 648 ... 2 147 483 647 iv</td>
</tr>
<tr>
<td>LINT</td>
<td>- 8</td>
<td>Signed 8 byte integer</td>
<td>- 4 503 599 627 370 496 ... 4 503 599 627 370 496 iii</td>
</tr>
</tbody>
</table>

i Limitation in RAPID for storage of integer in datatype num.

ii Range when using a dnum variable and inttype UDINT.

iii Limitation in RAPID for storage of integer in datatype dnum.

iv Range when using a dnum variable and inttype DINT.

More examples

More examples of how to use the instructions UnPackRawBytes and PackRawBytes are illustrated below.

According to the protocol that is known to the programmer, the content of the rawbytes variable will be like this for the following examples.

Example 1

<table>
<thead>
<tr>
<th>Byte number:</th>
<th>Contents:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>An integer, the length of the RAPID string</td>
</tr>
<tr>
<td>5-39</td>
<td>The actual RAPID string in UTF8 encoding</td>
</tr>
<tr>
<td>40-43</td>
<td>An decimal value</td>
</tr>
</tbody>
</table>

Continues on next page
1 Instructions

1.293 UnpackRawBytes - Unpack data from rawbytes data

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Continued

VAR rawbytes raw_data;
VAR num integer;
VAR num float := 13.4;
VAR string multibyte_str:="å, ä, ö is multi-byte characters"
.. 
! Get the number of bytes of the multibyte_str RAPID string
integer:=StrSize(multibyte_str);
! Set the length of multibyte_str in the first 4 bytes
PackRawBytes integer, raw_data, (RawBytesLen(raw_data)+1)
\IntX:=DINT;
! The contents of next 35 bytes in raw_data will the content of
multibyte_str
PackRawBytes multibyte_str, raw_data, (RawBytesLen(raw_data)+1)
\UTF8Encoding;
! The contents of the next 4 bytes in raw_data will be 13.4 decimal.
PackRawBytes float, raw_data,(RawBytesLen(raw_data)+1) \Float4;
..

Pack the size of the string to send, the actual RAPID string (UTF8 encoded string),
and a decimal value in the rawbytes container.

Example 2

VAR rawbytes raw_data;
VAR num read_int;
VAR string read_str;
VAR num read_float;
..
! Get the number of bytes the RAPID string contains
UnpackRawBytes raw_data, 1, read_int \IntX:=DINT;
! Get the actual RAPID string. read_int specifies number of bytes
! to read
UnpackRawBytes raw_data, 5, read_str \UTF8Encoding:=read_int;
! Get the decimal value. Use read string length to get right byte
! position
UnpackRawBytes raw_data, 5+read_int, read_float \Float4;
..

Unpack the size of the RAPID string, the actual RAPID string (UTF8 encoded string),
and a decimal value from the rawbytes container.

Syntax

UnpackRawBytes
[RawData ':=''] <variable (VAR) of rawbytes>
['' Network'],
[StartIndex ':=''] <expression (IN) of num>',
[Value ':=''] <variable (VAR) of anytype>
['' Hex1]
["' IntX' :=' <expression (IN) of inttypes>]
["' Float4 ]
["' UTF8Encoding' :=' <expression (IN) of num>]
["' ISOLatin1Encoding ' :=' <expression (IN) of num>]'
## Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>rawbytes data</td>
<td>rawbytes - Raw data on page 1559</td>
</tr>
<tr>
<td>Get the length of rawbytes data</td>
<td>RawBytesLen - Get the length of rawbytes data on page 1293</td>
</tr>
<tr>
<td>Clear the contents of rawbytes data</td>
<td>ClearRawBytes - Clear the contents of rawbytes data on page 89</td>
</tr>
<tr>
<td>Copy the contents of rawbytes data</td>
<td>CopyRawBytes - Copy the contents of rawbytes data on page 113</td>
</tr>
<tr>
<td>Pack DeviceNet header into rawbytes data</td>
<td>PackDNHeader - Pack DeviceNet Header into rawbytes data on page 403</td>
</tr>
<tr>
<td>Pack data into rawbytes data</td>
<td>PackRawBytes - Pack data into rawbytes data on page 406</td>
</tr>
<tr>
<td>Write rawbytes data</td>
<td>WriteRawBytes - Write rawbytes data on page 977</td>
</tr>
<tr>
<td>Read rawbytes data</td>
<td>ReadRawBytes - Read rawbytes data on page 491</td>
</tr>
<tr>
<td>Bit/Byte Functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>String functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.294 VelSet - Changes the programmed velocity

**Usage**

*VelSet* is used to increase or decrease the programmed velocity of all subsequent movement instructions. This instruction is also used to limit the maximum TCP velocity.

This instruction can only be used in the main task *T_ROB1* or, if in a *MultiMove* system, in Motion tasks.

**Basic examples**

The following example illustrates the instruction *VelSet*:

See also *More examples on page 895*.

**Example 1**

```
VelSet 50, 800;
```

All the programmed velocities are decreased to 50% of the value in the instruction. The TCP velocity is not permitted to exceed 800 mm/s.

**Arguments**

<table>
<thead>
<tr>
<th>VelSet Override Max</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Override</strong></td>
</tr>
<tr>
<td>- Data type: num</td>
</tr>
<tr>
<td>Desired velocity as a percentage of programmed velocity. 100% corresponds to the programmed velocity.</td>
</tr>
<tr>
<td><strong>Max</strong></td>
</tr>
<tr>
<td>- Data type: num</td>
</tr>
<tr>
<td>Maximum TCP velocity in mm/s.</td>
</tr>
</tbody>
</table>

**Program execution**

The programmed velocity applies for the next executed movement instruction until a new *VelSet* instruction is executed.

The argument *Override* affects:

- All velocity components (TCP, orientation, rotating, and linear external axes) in *speeddata*.
- The programmed velocity override in the positioning instruction (the argument *V*).
- Timed movements.

The argument *Override* does not affect:

- The welding speed in *welddata*.
- The heating and filling speed in *seamdata*.

The argument *Max* only limits the velocity of the TCP if it is lower than the programmed velocity.

*Continues on next page*
The default values for `Override` and `Max` are 100% and `vmax.v_tcp mm/s` respectively. These values are automatically set:

- when using the restart mode `Reset RAPID`
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to `main`
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

**Note**

The maximum TCP speed for the used robot type can be changed in the `Motion configuration system parameters`, type `Motion Planner` and attribute `Linear Max Speed`. The RAPID function `MaxRobSpeed` returns the same value.

**More examples**

More examples of how to use the instruction `VelSet` are illustrated below.

**Example 1**

```
VelSet 50, 800;
MoveL p1, v1000, z10, tool1;
MoveL p2, v2000, z10, tool1;
MoveL p3, v1000, T:=5, z10, tool1;
```

The speed is 500 mm/s to point `p1` and 800 mm/s to `p2`. It takes 10 seconds to move from `p2` to `p3`.

**Limitations**

The maximum speed is not taken into consideration when the time is specified in the movement instruction.

**Syntax**

```
VelSet
    [ Override ':=' ] < expression (IN) of num > ','
    [ Max ':=' ] < expression (IN) of num > ';
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reduction of acceleration</td>
<td><code>AccSet - Reduces the acceleration on page 21</code></td>
</tr>
<tr>
<td>Max. TCP speed for this robot</td>
<td><code>MaxRobSpeed - Maximum robot speed on page 1234</code></td>
</tr>
<tr>
<td>Motion settings data</td>
<td><code>motsetdata - Motion settings data on page 1534</code></td>
</tr>
<tr>
<td>Definition of velocity</td>
<td><code>speeddata - Speed data on page 1584</code></td>
</tr>
<tr>
<td>Positioning instructions</td>
<td><code>Technical reference manual - RAPID Overview</code></td>
</tr>
</tbody>
</table>
1.295 WaitAI - Waits until an analog input signal value is set

Usage

WaitAI (Wait Analog Input) is used to wait until an analog input signal value is set.

Basic examples

The following examples illustrate the instruction WaitAI:

Example 1

WaitAI ai1, \GT, 5;
Program execution only continues after the ai1 analog input has value greater than 5.

Example 2

WaitAI ai1, \LT, 5;
Program execution only continues after the ai1 analog input has value less than 5.

Arguments


Signal

Data type: signalai
The name of the analog input signal.

[\LT]

Less Than
Data type: switch
If using this parameter, the WaitAI instruction waits until the analog signal value is less than the value in Value.

[\GT]

Greater Than
Data type: switch
If using this parameter the WaitAI instruction waits until the analog signal value is greater than the value in Value.

Value

Data type: num
The desired value of the signal.

[\MaxTime]

Maximum Time
Data type: num

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1.295 WaitAI - Waits until an analog input signal value is set

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The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met, the error handler will be called, if there is one, with the error code ERR_WAIT_MAXTIME. If there is no error handler, the execution will be stopped.

\[\text{ValueAtTimeout}\]

**Data type:** num

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable \text{ERRNO} is set to ERR_WAIT_MAXTIME.

\[\text{Visualize}\]

**Data type:** switch

If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

\[\text{Header}\]

**Data type:** string

Header text to be written at the top of the message box. Maximum 40 characters. If no \text{Header} argument is used a default message will be displayed.

\[\text{Message}\]

**Data type:** string

One text line to be written on the display. Maximum 50 characters.

\[\text{MsgArray}\]

*(Message Array)*

**Data type:** string

Several text lines from an array to be written on the display. Only one of the parameters \text{Message} or \text{MsgArray} can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

\[\text{Wrap}\]

**Data type:** switch

If selected, all the specified strings in the argument \text{MsgArray} will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \text{MsgArray} will be on separate lines on the display.

\[\text{Icon}\]

**Data type:** icondata

Defines the icon to be displayed. Only one of the predefined icons of type icondata can be used. See *Predefined data on page 1512*. Default, no icon.
1 Instructions

1.295 WaitAI - Waits until an analog input signal value is set

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[[Image]

Data type: string

The name of the image that should be used. To launch your own images, the images have to be placed in the HOME: directory in the active system or directly in the active system.

The recommendation is to place the files in the HOME: directory so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

[[VisualizeTime]

Data type: num

The waiting time before the message box should appear on the FlexPendant. If using the arguments \VisualizeTime and \MaxTime, the time used in argument \MaxTime needs to be bigger than the time used in argument \VisualizeTime.

The default time for the visualization if not using the argument \VisualizeTime is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.

[[UIActiveSignal]

Data type: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

[[ErrorNumber]

Error number

Data type: errnum

A variable (before used it is set to 0 by the system) that will hold the error constant if the instruction ends before the signal has the desired value.

If this optional variable is omitted then the error handler will be executed. The constants ERR_AO_LIM, ERR_NO_ALIASIO_DEF, ERR_NORUNUNIT, ERR_SIG_NOT_VALID, and ERR_WAIT_MAXTIME can be used to select the reason.

Program execution

If the value of the signal is correct when the instruction is executed, the program simply continues with the following instruction.

Continues on next page
If the signal value is incorrect, the robot enters a waiting state and the program continues when the signal changes to the correct value. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument \MaxTime. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch \Visualize is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no \Header argument is used a default header text will be displayed. When the execution of the WaitAI instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.

---

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed Value argument for the specified analog input signal Signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

---

**More examples**

More examples of the instruction WaitAI are illustrated below.

**Example 1**

```
VAR num myvalattimeout:=0;
WaitAI ai1, \LT, 5 \MaxTime:=4 \ValueAtTimeout:=myvalattimeout;
ERROR
  IF ERRNO=ERR_WAIT_MAXTIME THEN
    WRITE "Value of ai1 at timeout:" + ValToStr(myvalattimeout);
  TRYNEXT;
ELSE
  ! No error recovery handling
```

Continues on next page
Program execution continues only if \texttt{ail} is less than 5, or when timing out. If timing out, the value of the signal \texttt{ail} at timeout can be logged without another read of signal.

**Example 2**

```rapid
WaitAI ail \GT, 5 \Visualize \Header:="Waiting for signal"
 \MsgArray:=["Movement will not start until","the condition below is TRUE"] \Icon:=iconError;
 MoveL p40, v500, z20, L10tip;
```

If the condition is not met then the header and message specified in the optional arguments \texttt{\Header} and \texttt{\MsgArray} will be written on the display of the FlexPendant together with the condition that is not met.

### Syntax

```rapid
WaitAI
  [ Signal ':=' ] <variable (VAR) of signal\texttt{ail}> ','
  [ '"' LT ] | [ '"' GT ] ','
  [ Value ':=' ] <expression (IN) of num>
  [ '"'MaxTime ':=' <expression (IN) of num>]
  [ '"'ValueAtTimeout' ':=' <variable (VAR) of num>]
  [ '"' Visualize]
  [ '"' Header ':=' <expression (IN) of string>]]
  [ '"' Message ':=' <expression (IN) of string>]
  | [ '"' MsgArray ':=' <array {*} (IN) of string>]
  [ '"' Wrap]
```

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Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waiting until a condition is satisfied</td>
<td>WaitUntil - Waits until a condition is met on page 950</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
<td>WaitTime - Waits a given amount of time on page 948</td>
</tr>
<tr>
<td>Waiting until an analog output is set/reset</td>
<td>WaitAO - Waits until an analog output signal value is set on page 902</td>
</tr>
</tbody>
</table>
1 Instructions

1.296 WaitAO - Waits until an analog output signal value is set

Usage

WaitAO (Wait Analog Output) is used to wait until an analog output signal value is set.

Basic examples

The following examples illustrate the instruction WaitAO:

Example 1

`WaitAO ao1, \GT, 5;`

Program execution only continues after the ao1 analog output has value greater than 5.

Example 2

`WaitAO ao1, \LT, 5;`

Program execution only continues after the ao1 analog output has value less than 5.

Arguments


Signal

Data type: signalao

The name of the analog output signal.

[\LT]

Less Than

Data type: switch

If using this parameter, the WaitAO instruction waits until the analog signal value is less than the value in Value.

[\GT]

Greater Than

Data type: switch

If using this parameter, the WaitAO instruction waits until the analog signal value is greater than the value in Value.

Value

Data type: num

The desired value of the signal.

[\MaxTime]

Maximum Time

Data type: num

Continues on next page
1.296 WaitAO - Waits until an analog output signal value is set

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Continued

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met, the error handler will be called, if there is one, with the error code ERR_WAIT_MAXTIME. If there is no error handler, the execution will be stopped.

\[\text{ValueAtTimeout}\]

Data type: num

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable ERRNO is set to ERR_WAIT_MAXTIME.

\[\text{Visualize}\]

Data type: switch

If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

\[\text{Header}\]

Data type: string

Header text to be written at the top of the message box. Maximum 40 characters. If no \Header argument is used a default message will be displayed.

\[\text{Message}\]

Data type: string

One text line to be written on the display. Maximum 50 characters.

\[\text{MsgArray}\]

(Message Array)

Data type: string

Several text lines from an array to be written on the display. Only one of the parameters \Message or \MsgArray can be used at the same time. Maximum layout space is 5 lines with 50 characters each.

\[\text{Wrap}\]

Data type: switch

If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible. Default, each string in the argument \MsgArray will be on separate lines on the display.

\[\text{Icon}\]

Data type: icodata

Defines the icon to be displayed. Only one of the predefined icons of type icodata can be used. See Predefined data on page 1512. Default, no icon.

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1 Instructions

1.296 WaitAO - Waits until an analog output signal value is set

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Continued

```
[\Image]

Data type: string
The name of the image that should be used. To launch your own images, the images
have to be placed in the HOME: directory in the active system or directly in the
active system.
The recommendation is to place the files in the HOME: directory so that they are
saved if a backup and restore is done.
A restart is required and then the FlexPendant will load the images.
The image that will be shown can have the width of 185 pixels and the height of
300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be
shown starting at the top left of the image.
No exact value can be specified on the size that an image can have or the amount
of images that can be loaded to the FlexPendant. It depends on the size of other
files loaded to the FlexPendant. The program execution will just continue if an
image is used that has not been loaded to the FlexPendant.
```

```
[\VisualizeTime]

Data type: num
The waiting time before the message box should appear on the FlexPendant. If
using the arguments \VisualizeTime and \MaxTime, the time used in argument
\MaxTime needs to be bigger than the time used in argument \VisualizeTime.
The default time for the visualization if not using the argument \VisualizeTime
is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.
```

```
[\UIActiveSignal]

Data type: signal do
The digital output signal used in optional argument UIActiveSignal is set to 1
when the visualization message box is activated on the FlexPendant. When the
message box is removed (when the condition is met), the signal is set to 0 again.
No supervision of stop or restart exist. The signal is set to 0 when the instruction
is ready, or when PP is moved.
```

```
[\ErrorNumber]

Error number
Data type: errnum
A variable (before used it is set to 0 by the system) that will hold the error constant
if the instruction ends before the signal has the desired value.
If this optional variable is omitted then the error handler will be executed. The
constants ERR_AO_LIM, ERR_NO_ALIASIO_DEF, ERR_NORUNUNIT,
ERR_SIG_NOT_VALID, and ERR_WAIT_MAXTIME can be used to select the reason.
```

Program execution

If the value of the signal is correct when the instruction is executed, the program
simply continues with the following instruction.

Continues on next page
If the signal value is incorrect, the robot enters a waiting state and the program continues when the signal changes to the correct value. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument \MaxTime. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch \Visualize is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no \Header argument is used a default header text will be displayed. When the execution of the WaitAO instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AO_LIM</td>
<td>The programmed Value argument for the specified analog output signal Signal is outside limits.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction WaitAO are illustrated below.

**Example 1**

```
VAR num myvalattimeout:=0;
WaitAO ao1, \LT, 5 \MaxTime:=4 \ValueAtTimeout:=myvalattimeout;
ERROR
IF ERRNO=ERR_WAIT_MAXTIME THEN
   TFWrite "Value of ao1 at timeout:" + ValToStr(myvalattimeout);
ELSE
   ! No error recovery handling
```

Continues on next page
Program execution continues only if \texttt{ao1} is less than 5, or when timing out. If timing out, the value of the signal \texttt{ao1} at timeout can be logged without another read of signal.

**Example 2**

```plaintext
WaitAO \texttt{ao1} \texttt{GT}, 5 \texttt{Visualize} \texttt{Header}:="Waiting for signal" \texttt{MsgArray}:=["Movement will not start until", "the condition below is TRUE"] \texttt{Icon}:=iconError;
MoveL p40, v500, z20, L10tip;
```

If the condition is not met then the header and message specified in the optional arguments \texttt{Header} and \texttt{MsgArray} will be written on the display of the FlexPendant together with the condition that is not met.

**Syntax**

```plaintext
WaitAO
[ \texttt{Signal} :=<variable (VAR) of signalao> ','
[ \texttt{'LT'} | \texttt{'GT'} ],
[ \texttt{Value} :=<expression (IN) of num>]
[\texttt{MaxTime} :=<expression (IN) of num>]
[\texttt{ValueAtTimeout} :=<variable (VAR) of num>]
[\texttt{Visualize}]
[\texttt{Header} :=<expression (IN) of string>]]
\texttt{Message} :=<expression (IN) of string>]
\texttt{MsgArray} :=<array (* (IN) of string)>]
[\texttt{Wrap}]
```

**Continues on next page**
### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waiting until a condition is satisfied</td>
<td>WaitUntil - Waits until a condition is met on page 950</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
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</tr>
<tr>
<td>Waiting until an analog input is set/reset</td>
<td>WaitAI - Waits until an analog input signal value is set on page 896</td>
</tr>
</tbody>
</table>
1 Instructions

1.297 WaitDI - Waits until a digital input signal is set

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1.297 WaitDI - Waits until a digital input signal is set

Usage

WaitDI (Wait Digital Input) is used to wait until a digital input is set.

Basic examples

The following examples illustrate the instruction WaitDI:

Example 1

WaitDI di4, 1;
Program execution continues only after the di4 input has been set.

Example 2

WaitDI grip_status, 0;
Program execution continues only after the grip_status input has been reset.

Example 3

WaitDI di1, 1, \Visualize \Header:="Waiting for signal"
\MsgArray:=["Movement will not start until", "the condition below is TRUE"] \Icon:=iconError;
MoveL p40, v500, z20, L10tip;
..
If the condition is not met then the header and message specified in the optional arguments \Header and \MsgArray will be written on the display of the FlexPendant together with the condition that is not met.
1.297 WaitDI - Waits until a digital input signal is set

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WaitDI Signal Value</td>
<td>signaldi</td>
<td>The name of the signal.</td>
</tr>
<tr>
<td>Value</td>
<td>dionum</td>
<td>The desired value of the signal.</td>
</tr>
<tr>
<td>[\MaxTime]</td>
<td>num</td>
<td>Maximum Time&lt;br&gt;The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met and the \TimeFlag argument or \ErrorNumber argument is not used then the error handler can be called with the error code ERR_WAIT_MAXTIME. If there is no error handler then the execution will be stopped.</td>
</tr>
<tr>
<td>[\TimeFlag]</td>
<td>bool</td>
<td>Timeout Flag&lt;br&gt;The output parameter that contains the value TRUE if the maximum permitted waiting time runs out before the condition is met. If this parameter is included in the instruction then it is not considered to be an error if the maximum time runs out. This argument is ignored if the \MaxTime argument is not included in the instruction.</td>
</tr>
<tr>
<td>[\Visualize]</td>
<td>switch</td>
<td>If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.</td>
</tr>
<tr>
<td>[\Header]</td>
<td>string</td>
<td>Header text to be written at the top of the message box. Maximum 40 characters. If no \Header argument is used a default message will be displayed.</td>
</tr>
<tr>
<td>[\Message]</td>
<td>string</td>
<td></td>
</tr>
</tbody>
</table>

**Note**

If both \TimeFlag and \ErrorNumber are used, then the \TimeFlag is ignored. The boolean variable is not set if the instruction times out.

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1 Instructions

1.297 WaitDI - Waits until a digital input signal is set

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Continued

One text line to be written on the display. Maximum 50 characters.

\[\text{\textit{\textbackslash MsgArray}}\]

(Message Array)

Data type: string

Several text lines from an array to be written on the display. Only one of the parameters \textit{\textbackslash Message} or \textit{\textbackslash MsgArray} can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

\[\text{\textit{\textbackslash Wrap}}\]

Data type: switch

If selected, all the specified strings in the argument \textit{\textbackslash MsgArray} will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \textit{\textbackslash MsgArray} will be on separate lines on the display.

\[\text{\textit{\textbackslash Icon}}\]

Data type: icndata

Defines the icon to be displayed. Only one of the predefined icons of type icndata can be used. See Predefined data on page 1512.

Default, no icon.

\[\text{\textit{\textbackslash Image}}\]

Data type: string

The name of the image that should be used. To launch your own images, the images have to be placed in the HOME: directory in the active system or directly in the active system.

The recommendation is to place the files in the HOME: directory so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

\[\text{\textit{\textbackslash VisualizeTime}}\]

Data type: num

The waiting time before the message box should appear on the FlexPendant. If using the arguments \textit{\textbackslash VisualizeTime} and \textit{\textbackslash MaxTime}, the time used in argument \textit{\textbackslash MaxTime} needs to be bigger than the time used in argument \textit{\textbackslash VisualizeTime}.

The default time for the visualization if not using the argument \textit{\textbackslash VisualizeTime} is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.

Continues on next page
1.297 WaitDI - Waits until a digital input signal is set

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Continued

Datatype: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

Datatype: errnum

A variable (before used it is set to 0 by the system) that will hold the error constant if the instruction ends before the signal has the desired value.

If this optional variable is omitted then the error handler will be executed. The constants ERR_NO_ALIASIO_DEF, ERR_NORUNUNIT, ERR_SIG_NOT_VALID, and ERR_WAIT_MAXTIME can be used to select the reason.

Program execution

If the value of the signal is correct, when the instruction is executed, then the program simply continues with the following instruction.

If the signal value is not correct then the robot enters a waiting state and when the signal changes to the correct value, the program continues. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument MaxTime. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch Visualize is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no Header argument is used a default header text will be displayed. When the execution of the WaitDI instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.

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1 Instructions

1.297 WaitDI - Waits until a digital input signal is set

RobotWare - OS
Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

Syntax

WaitDI

\[
\text{[ \text{Signal \':=\'} \text{variable (VAR) of signaldi}\',}\\
\text{[ \text{Value \':=\'} \text{expression (IN) of dionum}\}]}\\
\text{[\'\' \text{MaxTime} \':=\' \text{expression (IN) of num}\}]}\\
\text{[\'\' \text{TimeFlag} \':=\' \text{variable (VAR) of bool}\}]}\\
\text{[\'\' \text{Visualize}\}]}\\
\text{[\'\' \text{Header} \':=\' \text{expression (IN) of string}\}]}\\
\text{[\'\' \text{Message} \':=\' \text{expression (IN) of string}\}]}\\
\text{[\'\' \text{MsgArray} \':=\' \text{array (*} (IN) of string}\}]}\\
\text{[\'\' \text{Wrap}\}]}\\
\text{[\'\' \text{Icon} \':=\' \text{expression (IN) of icondata}\}]}\\
\text{[\'\' \text{Image} \':=\' \text{expression (IN) of string}\}]}\\
\text{[\'\' \text{Visualizetime} \':=\' \text{expression (IN) of num}\}]}\\
\text{[\'\' \text{UIActivesignal} \':=\' \text{variable (VAR) of signaldo}\}]}\\
\text{[\'\' \text{Errornumber} \':=\' \text{variable or persistent (INOUT) of errnum}\}]}\];
\]

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waiting until a condition is satisfied</td>
<td>\text{WaitUntil - Waits until a condition is met on page 950}</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
<td>\text{WaitTime - Waits a given amount of time on page 948}</td>
</tr>
</tbody>
</table>
1.298 WaitDO - Waits until a digital output signal is set

Usage

WaitDO (Wait Digital Output) is used to wait until a digital output is set.

Basic examples

The following examples illustrate the instruction WaitDO:

Example 1

WaitDO do4, 1;
Program execution continues only after the do4 output has been set.

Example 2

WaitDO grip_status, 0;
Program execution continues only after the grip_status output has been reset.

Example 3

WaitDO do1, 1, \Visualize  \Header:="Waiting for signal" \MsgArray:="[Movement will not start until", "the condition below is TRUE"]  \Icon:=iconError;
MoveL p40, v500, z20, L10tip;
..  

If the condition is not met then the header and message specified in the optional arguments \Header and \MsgArray will be written on the display of the FlexPendant together with the condition that is not met.
1 Instructions

1.298 WaitDO - Waits until a digital output signal is set

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Continued

Arguments

WaitDO Signal Value [\MaxTime] [\TimeFlag] [\Visualize] [\Header]
[\VisualizeTime] [\UIActiveSignal] [\ErrorNumber]

Signal

Data type: signaldo

The name of the signal.

Value

Data type: dionum

The desired value of the signal.

[\MaxTime]

Maximum Time

Data type: num

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met and the TimeFlag argument or ErrorNumber argument is not used then the error handler can be called with the error code ERR_WAIT_MAXTIME. If there is no error handler then the execution will be stopped.

[\TimeFlag]

Timeout Flag

Data type: bool

The output parameter that contains the value TRUE if the maximum permitted waiting time runs out before the condition is met. If this parameter is included in the instruction then it is not considered to be an error if the maximum time runs out. This argument is ignored if the MaxTime argument is not included in the instruction.

Note

If both TimeFlag and ErrorNumber are used, then the TimeFlag is ignored. The boolean variable is not set if the instruction times out.

[\Visualize]

Data type: switch

If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

[\Header]

Data type: string

Header text to be written at the top of the message box. Maximum 40 characters. If no \Header argument is used a default message will be displayed.

[\Message]

Data type: string

Continues on next page
One text line to be written on the display. Maximum 50 characters.

\[\text{\texttt{\textbackslash MsgArray}}\]

(*Message Array*)

**Data type:** string

Several text lines from an array to be written on the display. Only one of the parameters \texttt{\textbackslash Message} or \texttt{\textbackslash MsgArray} can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

\[\text{\texttt{\textbackslash Wrap}}\]

**Data type:** switch

If selected, all the specified strings in the argument \texttt{\textbackslash MsgArray} will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \texttt{\textbackslash MsgArray} will be on separate lines on the display.

\[\text{\texttt{\textbackslash Icon}}\]

**Data type:** icodata

Defines the icon to be displayed. Only one of the predefined icons of type icodata can be used. See *Predefined data on page 1512*.

Default, no icon.

\[\text{\texttt{\textbackslash Image}}\]

**Data type:** string

The name of the image that should be used. To launch your own images, the images have to be placed in the \textit{HOME:} directory in the active system or directly in the active system.

The recommendation is to place the files in the \textit{HOME:} directory so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

\[\text{\texttt{\textbackslash VisualizeTime}}\]

**Data type:** num

The waiting time before the message box should appear on the FlexPendant. If using the arguments \texttt{\textbackslash VisualizeTime} and \texttt{\textbackslash MaxTime}, the time used in argument \texttt{\textbackslash MaxTime} needs to be bigger than the time used in argument \texttt{\textbackslash VisualizeTime}.

The default time for the visualization if not using the argument \texttt{\textbackslash VisualizeTime} is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.
1 Instructions

1.298 WaitDO - Waits until a digital output signal is set

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Continued

[\UIActiveSignal]

**Data type: signaldo**

The digital output signal used in optional argument UIActiveSignal is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

[\ErrorNumber]

**Error number**

**Data type: errnum**

A variable (before used it is set to 0 by the system) that will hold the error constant if the instruction ends before the signal has the desired value.

If this optional variable is omitted then the error handler will be executed. The constants ERR_NO_ALIASIO_DEF, ERR_NORUNUNIT, ERR_SIG_NOT_VALID, and ERR_WAIT_MAXTIME can be used to select the reason.

Program execution

If the value of the output signal is correct, when the instruction is executed, then the program simply continues with the following instruction.

If the value of the output signal is not correct then the robot enters a waiting state. When the signal changes to the correct value then the program continues. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument \MaxTime. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch \Visualize is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no \Header argument is used a default header text will be displayed. When the execution of the WaitDO instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

Syntax

WaitDO

[ Signal ':=' ] <variable (VAR) of signaldo>' ,'
[ Value ':=' ] <expression (IN) of dionum>
["'MaxTime' :="<expression (IN) of num>]
["'TimeFlag' :="<variable (VAR) of bool>]
["' Visualize]
["' Header ' :=" <expression (IN) of string>]]
["' Message ' :=" <expression (IN) of string>]
[ "' MsgArray ' :=" <array {*} (IN) of string>]  
["' Wrap]
["' Icon ' :=" <expression (IN) of icodata>]
["' Image ' :=" <expression (IN) of string>]
["' VisualizeTime ' :=" <expression (IN) of num>]
["' UIActiveSignal ' :=" <variable (VAR) of signaldo>]
["' ErrorNumber ' :=" <variable or persistent (INOUT) of errnum>] ;'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waiting until a condition is satisfied</td>
<td>WaitUntil - Waits until a condition is met on page 950</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
<td>WaitTime - Waits a given amount of time on page 948</td>
</tr>
<tr>
<td>Waiting until an input is set/reset</td>
<td>WaitDI - Waits until a digital input signal is set on page 908</td>
</tr>
</tbody>
</table>
1 Instructions

1.299 WaitGI - Waits until a group of digital input signals are set

RobotWare - OS

1.299 WaitGI - Waits until a group of digital input signals are set

Usage

WaitGI (Wait Group digital Input) is used to wait until a group of digital input signals are set to specified values.

Basic examples

The following example illustrates the instruction WaitGI:

See also More examples on page 922.

Example 1

WaitGI gi4, 5;

Program execution continues only after the gi4 input has the value 5.

Example 2

WaitGI grip_status, 0;

Program execution continues only after the grip_status input has been reset.

Arguments


Signal

Data type: signalgi

The name of the digital group input signal.

[\NOTEQ]

NOT EQual

Data type: switch

If using this parameter, the WaitGI instruction waits until the digital group signal value divides from the value in Value.

[\LT]

Less Than

Data type: switch

If using this parameter, the WaitGI instruction waits until the digital group signal value is less than the value in Value.

[\GT]

Greater Than

Data type: switch

If using this parameter, the WaitGI instruction waits until the digital group signal value is greater than the value in Value.

Value

Data type: num

Continues on next page
The desired value of the signal. Must be an integer value within the working range of the used digital group input signal. The permitted value is dependent on the number of signals in the group. Max value that can be used in the Value argument is 8388608, and that is the value a 23 bit digital signal can have as maximum value.

**Dvalue**

Data type: dnum

The desired value of the signal. Must be an integer value within the working range of the used digital group input signal. The permitted value is dependent on the number of signals in the group. The maximal amount of signal bits a digital group signal can have is 32. With a dnum variable it is possible to cover the value range 0-4294967295, which is the value range a 32 bits digital signal can have.

**\[\text{MaxTime}\]**

Maximum Time

Data type: num

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met, the error handler will be called (if there is one) with the error code ERR_WAIT_MAXTIME. If there is no error handler, the execution will be stopped.

**\[\text{ValueAtTimeout}\]**

Data type: num

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable ERRNO is set to ERR_WAIT_MAXTIME. If the Dvalue argument is used, use argument DvalueAtTimeout to store current value on signal (reason: limitation of maximum integer value for num).

Signal values between 0 and 8388608 are always stored as an exact integer.

**\[\text{DvalueAtTimeout}\]**

Data type: dnum

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable ERRNO is set to ERR_WAIT_MAXTIME.

Signal values between 0 and 4294967295 are always stored as an exact integer.

**\[\text{Visualize}\]**

Data type: switch

If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

**\[\text{Header}\]**

Data type: string

Header text to be written at the top of the message box. Maximum 40 characters. If no \Header argument is used a default message will be displayed.

Continues on next page
### 1 Instructions

#### 1.299 WaitGI - Waits until a group of digital input signals are set

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*Continued*

**[\Message]**

Data type: string

One text line to be written on the display. Maximum 50 characters.

**[\MsgArray]**

*(Message Array)*

Data type: string

Several text lines from an array to be written on the display. Only one of the parameters `\Message` or `\MsgArray` can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

**[\Wrap]**

Data type: switch

If selected, all the specified strings in the argument `\MsgArray` will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument `\MsgArray` will be on separate lines on the display.

**[\Icon]**

Data type: icndata

Defines the icon to be displayed. Only one of the predefined icons of type `icndata` can be used. See *Predefined data on page 1512*.

Default, no icon.

**[\Image]**

Data type: string

The name of the image that should be used. To launch your own images, the images have to be placed in the `HOME:` directory in the active system or directly in the active system.

The recommendation is to place the files in the `HOME:` directory so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

**[\VisualizeTime]**

Data type: num

The waiting time before the message box should appear on the FlexPendant. If using the arguments `\VisualizeTime` and `\MaxTime`, the time used in argument `\MaxTime` needs to be bigger than the time used in argument `\VisualizeTime`.

*Continues on next page*
The default time for the visualization if not using the argument `\VisualizeTime` is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.

`\[\UIActiveSignal]`

**Data type:** `signal do`

The digital output signal used in optional argument `\UIActiveSignal` is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

`\[\ErrorNumber]`

**Error number**

**Data type:** `errnum`

A variable (before used it is set to 0 by the system) that will hold the error constant if the instruction ends before the signal has the desired value.

If this optional variable is omitted then the error handler will be executed. The constants `ERR_GO_LIM`, `ERR_NO_ALIASIO_DEF`, `ERR_NORUNUNIT`, `ERR_SIG_NOT_VALID`, and `ERR_WAIT_MAXTIME` can be used to select the reason.

**Program execution**

If the value of the signal is correct when the instruction is executed, the program simply continues with the following instruction.

If the signal value is not correct, the robot enters a waiting state and the program continues when the signal changes to the correct value. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument `\MaxTime`. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter `SimulateMenu` to NO, see *Technical reference manual - System parameters*, topic Controller, type General RAPID.

If the switch `\Visualize` is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no `\Header` argument is used a default header text will be displayed. When the execution of the `WaitGI` instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.
1 Instructions

1.299 WaitGI - Waits until a group of digital input signals are set

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Continued

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed Value or Dvalue argument for the specified digital group input signal is out of limit.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for CI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

More examples
More examples of the instruction WaitGI are illustrated below.

Example 1
WaitGI gi1, \NOTEQ, 0;
Program execution only continues after the gi1 differs from the value 0.

Example 2
WaitGI gi1, \LT, 1;
Program execution only continues after the gi1 is less than 1.

Example 3
WaitGI gi1, \GT, 0;
Program execution continues only after the gi1 is greater than 0.

Example 4
VAR num myvalattimeout:=0;
WaitGI gi1, 5 \MaxTime:=4 \ValueAtTimeout:=myvalattimeout;
ERROR
  IF ERRNO=ERR_WAIT_MAXTIME THEN
    TPWrite "Value of gi1 at timeout:" + ValToStr(myvalattimeout);
    TRYNEXT;
  ELSE
    ! No error recovery handling
  ENDIF
Program execution continues only if gi1 is equal to 5, or when timing out. If timing out, the value of the signal gi1 at timeout can be logged without another read of signal.

Example 5
WaitGI gi1, 4, \Visualize \Header:="Waiting for signal"
  \MsgArray:=["Movement will not start until", "the condition below is TRUE"] \Icon:=iconError;
MoveL p40, v500, z20, L10tip;
Continues on next page
If the condition is not met then the header and message specified in the optional arguments \Header and \MsgArray will be written on the display of the FlexPendant together with the condition that is not met.

Syntax

```
WaitGI
[ Signal ':= ' ] <variable (VAR) of signalgi>
[ ' NOTEQ' | [ ' LT' ] | [ ' GT' ] ']',
[ Value ':= ' ] <expression (IN) of num>
[ Dvalue' := ' ] <expression (IN) of dnum>
[ 'MaxTime ' :=' <expression (IN) of num>
[ 'ValueAtTimeout' :=' <variable (VAR) of num> ]
[ DvalueAtTimeout' :=' <variable (VAR) of dnum> ]
[ ' Visualize]
[ Header ':= ' ] <expression (IN) of string>]
[ Message ':= ' ] <expression (IN) of string>]
[ MsgArray ':= ' <array {*} (IN) of string>]
[ Wrap]
[ Icon ':= ' ] <expression (IN) of icndata>]
[ Image ':= ' ] <expression (IN) of string>]
[ VisualizeTime ':= ' <expression (IN) of num>]
[ UIActiveSignal ':= ' ] <variable (VAR) of signaldo>]
[ ' ErrorNumber ' :=' <variable or persistent (INOUT) of errnum>]
' ;'
```
### Related information

<table>
<thead>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waiting until a condition is satisfied</td>
<td>WaitUntil - Waits until a condition is met on page 950</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
<td>WaitTime - Waits a given amount of time on page 948</td>
</tr>
<tr>
<td>Waiting until a group of digital output signals are set/reset</td>
<td>WaitGO - Waits until a group of digital output signals are set on page 925</td>
</tr>
</tbody>
</table>
1.300 WaitGO - Waits until a group of digital output signals are set

**Usage**

WaitGO (*Wait Group digital Output*) is used to wait until a group of digital output signals are set to a specified value.

**Basic examples**

The following examples illustrate the instruction *WaitGO*:

See also *More examples on page 929*.

**Example 1**

```
WaitGO go4, 5;
```

Program execution only continues after the *go4* output has value 5.

**Example 2**

```
WaitGO grip_status, 0;
```

Program execution only continues after the *grip_status* output has been reset.

**Arguments**

WaitGO Signal [
\NOTEQ\] | [
\LT\] | [
\GT\] Value | Dvalue [
\MaxTime\] [
\ValueAtTimeout\] | [
\DValueAtTimeout\] [
\Visualize\] [
\Header\] [
\Message\] | [
\MsgArray\] [
\Wrap\] [
\Icon\] [
\Image\] [
\VisualizeTime\] [
\UIActiveSignal\] [
\ErrorNumber\]

**Signal**

Data type: signalgo

The name of the digital group output signal.

*\NOTEQ\*

*NOT EQual*

Data type: switch

If using this parameter, the *WaitGO* instruction waits until the digital group signal value divides from the value in *Value*.

*\LT\*

*Less Than*

Data type: switch

If using this parameter, the *WaitGO* instruction waits until the digital group signal value is less than the value in *Value*.

*\GT\*

*Greater Than*

Data type: switch

If using this parameter, the *WaitGO* instruction waits until the digital group signal value is greater than the value in *Value*.

**Value**

Data type: num

Continues on next page
1 Instructions

1.300 WaitGO - Waits until a group of digital output signals are set

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Continued

The desired value of the signal. Must be an integer value within the working range of the used digital group output signal. The permitted value is dependent on the number of signals in the group. Max value that can be used in the Value argument is 8388608, and that is the value a 23 bit digital signal can have as maximum value.

**Dvalue**

Data type: dnum

The desired value of the signal. Must be an integer value within the working range of the used digital group output signal. The permitted value is dependent on the number of signals in the group. The maximal amount of signal bits a digital group signal can have is 32. With a dnum variable it is possible to cover the value range 0-4294967295, which is the value range a 32 bits digital signal can have.

**\[\text{MaxTime}\]**

*Maximum Time*

Data type: num

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is met, the error handler will be called, if there is one, with the error code ERR_WAIT_MAXTIME. If there is no error handler, the execution will be stopped.

**\[\text{ValueAtTimeout}\]**

Data type: num

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable ERRNO is set to ERR_WAIT_MAXTIME. If the Dvalue argument is used, use argument DvalueAtTimeout to store current value on signal (reason: limitation of maximum integer value for num).

Signal values between 0 and 8388608 are always stored as an exact integer.

**\[\text{DvalueAtTimeout}\]**

Data type: dnum

If the instruction time-out, the current signal value will be stored in this variable. The variable will only be set if the system variable ERRNO is set to ERR_WAIT_MAXTIME.

Signal values between 0 and 4294967295 are always stored as an exact integer.

**\[\text{Visualize}\]**

Data type: switch

If selected, the visualization is activated. The visualization consists of a message box with the condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

**\[\text{Header}\]**

Data type: string

Header text to be written at the top of the message box. Maximum 40 characters. If no \text{Header} argument is used a default message will be displayed.
1.300 WaitGO - Waits until a group of digital output signals are set

\[\text{Datatype: string}\]
One text line to be written on the display. Maximum 50 characters.

\[\text{Datatype: string}\]
Several text lines from an array to be written on the display. Only one of the parameters \text{\textbackslash Message} or \text{\textbackslash MsgArray} can be used at the same time.

Maximum layout space is 5 lines with 50 characters each.

\[\text{Datatype: switch}\]
If selected, all the specified strings in the argument \text{\textbackslash MsgArray} will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \text{\textbackslash MsgArray} will be on separate lines on the display.

\[\text{Datatype: icndata}\]
Defines the icon to be displayed. Only one of the predefined icons of type \text{icndata} can be used. See \textit{Predefined data on page 1512}.

Default, no icon.

\[\text{Datatype: string}\]
The name of the image that should be used. To launch your own images, the images have to be placed in the \textit{HOME: directory} in the active system or directly in the active system.

The recommendation is to place the files in the \textit{HOME: directory} so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

\[\text{Datatype: num}\]
The waiting time before the message box should appear on the FlexPendant. If using the arguments \text{\textbackslash VisualizeTime} and \text{\textbackslash MaxTime}, the time used in argument \text{\textbackslash MaxTime} needs to be bigger than the time used in argument \text{\textbackslash VisualizeTime}. 

Continues on next page
The default time for the visualization if not using the argument \VisualizeTime is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.

[\UIActiveSignal]

Data type: signal\do

The digital output signal used in optional argument UIActiveSignal is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

[\ErrorNumber]

Error number
Data type: errnum

A variable (before used it is set to 0 by the system) that will hold the error constant if the instruction ends before the signal has the desired value.

If this optional variable is omitted then the error handler will be executed. The constants ERR_GOTO_LIM, ERR_NO_ALIASIO_DEF, ERR_NORUNUNIT, ERR_SIG_NOT_VALID, and ERR_WAIT_MAXTIME can be used to select the reason.

Program execution

If the value of the signal is correct when the instruction is executed, the program simply continues with the following instruction.

If the signal value is incorrect, the robot enters a waiting state and the program continues when the signal changes to the correct value. The change is detected with an interrupt, which gives a fast response (not polled).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument \MaxTime. If this maximum time is exceeded, an error is raised.

If program execution is stopped, and later restarted, the instruction evaluates the current value of the signal. Any change during program stop is rejected.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch \Visualize is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no \Header argument is used a default header text will be displayed. When the execution of the WaitGO instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_GO_LIM</td>
<td>The programmed Value or Dvalue argument for the specified digital group output signal is out of limit.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter \MaxTime) before the signal changes to the right value.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction \WaitGO are illustrated below.

Example 1

\WaitGO go1,\NOTEQ,0;

Program execution only continues after the go1 differs from the value 0.

Example 2

\WaitGO go1,\LT,1;

Program execution only continues after the go1 is less than 1.

Example 3

\WaitGO go1,\GT,0;

Program execution only continues after the go1 is greater than 0.

Example 4

VAR num myvalattimeout:=0;
\WaitGO go1, 5 \MaxTime:=4 \ValueAtTimeout:=myvalattimeout;
ERROR
    IF ERRNO=ERR_WAIT_MAXTIME THEN
        TWrite "Value of go1 at timeout:" + ValToStr(myvalattimeout);
        TRYNEXT;
    ELSE
        ! No error recovery handling
    ENDIF

Program execution continues only if go1 is equal to 5, or when timing out. If timing out, the value of the signal go1 at timeout can be logged without another read of signal.

Example 5

\WaitGO go1, 4, \Visualize \Header="Waiting for signal"
    \MsgArray:="["Movement will not start until", "the condition below is TRUE"]" \Icon:=iconError;
\MoveL p40, v500, z20, L10tip;
If the condition is not met then the header and message specified in the optional arguments \Header and \MsgArray will be written on the display of the FlexPendant together with the condition that is not met.

Syntax

WaitGO
[ Signal '==' ] <variable (VAR) of signalgo > ','
[ '\"' NOTEQ ] | [ '\"' LT ] | [ '\"' GT ] ','
[ Value '==' ] <expression (IN) of num>
| [ Dvalue '==' ] <expression (IN) of dnum>
[ '\"' MaxTime '==' ] <expression (IN) of num>
[ '\"' ValueAtTimeout '==' ] <variable (VAR) of num> ]
| [ '\"' DvalueAtTimeout '==' ] <variable (VAR) of dnum> ]
[ '\"' Visualize]
[ '\"' Header '==' ] <expression (IN) of string>]
[ '\"' Message '==' ] <expression (IN) of string>
| [ '\"' MsgArray '==' ] <array {*} (IN) of string>]
| [ '\"' Wrap]
[ '\"' Icon '==' ] <expression (IN) of icndata>]
[ '\"' Image '==' ] <expression (IN) of string>
[ '\"' Visualizetime '==' ] <expression (IN) of num>
[ '\"' UIActiveSignal '==' ] <variable (VAR) of signaldo>
[ '\"' ErrorNumber '==' ] <variable or persistent (INOUT) of errnum> ]
;
Related information

<table>
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<tbody>
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<td>WaitUntil - Waits until a condition is met on page 950</td>
</tr>
<tr>
<td>Waiting for a specified period of time</td>
<td>WaitTime - Waits a given amount of time on page 948</td>
</tr>
<tr>
<td>Waiting until a group of digital input signals are set/reset</td>
<td>WaitGI - Waits until a group of digital input signals are set on page 918</td>
</tr>
</tbody>
</table>
1.301 WaitLoad - Connect the loaded module to the task

Usage

WaitLoad is used to connect with the module that is loaded with the instruction StartLoad to the program task.

The loaded program module will be added to the modules already existing in the program memory.

A module that is loaded with StartLoad must be connected to the program task with the instruction WaitLoad before any of its symbols or routines can be used.

WaitLoad can also unload a program module if the optional switches are used. This will minimize the number of links (1 instead of 2).

WaitLoad can also check for any unsolved references if the optional switch \CheckRef is used.

Basic examples

The following example illustrates the instruction WaitLoad:

See also More examples on page 934.

Example 1

VAR loadsession load1;
...
StartLoad "HOME:/PART_A.MOD", load1;
MoveL p10, v1000, z50, tool1 \WObj:=wobj1;
MoveL p20, v1000, z50, tool1 \WObj:=wobj1;
MoveL p30, v1000, z50, tool1 \WObj:=wobj1;
MoveL p40, v1000, z50, tool1 \WObj:=wobj1;
WaitLoad load1;
"routine_x"%;
UnLoad "HOME:/PART_A.MOD";

Load the program module PART_A.MOD from HOME: into the program memory. In parallel, move the robot. Then connect the new program module to the program task and call the routine routine_x in the module PART_A.

Arguments

WaitLoad [\UnloadPath] [\UnloadFile] LoadNo [\CheckRef]

[\UnloadPath]

Data type: string

The file path and the file name to the file that will be unloaded from the program memory. The file name should be excluded when the argument \UnloadFile is used.

[\UnloadFile]

Data type: string

When the file name is excluded in the argument \UnloadPath, then it must be defined with this argument.
1.301 WaitLoad - Connect the loaded module to the task

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Continued

LoadNo

**Data type:** `loadsession`

This is a reference to the load session, created by the instruction `StartLoad` that is needed to connect the loaded program module to the program task.

`
\[
\text{\textbackslash CheckRef}
\]

**Data type:** `switch`

Check after loading of the module for unsolved references in the program task. If not used no check for unsolved references are done.

**Program execution**

The instruction `WaitLoad` will first wait for the loading to be completed, if it is not already done, and then the module will be linked and initialized. The initiation of the loaded module sets all variables at module level to their initial values.

Unresolved references will always be accepted for the loading operations `StartLoad - WaitLoad` if parameter `\CheckRef` is not used, but it will be a runtime error on execution of an unresolved reference.

The system starts with the unloading operation, if specified. If the unloading of the module fails, then no new module will be loaded.

If any error from the loading operation, including unresolved references if use of `\CheckRef`, the loaded module will not be available any more in the program memory.

To obtain a good program structure, that is easy to understand and maintain, all loading and unloading of program modules should be done from the main module, which is always present in the program memory during execution.

For loading a program that contains a main procedure to a main program (with another main procedure), see instruction `Load`.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR.FILENOTFND</td>
<td>The file specified in the <code>StartLoad</code> instruction cannot be found.</td>
</tr>
<tr>
<td>ERR_IOERROR</td>
<td>Some type of problem to read the file to load.</td>
</tr>
<tr>
<td>ERR_UNKPROC</td>
<td>Argument <code>LoadNo</code> refers to an unknown load session.</td>
</tr>
<tr>
<td>ERR PRGMEMFULL</td>
<td>The module cannot be loaded because the program memory is full.</td>
</tr>
<tr>
<td>ERR_LOADED</td>
<td>The program module is already loaded into the program memory.</td>
</tr>
<tr>
<td>ERR_SYNTAX</td>
<td>The loaded module contains syntax errors.</td>
</tr>
<tr>
<td>ERR_LINKREF</td>
<td>The loaded module result in fatal link errors.</td>
</tr>
<tr>
<td></td>
<td>• The loaded module result in fatal link errors.</td>
</tr>
<tr>
<td></td>
<td>• <code>WaitLoad</code> is used with the <code>\CheckRef</code> to check for any reference error and the program memory contains unresolved references.</td>
</tr>
</tbody>
</table>

Continues on next page
The following errors can only occur when the argument \UnloadPath is used in the instruction *WaitLoad*:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
</table>
| ERR_UNLOAD       | • The module specified in the argument \UnloadPath cannot be unloaded because of ongoing execution within the module  
                     • The module specified in the argument \UnloadPath cannot be unloaded because the program module is not loaded with *Load* or *StartLoad=WaitLoad* from the RAPID program. |

If some of these errors occur, the actual module will be unloaded and will not be available in the **ERROR** handler.

**More examples**

More examples of the instruction *WaitLoad* are illustrated below.

**Example 1**

```plaintext
StartLoad "HOME:/DOORDIR/DOOR2.MOD", load1;
...
WaitLoad \UnloadPath:="HOME:/DOORDIR/DOOR1.MOD", load1;
```

Load the program module *DOOR2.MOD* from *HOME:* in the directory *DOORDIR* into the program memory and connect the new module to the task. The program module *DOOR1.MOD* will be unloaded from the program memory.

**Example 2**

```plaintext
StartLoad "HOME:" \File:="DOORDIR/DOOR2.MOD", load1;
! The robot can do some other work
WaitLoad \UnloadPath:="HOME:" \File:="DOORDIR/DOOR1.MOD", load1;
```

It is the same as the instructions below but the robot can do some other work during the loading time and also do it faster (only one link instead of the two links below).

```plaintext
Load "HOME:" \File:="DOORDIR/DOOR2.MOD";
UnLoad "HOME:" \File:="DOORDIR/DOOR1.MOD";
```

**Note**

**RETRY** cannot be used for error recovery for any errors from *WaitLoad*.

**Limitations**

It is not possible to change the current value of some PERS variable by loading the same module with a new init value for the actual PERS variable.

**Example:**

- File *my_module.mod* with declaration **PERS** num my_pers:=1; is loaded in the system.
- The file *my_module.mod* is edited on disk with new persistent value eg. **PERS** num my_pers:=3;
- The code below is executed.
• After loading the `my_module.mod` again, the value of `my_pers` is still 1 instead of 3.

```plaintext
StartLoad \Dynamic, "HOME:/my_module.mod", load1;
...
WaitLoad \UnLoadPath:="HOME:/my_module.mod", load1;
```

This limitation is a consequence of PERS variable characteristic. The current value of the PERS variable will not be changed by the new loaded PERS init value if the PERS variable is in any use at the loading time.

The above problems will not occur if the following code is executed instead:

```plaintext
UnLoad "HOME:/my_module.mod";
StartLoad \Dynamic, "HOME:/my_module.mod", load1;
...
WaitLoad load1;
```

Another option is to use a CONST for the init value and do the following assignment in the beginning of the execution in the new module:

```plaintext
my_pers := my_const;
```

### Syntax

```plaintext
WaitLoad
[ '"\ UnloadPath ':=' <expression (IN) of string> ',',]
[ '"\ UnloadFile ':=' <expression (IN) of string> ',',]
[ LoadNo ':=' ] <variable (VAR) of loadsession>
[ '"\ CheckRef ] ','
```

### Related information

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<th>See</th>
</tr>
</thead>
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<td>Load a program module during execution</td>
<td><code>StartLoad - Load a program module during execution on page 669</code></td>
</tr>
<tr>
<td>Load session</td>
<td><code>loadsession - Program load session on page 1531</code></td>
</tr>
<tr>
<td>Load a program module</td>
<td><code>Load - Load a program module during execution on page 265</code></td>
</tr>
<tr>
<td>Unload a program module</td>
<td><code>UnLoad - Unload a program module during execution on page 885</code></td>
</tr>
<tr>
<td>Cancel loading of a program module</td>
<td><code>CancelLoad - Cancel loading of a module on page 74</code></td>
</tr>
<tr>
<td>Check program references</td>
<td><code>CheckProgRef - Check program references on page 76</code></td>
</tr>
<tr>
<td>Procedure call with Late binding</td>
<td><code>Technical reference manual - RAPID Overview</code></td>
</tr>
</tbody>
</table>
1 Instructions

1.302 WaitRob - Wait until stop point or zero speed

Usage

WaitRob (Wait Robot) waits until the robot and external axes have reached stop point or have zero speed.

Basic examples

The following example illustrates the instruction WaitRob:

See also More examples on page 936.

Example 1

WaitRob \InPos;
Program execution waits until the robot and external axes have reached stop point.

Arguments

WaitRob [\InPos] | [\ZeroSpeed]

[\InPos]

In Position

Data type: switch

If this argument is used then the robot and external axes must have reached the stop point (ToPoint of current move instruction) before the execution can continue.
This is not supported for conveyor tracking.

[\ZeroSpeed]

Zero Speed

Data type: switch

If this argument is used then the robot and external axes must have zero speed before the execution can continue.

If none of the arguments \InPos or \ZeroSpeed is entered, an error message will be displayed.

More examples

More examples of how to use the instruction WaitRob are illustrated below.

Example 1

PROC stop_event()
WaitRob \ZeroSpeed;
SetDO rob_moving, 0;
ENDPROC

The example shows an event routine that executes at program stop. The digital output signal rob_moving is 1 as long as the robot is moving and is set to 0 when the robot and external axes has stopped moving after a program stop.

Syntax

WaitRob
[ '"' InPos ] | [ '"' ZeroSpeed ] '"
Related information

<table>
<thead>
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<th>See</th>
</tr>
</thead>
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<td>Definition of stop point data</td>
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1 Instructions

1.303 WaitSensor - Wait for connection on sensor

*Machine Synchronization*

## 1.303 WaitSensor - Wait for connection on sensor

### Usage

`WaitSensor` connects to an object in the start window on the sensor mechanical unit.

### Basic examples

Basic examples of the instruction `WaitSensor` are illustrated below. See also *More examples on page 939*.

#### Example 1

`WaitSensor Ssync1;`

The program connects to the first object in the object queue that is within the start window on the sensor. If there is no object in the start window then execution stops and waits for an object.

### Arguments

`WaitSensor MechUnit [\RelDist][\PredTime][\MaxTime][\TimeFlag]`

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MechUnit</td>
<td>Mechanical Unit</td>
<td>mecsunit</td>
</tr>
<tr>
<td>\RelDist</td>
<td>Relative Distance</td>
<td>num</td>
</tr>
<tr>
<td>\PredTime</td>
<td>Prediction Time</td>
<td>num</td>
</tr>
<tr>
<td>\MaxTime</td>
<td>Maximum Time</td>
<td>num</td>
</tr>
</tbody>
</table>

#### MechUnit

*Mechanical Unit*

*Data type: mecsunit*

The moving mechanical unit to which the robot position in the instruction is related.

#### \RelDist

*Relative Distance*

*Data type: num*

Waits for an object to enter the start window and go beyond the distance specified by the argument. If the work object is already connected, then execution stops until the object passes the given distance. If the object has already gone past the relative distance then execution continues.

#### \PredTime

*Prediction Time*

*Data type: num*

Waits for an object to enter the start window and go beyond the distance specified by the argument. If the work object is already connected, then execution stops until the object passes the given distance. If the object has already gone past the prediction time then execution continues.

#### \MaxTime

*Maximum Time*

*Data type: num*

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the sensor connection or \RelDist reached, the error handler will be called, if there is one, with the error code **ERR_WAIT_MAXTIME**. If there is no error handler, the execution will be stopped.

*Continues on next page*
Timeout Flag

Data type: bool

The output parameter that contains the value TRUE if the maximum permitted waiting time runs out before the sensor connection or \RelDist reached. If this parameter is included in the instruction, it is not considered to be an error if the max. time runs out.

This argument is ignored if the MaxTime argument is not included in the instruction.

Program execution

If there is no object in the start window then program execution stops. If an object is present, then the object is connected to the sensor and execution continues.

If a second WaitSensor instruction is issued while connected then an error is returned unless the \RelDist optional argument is used.

Error handling

If following errors occurs during execution of the WaitSensor instruction, the system variable ERRNO will be set. These errors can then be handled in the error handler.

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CNV_NOT_ACT</td>
<td>The sensor is not activated.</td>
</tr>
<tr>
<td>ERR_CNV_CONNECT</td>
<td>The WaitSensor instruction is already connected.</td>
</tr>
<tr>
<td>ERR_CNV_DROPPED</td>
<td>The object that the instruction WaitSensor was waiting for has been dropped by another task.</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>The object did not come in time and there is no TimeFlag.</td>
</tr>
<tr>
<td>ERR_CNV_OBJ_LOST</td>
<td>The object has passed the StartWindowWidth without being connected.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction are illustrated below.

Example 1

```plaintext
WaitSensor Ssync1\RelDist:=500.0;
```

If not connected, then wait for the object to enter the start window and then wait for the object to pass the 500 mm point on the sensor.

If already connected to the object, then wait for the object to pass 500 mm.

Example 2

```plaintext
WaitSensor Ssync1\RelDist:=0.0;
```

If not connected, then wait for an object in the start window.

If already connected, then continue execution as the object has already gone past 0.0 mm.

Example 3

```plaintext
WaitSensor Ssync1;
WaitSensor Ssync1\RelDist:=0.0;
```

Continues on next page
The first WaitSensor connects to the object in the start window. The second WaitSensor will return immediately if the object is still connected, but will wait for the next object if the previous object had moved past the maximum distance or was dropped.

Example 4

```plaintext
WaitSensor Ssync1\RelDist:=0.5\PredTime:=0.1;
```

The WaitSensor will return immediately if the object has passed 0.5 meter but otherwise will wait for an object will reach \(=\text{RelDist} - C1\text{speed} \times \text{PredTime}\). The goal here is to anticipate delays before starting a new move instruction.

Example 5

```plaintext
WaitSensor Ssync1\RelDist:=0.5\MaxTime:=0.1\TimeFlag:=flag1;
```

The WaitSensor will return immediately if the object has passed 0.5 meter but otherwise will wait 0.1 sec for an object. If no object passes 0.5 meter during this 0.1 sec the instruction will return with \(flag1 = \text{TRUE}\).

Limitations

It requires 50 ms to connect to the first object in the start window. Once connected, a second WaitSensor with \(\text{RelDist}\) optional argument will take only normal RAPID instruction execution time.

Syntax

```plaintext
WaitSensor
[ MechUnit '::' ] < variable (VAR) of mecunit >
[ '\RelDist' ::=' < expression (IN) of num > ]
[ '\PredTime' ::=' < expression (IN) of num > ]
[ '\MaxTime' ::=' < expression (IN) of num > ]
[ '\TimeFlag' ::=' < variable (VAR) of bool > ]
';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drop object on sensor</td>
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</tr>
<tr>
<td>Sync to sensor</td>
<td>SyncToSensor - Sync to sensor on page 736</td>
</tr>
<tr>
<td>Sync to sensor</td>
<td>SyncToSensor - Sync to sensor on page 736</td>
</tr>
<tr>
<td>Machine Synchronization</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.304 WaitSyncTask - Wait at synchronization point for other program tasks

Usage

WaitSyncTask is used to synchronize several program tasks at a special point in each program. Each program task waits until all program tasks have reached the named synchronization point.

Note

The instruction WaitSyncTask only synchronizes the program execution. To synchronize both the program execution and the robot movements, then the Move instruction before the WaitSyncTask must be a stop-point in all involved program tasks. It is also possible to synchronize both the program execution and the robot movements by using WaitSyncTask \Inpos ... in all involved program tasks.

WARNING

To reach safe synchronization functionality, the meeting point (parameter SyncID) must have an unique name in each program task. The name must also be the same for the program tasks that should meet in the meeting point.

Basic examples

The following examples illustrate the instruction WaitSyncTask:

See also More examples on page 943.

Example 1

Program example in task T_ROB1

```plaintext
PERS tasks task_list{2} := [ "T_ROB1"], ["T_ROB2"] ];
VAR syncident sync1;
...
WaitSyncTask sync1, task_list;
...
```

Example 2

Program example in task T_ROB2

```plaintext
PERS tasks task_list{2} := [ "T_ROB1"], ["T_ROB2"] ];
VAR syncident sync1;
...
WaitSyncTask sync1, task_list;
...
```

The program task, that first reaches WaitSyncTask with identity sync1, waits until the other program task reaches its WaitSyncTask with the same identity sync1. Then both program tasks T_ROB1 and T_ROB2 continue their execution.
1 Instructions

1.304 WaitSyncTask - Wait at synchronization point for other program tasks

Multitasking

Continued

Arguments

WaitSyncTask [\InPos] SyncID TaskList [\TimeOut]

\InPos

In Position

Data type: switch

If this argument is used then the robot and external axes must have come to a standstill before this program task starts waiting for other program tasks to reach its meeting point specified in the WaitSyncTask instruction.

SyncID

Synchronization identity

Data type: syncident

Variable that specifies the name of the synchronization (meeting) point. Data type syncident is a non-value type only used as an identifier for naming the synchronization point.

The variable must be defined and have an equal name in all cooperated program tasks. It is recommended to always define the variable global in each program task (VAR syncident ...).

TaskList

Data type: tasks

Persistent variable, that in a task list (array) specifies the name (string) of the program tasks, that should meet in the synchronization point with its name according to the argument SyncID.

The persistent variable must be defined and have an equal name and equal contents in all cooperated program tasks. It is recommended to always define the variable global in the system (PERS tasks ...).

\TimeOut

Data type: num

The max. time for waiting for the other program tasks to reach the synchronization point. Time-out in seconds (resolution 0.001s). If this argument is not specified then the program task will wait for ever.

If this time runs out before all program tasks have reached the synchronization point then the error handler will be called, if there is one, with the error code ERR_WAITSYNCTASK. If there is no error handler then the execution will be stopped.

Program execution

The actual program task will wait at WaitSyncTask until the other program tasks in the TaskList have reached the same SyncID point. At that time the respective program task will continue to execute its next instruction.

WaitSyncTask can be programmed between move instructions with corner zone in between. Depending on the timing balance between the program tasks at execution time, the system can:

- at best timing, keep all corner zones.

Continues on next page
1.304 WaitSyncTask - Wait at synchronization point for other program tasks

**Multitasking Continued**

- at worst timing, only keep the corner zone for the program task that reaches the WaitSyncTask last. For the other program tasks it will result in stop points.

It is possible to exclude program tasks for testing purposes from FlexPendant - Task Selection Panel.

The following principles can be used:

- **Principle 1)** Exclude the program task cycle-permanent from Task Selection Panel before starting from main (after set of PP to main) - This disconnection will be valid during the whole program cycle.

- **Principle 2)** Exclude the program task temporarily from the Task Selection Panel between some WaitSyncTask instructions in the program cycle - The system will only run the other connected tasks but will, with error message, force the user to connect the excluded program tasks before passing co-operated WaitSyncTask.

- **Principle 3)** If running according principle 2, it is possible to exclude some program task’s permanent cycle from Task Selection Panel for further running according to principle 1 by executing the service routine SkipTaskExec.

Note that the Task Selection Panel is locked when running the system in synchronized movements.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_WAITSYNCTASK</td>
<td>A time-out occurs because WaitSyncTask not ready.</td>
</tr>
</tbody>
</table>

### More examples

More examples of the instruction `WaitSyncTask` are illustrated below.

**Example 1**

Program example in task `T_ROB1`

```rapid
PERS tasks task_list{2} := ["T_ROB1"], ["T_ROB2"];
VAR syncident sync1;
...
WaitSyncTask \InPos, sync1, task_list \TimeOut := 60;
...
ERROR
   IF ERRNO = ERR_WAITSYNCTASK THEN
      RETRY;
   ENDIF
```

The program task `T_ROB1` waits in instruction `WaitSyncTask` until its mechanical units are in position and after that it waits for the program task `T_ROB2` to reach its synchronization point with the same identity. After waiting for 60 s, the error handler is called with `ERRNO` equal to `ERR_WAITSYNCTASK`. Then the instruction `WaitSyncTask` is called again for an additional 60 s.

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1 Instructions

1.304 WaitSyncTask - Wait at synchronization point for other program tasks

Multitasking

Continued

Limitation

If this instruction is preceded by a move instruction then that move instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise restart after power failure will not be possible.

WaitSyncTask \InPos cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, or Step.

Syntax

```
WaitSyncTask
    ['\' InPos ',']
    [ SyncID ':=' ] < variable (VAR) of syncident> ','
    [ TaskList ':=' ] < persistent array (*) (PERS) of tasks>
    [ '\' TimeOut ':=' < expression (IN) of num > ]';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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<tbody>
<tr>
<td>Specify cooperated program tasks</td>
<td>tasks - RAPID program tasks on page 1602</td>
</tr>
<tr>
<td>Identity for synchronization point</td>
<td>syncident - Identity for synchronization point on page 1598</td>
</tr>
</tbody>
</table>
1.305  WaitTestAndSet - Wait until variable becomes FALSE, then set

Usage

WaitTestAndSet instruction waits for a specified bool persistent variable value to become FALSE. When the variable value becomes FALSE, the instruction will set value to TRUE and continue the execution. The persistent variable can be used as a binary semaphore for synchronization and mutual exclusion.

This instruction has the same underlying functionality as the TestAndSet function, but the WaitTestAndSet is waiting as long as the bool is FALSE while the TestAndSet instruction terminates immediately.

It is not recommended to use WaitTestAndSet instruction in a trap routine, UNDO handler, or event routines.

Examples of resources that can need protection from access at the same time:

- Use of some RAPID routines with function problems when executed in parallel.
- Use of the FlexPendant - Operator Log.

Basic examples

The following example illustrates the instruction WaitTestAndSet:

See also More examples on page 946.

Example 1

MAIN program task:

```plaintext
PERS bool tproutine_inuse := FALSE;
...  
WaitTestAndSet tproutine_inuse;
TPWrite "First line from MAIN";
TPWrite "Second line from MAIN";
TPWrite "Third line from MAIN";
tproutine_inuse := FALSE;
```

BACK1 program task:

```plaintext
PERS bool tproutine_inuse := FALSE;
...  
WaitTestAndSet tproutine_inuse;
TPWrite "First line from BACK1";
TPWrite "Second line from BACK1";
TPWrite "Third line from BACK1";
tproutine_inuse := FALSE;
```

To avoid mixing up the lines in the Operator Log (one from MAIN and one from BACK1) the use of the WaitTestAndSet function guarantees that all three lines from each task are not separated.

If program task MAIN takes the semaphore WaitTestAndSet(tproutine_inuse) first then program task BACK1 must wait until the program task MAIN has left the semaphore.
1 Instructions

1.305 WaitTestAndSet - Wait until variable becomes FALSE, then set

RobotWare - OS
Continued

Arguments

<table>
<thead>
<tr>
<th>WaitTestAndSet Object</th>
</tr>
</thead>
</table>

Object

Datatype: bool

User defined data object to be used as semaphore. The data object must be a persistent variable PERS. If WaitTestAndSet are used between different program tasks then the object must be a global PERS.

Program execution

This instruction will in one indivisible step check and set the user defined persistent variable like code example below:

- if it has the value FALSE, set it to TRUE
- if it has the value TRUE, wait until it become FALSE and then set it to TRUE

IF Object = FALSE THEN
    Object := TRUE;
ELSE
    ! Wait until it become FALSE
    WaitUntil Object = FALSE;
    Object := TRUE;
ENDIF

After that the instruction is ready. To avoid problems, because persistent variables keep their value if program pointer PP is moved to main, always set the semaphore object to FALSE in the START event routine.

More examples

More examples of the instruction WaitTestAndSet are illustrated below.

Example 1

PERS bool semPers:= FALSE;
...
PROC doit(...) 
    WaitTestAndSet semPers;
...
    semPers := FALSE;
ENDPROC

Note

If program execution is stopped in the routine doit and the program pointer is moved to main then the variable semPers will not be reset. To avoid this, reset the variable semPers to FALSE in the START event routine.

Syntax

WaitTestAndSet
[ Object ':=' ] < persistent (PERS) of bool> ';'
### Related information

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<tr>
<td>Test variable and set if unset (type polled with WaitTime)</td>
<td>TestAndSet - Test variable and set if unset on page 1381</td>
</tr>
</tbody>
</table>
1 Instructions

1.306 WaitTime - Waits a given amount of time

Usage

WaitTime is used to wait a given amount of time. This instruction can also be used to wait until the robot and external axes have come to a standstill.

Basic examples

The following example illustrates the instruction WaitTime:

See also More examples on page 948 below.

Example 1

WaitTime 0.5;
Program execution waits 0.5 seconds.

Arguments

WaitTime \InPos Time

\InPos

In Position
Data type: switch
If this argument is used then the robot and external axes must have come to a standstill before the waiting time starts to be counted. This argument can only be used if the task controls mechanical units.

Time
Data type: num
The time, expressed in seconds, that program execution is to wait. Min. value 0 s. Max. value no limit. Resolution 0.001 s.

Program execution

Program execution temporarily stops for the given amount of time. Interrupt handling and other similar functions, nevertheless, are still active.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter SimulateMenu to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

More examples

More examples of how to use the instruction WaitTime are illustrated below.

Example 1

WaitTime \InPos,0;
Program execution waits until the robot and the external axes have come to a standstill.

Limitations

The argument \Inpos cannot be used together with SoftServo.

Continues on next page
1.306 WaitTime - Waits a given amount of time

If this instruction is preceded by a `Move` instruction then that `Move` instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise it will not be possible to restart after a power failure.

`WaitTime \Inpos` cannot be executed in a RAPID routine connected to any of the following special system events: PowerOn, Stop, QStop, Restart, or Step.

**Syntax**

```
WaitTime
['\' \InPos \',']
[ Time ':=' ] <expression (IN) of num> ';
```

**Related information**

<table>
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</tr>
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<tbody>
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<td><code>WaitUntil - Waits until a condition is met on page 950</code></td>
</tr>
<tr>
<td>Waiting until an I/O is set/reset</td>
<td><code>WaitDI - Waits until a digital input signal is set on page 908</code></td>
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1 Instructions

1.307 WaitUntil - Waits until a condition is met

WaitUntil-Waits until a condition is met; for example, it can wait until one or several inputs have been set.

Basic examples

The following example illustrates the instruction `WaitUntil`:

Example 1

```
WaitUntil di4 = 1;
```

Program execution continues only after the di4 input has been set.

Arguments

```
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Data type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[\InPos]</td>
<td>In Position</td>
<td><strong>switch</strong></td>
</tr>
<tr>
<td>Cond</td>
<td>Data type: bool</td>
<td>The logical expression that is to be waited for.</td>
</tr>
<tr>
<td>[\MaxTime]</td>
<td>Data type: num</td>
<td>The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the condition is set then the error handler will be called, if there is one, with the error code ERR_WAIT_MAXTIME. If there is no error handler then the execution will be stopped.</td>
</tr>
<tr>
<td>[\TimeFlag]</td>
<td>Timeout Flag</td>
<td><strong>bool</strong></td>
</tr>
<tr>
<td>[\PollRate]</td>
<td>Polling Rate</td>
<td><strong>num</strong></td>
</tr>
</tbody>
</table>
1 Instructions

1.307 WaitUntil - Waits until a condition is met

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Continued

The polling rate in seconds for checking if the condition in argument Cond is TRUE. This means that WaitUntil first check the condition at once, and if not TRUE, then after the specified time until TRUE. Min. polling rate value 0.004 s. If this argument is not used then the default polling rate is set to 0.1 s.

[\Visualize]

Data type: switch

If selected, the visualization is activated. The visualization consists of a message box with the logical condition that is not fulfilled, icon, header, message lines, and image is displayed according to the programmed arguments.

[\Header]

Data type: string

Header text to be written at the top of the message box. Maximum 40 characters. If no \Header argument is used a default message will be displayed.

[\Message]

Data type: string

One text line to be written on the display. Maximum 50 characters.

[\MsgArray]

(Message Array)

Data type: string

Several text lines from an array to be written on the display. Only one of the parameters \Message or \MsgArray can be used at the same time. Maximum layout space is 5 lines with 50 characters each.

[\Wrap]

Data type: switch

If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \MsgArray will be on separate lines on the display.

[\Icon]

Data type: icodata

Defines the icon to be displayed. Only one of the predefined icons of type icodata can be used. See Predefined data on page 1512.

Default, no icon.

[\Image]

Data type: string

The name of the image that should be used. To launch your own images, the images have to be placed in the HOME: directory in the active system or directly in the active system.
The recommendation is to place the files in the HOME: directory so that they are saved if a backup and restore is done.

A restart is required and then the FlexPendant will load the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is larger, then only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

\[ \text{VisualizeTime} \]

**Datatype:** num

The waiting time before the message box should appear on the FlexPendant. If using the arguments \text{VisualizeTime} and \text{MaxTime}, the time used in argument \text{MaxTime} needs to be bigger than the time used in argument \text{VisualizeTime}.

The default time for the visualization if not using the argument \text{VisualizeTime} is 5 s. Minimum value 1 s. Maximum value no limit. Resolution 0.001 s.

\[ \text{UIActiveSignal} \]

**Datatype:** signaldo

The digital output signal used in optional argument \text{UIActiveSignal} is set to 1 when the visualization message box is activated on the FlexPendant. When the message box is removed (when the condition is met), the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the instruction is ready, or when PP is moved.

**Program execution**

If the programmed condition is not met on execution of a \text{WaitUntil} instruction then condition is checked again every 100 ms (or according value specified in argument \text{Pollrate}).

When the robot is waiting, the time is supervised. By default, the robot can wait forever, but the maximal waiting time can be specified with the optional argument \text{MaxTime}. If this maximum time is exceeded, an error is raised.

In manual mode, after waiting more than 3 s, an alert box will pop up asking if the instruction should be simulated. It is possible to configure the alert to not appear, by setting the system parameter \text{SimulateMenu} to NO, see Technical reference manual - System parameters, topic Controller, type General RAPID.

If the switch \text{Visualize} is used, a message box is displayed on the FlexPendant according to the programmed arguments. If no \text{Header} argument is used a default header text will be displayed. When the execution of the \text{WaitUntil} instruction is ready, the message box will be removed from the FlexPendant.

New message box on trap level takes the focus from the message box on the basic level.

*Continues on next page*
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is a signal used in the condition, and there is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>There is a time-out (parameter <code>\MaxTime</code>) before the condition has changed to the right value.</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction `WaitUntil` are illustrated below.

**Example 1**

```robot
VAR bool timeout;
WaitUntil start_input = 1 AND grip_status = 1 \MaxTime := 60 
\TimeFlag := timeout;
IF timeout THEN
    TPWrite "No start order received within expected time";
ELSE
    start_next_cycle;
ENDIF
```

If the two input conditions are not met within 60 seconds then an error message will be written on the display of the FlexPendant.

**Example 2**

```robot
WaitUntil \Inpos, di4 = 1;
```

Program execution waits until the robot has come to a standstill and the `di4` input has been set.

**Example 3**

```robot
WaitUntil di4 = 1 \MaxTime:=5.5;
.. ERROR
ERROR
    IF ERRNO = ERR_WAIT_MAXTIME THEN
        RAISE;
    ELSE
        Stop;
    ENDIF
```

Program execution waits until the `di4` input has been set. If the I/O device has been disabled, or the waiting time expires, the execution continues in the error handler.
1 Instructions

1.307 WaitUntil - Waits until a condition is met

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Continued

Example 4

WaitUntil di1 = 1 AND di2 = 1 \MaxTime := 60 \Visualize;
.
ERROR
    IF ERRNO = ERR_WAIT_MAXTIME THEN
    RAISE;
    ELSE
    Stop;
    ENDIF

If the two input conditions are not met within 5 seconds then a message will be written on the display of the FlexPendant. If the conditions is not met within 60 seconds the execution continues in the error handler.

Example 5

WaitUntil di1 = 1 AND di2 = 1 \Visualize \Header:="Waiting for signals" \MsgArray:="["Movement will not start until", "conditions below are TRUE"] \Icon:=iconError;
MoveL p40, v500, z20, L10tip;
..
If the two input conditions are not met then the header and message specified in the optional arguments `\Header` and `\MsgArray` will be written on the display of the FlexPendant together with the conditions that are not met.

**Example 6**

```vbnet
VAR num reqValue:=1;
Waituntil diSignal = 1 OR diSignal = reqValue\Visualize;
```
**1 Instructions**

1.307 WaitUntil - Waits until a condition is met

*RobotWare - OS*

Continued

If a variable is used in the condition with `\Visualize`, the variable, and not its value, will be displayed if the input conditions are not met.

Limitation

The argument `\Inpos` cannot be used together with `SoftServo`.

If this instruction is preceded by a `Move` instruction then that `Move` instruction must be programmed with a stop point (zonedata fine), not a fly-by point. Otherwise it will not be possible to restart after a power failure.

`WaitUntil \Inpos` cannot be executed in a RAPID routine connected to any of the following special system events: `PowerOn`, `Stop`, `QStop`, `Restart`, or `Step`.

`WaitUntil \Inpos` cannot be used together with `StopMove` to detect if the movement has been stopped. The `WaitUntil` instruction can be hanging forever in that case. It does not detect that the movement has stopped, it detects that the robot and external axes has reached the last programmed `ToPoint` (`MoveX`, `SearchX`, `TriggX`).

Syntax

```
WaitUntil
["\' InPos ",]
[Cond ":="] <expression (IN) of bool>
["\' MaxTime ":="] <expression (IN) of num>]
["\' TimeFlag ":="] <variable (VAR) of bool>]
["\' PollRate ":="] <expression (IN) of num>]
["\' Visualize]
["\' Header ":="] <expression (IN) of string>]]
```
1 Instructions

1.307 WaitUntil - Waits until a condition is met

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Continued

['\' Message ':=<expression (IN) of string>]
| ['\' MsgArray ':=<array {*} (IN) of string>]
| ['\' Wrap]
| ['\' Icon ':=<expression (IN) of icodata>]
| ['\' Image ':=<expression (IN) of string>]
| ['\' VisualizeTime ':=<expression (IN) of num>]
| ['\' UIActiveSignal ':=<variable (VAR) of signaldo] ;'

Related information

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<th>See</th>
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</thead>
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<td>WaitDI - Waits until a digital input signal is set on page 908</td>
</tr>
<tr>
<td>Waiting a given amount of time</td>
<td>WaitTime - Waits a given amount of time on page 948</td>
</tr>
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<td>Expressions</td>
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</tr>
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1 Instructions

1.308 WaitWObj - Wait for work object on conveyor

Conveyor Tracking

1.308 WaitWObj - Wait for work object on conveyor

Usage

WaitWObj (Wait Work Object) connects to a work object in the start window on the conveyor mechanical unit.

Basic examples

The following example illustrates the instruction WaitWObj:

See also More examples on page 959.

Example 1

WaitWObj wobj_on_cnv1;

The program connects to the first object in the object queue that is within the start window on the conveyor. If there is no object in the start window then execution waits for an object.

Arguments

WaitWObj WObj [ \RelDist ] [\MaxTime] [\TimeFlag]

WObj

Work Object

Data type: wobjdata

The moving work object (coordinate system) to which the robot position in the instruction is related. The mechanical unit conveyor is to be specified by the ufmece in the work object.

[ \RelDist ]

Relative Distance

Data type: num

Waits for an object to enter the start window and go beyond the distance specified by the argument. If the work object is already connected then execution waits until the object passes the given distance. If the object has already gone past the \RelDist then execution continues.

[\MaxTime]

Maximum Time

Data type: num

The maximum period of waiting time permitted, expressed in seconds. If this time runs out before the object connection or \Reldist reached then the error handler will be called, if there is one, with the error code ERR_WAIT_MAXTIME. If there is no error handler then the execution will be stopped.

[\TimeFlag]

Timeout Flag

Data type: bool

The output parameter that contains the value TRUE if the maximum permitted waiting time runs out before the object connection or \Reldist is reached. If this

Continues on next page
parameter is included in the instruction then it is not considered to be an error if the max. time runs out. This argument is ignored if the MaxTime argument is not included in the instruction.

Program execution

If there is no object in the start window then program execution waits. If an object is present then the work object is connected to the conveyor and execution continues.

If a second WaitWObj instruction is issued while connected then an error is returned unless the \RelDist optional argument is used.

Error handling

If the following errors occur during execution of the WaitWObj instruction then the system variable ERRNO will be set. These errors can then be handled in the error handler.

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CNV_NOT_ACT</td>
<td>The conveyor is not activated.</td>
</tr>
<tr>
<td>ERR_CNV_CONNECT</td>
<td>The WaitWObj instruction is already connected.</td>
</tr>
<tr>
<td>ERR_CNV_DROPPED</td>
<td>The object that the instruction WaitWObj was waiting for has been dropped by another task.</td>
</tr>
<tr>
<td>ERR_WAIT_MAXTIME</td>
<td>The object did not come in time and there is no Timeflag.</td>
</tr>
<tr>
<td>ERR_CNV_OBJ_LOST</td>
<td>The object has passed the StartwindowWidth without being connected.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction WaitWObj are illustrated below.

Example 1

```
WaitWObj wobj_on_cnv1\RelDist:=500.0;
```

If not connected then wait for the object to enter the start window and then wait for the object to pass the 500 mm point on the conveyor.

If already connected to the object then wait for the object to pass 500 mm.

If not connected then wait for an object in the start window.

Example 2

```
WaitWObj wobj_on_cnv1\RelDist:=0.0;
```

If already connected then continue execution as the object has already gone past 0.0 mm.

Example 3

```
WaitWObj wobj_on_cnv1;
WaitWObj wobj_on_cnv1\RelDist:=0.0;
```

The first WaitWObj connects to the object in the start window. The second WaitWObj will return immediately if the object is still connected. But it will wait for the next object if the previous object had moved past the maximum distance or was dropped.

Continues on next page
Example 4

\[
\text{WaitWObj \ wobj\_on\_cnv1\RelDist:=500.0\MaxTime:=0.1 \Timeflag:=flag1;}
\]

The \text{WaitWObj} will return immediately if the object has passed 500 mm but otherwise will wait 0.1 sec for an object. If no object passes 500 mm during this 0.1 sec the instruction will return with flag1 = TRUE.

Limitations

It requires 50 ms to connect to the first object in the start window. Once connected, a second \text{WaitWObj} with \RelDist optional argument will take only normal RAPID instruction execution time.

Syntax

\[
\text{WaitWObj}\ [ \text{WObj } ':=' ] < \text{persistent (PERS) of wobjdata} > ';'
\[
[ '\\' \text{RelDist } ':=' < \text{expression (IN) of num} > ]
\[
[ '\\' \text{MaxTime } ':=' < \text{expression (IN) of num}> ]
\[
[ '\\' \text{TimeFlag } ':=' < \text{variable (VAR) of bool} > ]
\]
\]

Related information

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<th>See</th>
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<tbody>
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<td>\text{DropWObj - Drop work object on conveyor on page 133}</td>
</tr>
<tr>
<td>Conveyor tracking</td>
<td>\text{Application manual - Conveyor tracking}</td>
</tr>
</tbody>
</table>
1.309 WarmStart - Restart the controller

Usage

WarmStart is used to restart the controller.

The system parameters can be changed from RAPID with the instruction WriteCfgData. You must restart the controller in order for a change to have effect on some of the system parameters. The restart can be done with this instruction WarmStart.

Basic examples

The following example illustrates the instruction WarmStart:

Example 1

```
WriteCfgData "/MOC/MOTOR_CALIB/rob1_1","cal_offset",offset1;
WarmStart;
```

Writes the value of the num variable offset1 as calibration offset for axis 1 on rob1 and generates a restart of the controller.

Program execution

WarmStart takes effect at once and the program pointer is set to the next instruction.

Syntax

WarmStart ';'

Related information

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</tr>
</tbody>
</table>
1 Instructions

1.310 WHILE - Repeats as long as ...

RobotWare - OS

1.310 WHILE - Repeats as long as ...

Usage

WHILE is used when a number of instructions are to be repeated as long as a given condition expression evaluates to a TRUE value.

Tip

If it is possible to determine the number of repetitions then the FOR instruction can be used.

Basic examples

The following example illustrates the instruction WHILE:

Example 1

WHILE reg1 < reg2 DO
  ...
  reg1 := reg1 + 1;
ENDWHILE

Repeats the instructions in the WHILE-block as long as reg1 < reg2.

Arguments

WHILE Condition DO ... ENDWHILE

Condition

Data type: bool

The condition that must be evaluated to a TRUE value for the instructions in the WHILE-block to be executed.

Program execution

1. The condition expression is evaluated. If the expression evaluates to a TRUE value then the instructions in the WHILE-block are executed.
2. The condition expression is then evaluated again, and if the result of this evaluation is TRUE then the instructions in the WHILE-block are executed again.
3. This process continues until the result of the expression evaluation becomes FALSE.

The iteration is then terminated and the program execution continues from the instruction after the WHILE-block.

If the result of the expression evaluation is FALSE at the very outset then the instructions in the WHILE-block are not executed at all, and the program control transfers immediately to the instruction that follows after the WHILE-block.

Syntax

WHILE <conditional expression> DO
  <statement list>
ENDWHILE

Continues on next page
### Related information

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</tr>
<tr>
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</tr>
</tbody>
</table>
1 Instructions

1.311 WorldAccLim - Control acceleration in world coordinate system

Usage

WorldAccLim (World Acceleration Limitation) is used to limit the acceleration/deceleration of the tool (and payload) in the world coordinate system. The limitation will be achieved all together in the gravity center point of the actual tool, actual payload (if present), and the mounting flange of the robot.

This instruction can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Basic examples

The following examples illustrate the instruction WorldAccLim:

Example 1

\[
\text{WorldAccLim \texttt{\ On := 3.5;}}
\]

Acceleration/deceleration is limited to 3.5 m/s\(^2\).

Example 2

\[
\text{WorldAccLim \texttt{\ Off;}}
\]

The acceleration/deceleration is reset to maximum (default).

Arguments

\[
\text{WorldAccLim \texttt{ \[\texttt{\ On} \] | \[\texttt{\ Off}\]}}
\]

\[\texttt{\ On}\]

Data type: num

The absolute value of the acceleration/deceleration limitation in m/s\(^2\).

\[\texttt{\ Off}\]

Data type: switch

No limit. Maximum acceleration (default).

Program execution

The acceleration limitations applies for the next executed robot movement instruction and is valid until a new WorldAccLim instruction is executed.

The maximum acceleration (WorldAccLim \texttt{\ Off}) is automatically set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main
- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

Continues on next page
It is recommended to use just one type of limitation of the acceleration. If a combination of instructions WorldAccLim, AccSet, and PathAccLim are done then the system reduces the acceleration/deceleration in the following order:

- according WorldAccLim
- according AccSet
- according PathAccLim

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ACC_TOO_LOW</td>
<td>The argument On is set to a value that is too low.</td>
</tr>
</tbody>
</table>

**Limitations**

The minimum acceleration allowed is 0.1 m/s².

The following robot models are not supported and cannot use the WorldAccLim instruction:

- IRB 340, IRB 360, IRB 540, IRB 1400, IRB 1410

**Syntax**

```
WorldAccLim
[ ' \' On ':'=<expression (IN) of num>] | [\' \' Off '] ';' 
```

**Related information**

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<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Motion settings data</td>
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</tr>
<tr>
<td>Reduction of acceleration</td>
<td>AccSet - Reduces the acceleration on page 21</td>
</tr>
<tr>
<td>Limitation of acceleration along the path</td>
<td>PathAccLim - Reduce TCP acceleration along the path on page 412</td>
</tr>
</tbody>
</table>
1 Instructions

1.312 Write - Writes to a character-based file or I/O device

RobotWare - OS

1.312 Write - Writes to a character-based file or I/O device

Usage

Write is used to write to a character-based file or I/O device. The value of certain data can be written as well as text.

Basic examples

The following examples illustrate the instruction Write:

Example 1

Write logfile, "Execution started";

The text Execution started is written to the file with reference name logfile.

Example 2

VAR num reg1:=5;
...
Write logfile, "No of produced parts=\Num:=reg1;

The text No of produced parts=5, is written to the file with the reference name logfile.

Arguments


IODevice

Data type: iodev
The name (reference) of the current file or I/O device.

String

Data type: string
The text to be written.

[\Num]

Numeric
Data type: num
The data whose numeric values are to be written after the text string.

[\Bool]

Boolean
Data type: bool
The data whose logical values are to be written after the text string.

[\Pos]

Position
Data type: pos
The data whose position is to be written after the text string.

[\Orient]

Orientation

Continues on next page
Data type: orient
The data whose orientation is to be written after the text string.

[Dnum]

Numeric
Data type: dnum
The data whose numeric values are to be written after the text string.

[\NoNewLine]

Data type: switch
Omits the line-feed character that normally indicates the end of the text, i.e. next write instruction will continue on the same line.

[\ISOLatin1Encoding]

Data type: switch
If using this switch the Write instruction converts the data used in the argument String to ISO 8859-1 (Latin-1) encoding before writing to the character-based file or I/O device.

Program execution
The text string is written to a specified file or I/O device. A line-feed character (LF) is also written, but can be omitted if the argument \NoNewLine is used.

If one of the arguments \Num, \Bool, \Pos, or \Orient is used then its value is first converted to a text string before being added to the first string. The conversion from value to text string takes place as follows:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Value</th>
<th>Text string</th>
</tr>
</thead>
<tbody>
<tr>
<td>\Num</td>
<td>23</td>
<td>&quot;23&quot;</td>
</tr>
<tr>
<td>\Num</td>
<td>1.141367</td>
<td>&quot;1.14137&quot;</td>
</tr>
<tr>
<td>\Bool</td>
<td>TRUE</td>
<td>&quot;TRUE&quot;</td>
</tr>
<tr>
<td>\Pos</td>
<td>[1817.3,905.17,879.11]</td>
<td>[1817.3,905.17,879.11]</td>
</tr>
<tr>
<td>\Orient</td>
<td>[0.96593,0,0.25882,0]</td>
<td>[0.96593,0,0.25882,0]</td>
</tr>
<tr>
<td>\Dnum</td>
<td>4294967295</td>
<td>&quot;4294967295&quot;</td>
</tr>
</tbody>
</table>

The value is converted to a string with standard RAPID format. This means in principle 6 significant digits. If the decimal part is less than 0.000005 or greater than 0.999995, the number is rounded to an integer.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during writing.</td>
</tr>
</tbody>
</table>
1 Instructions

1.312 Write - Writes to a character-based file or I/O device

RobotWare - OS
Continued

Limitations

The arguments \Num, \Dnum, \Bool, \Pos, and \Orient are mutually exclusive and thus cannot be used simultaneously in the same instruction. This instruction can only be used for files or I/O devices that have been opened for writing.

Syntax

Write
  [ IODevice ':='] <variable (VAR) of iodev> ','
  [ String ':='] <expression (IN) of string>
  [ '\' Num ':=' <expression (IN) of num> ]
  [ '\\' Bool ':=' <expression (IN) of bool> ]
  [ '\\' Pos ':=' <expression (IN) of pos> ]
  [ '\\' Orient ':=' <expression (IN) of orient> ]
  [ '\\' Dnum ':=' <expression (IN) of dnum> ]
  [ '\' NoNewLine]
  [ '\ ISOLatInIEncoding] ';' 

Related information

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<tbody>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.313 WriteAnyBin - Writes data to a binary file or I/O device

Usage
WriteAnyBin (Write Any Binary) is used to write any type of data to a binary file or I/O device.

Basic examples
The following example illustrates the instruction WriteAnyBin:

Example 1
VAR iodev file1;
VAR orient quat1 := [1, 0, 0, 0];
...
Open "HOME:" \File:= "FILE1.DOC", file1 \Bin;
WriteAnyBin file1, quat1;
The orient dataquat1 is written to the channel referred to by channel1.

Arguments
WriteAnyBin IODevice Data

IODevice
Data type: iodev
The name (reference) of the binary file or I/O device for the writing operation.

Data
Data type: anytype
Data to be written.

Program execution
As many bytes as required for the specified data are written to the specified binary file or I/O device.
At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during writing.</td>
</tr>
</tbody>
</table>

Limitations
This instruction can only be used for files or I/O devices that have been opened for binary writing.
The data to be written by this instruction WriteAnyBin must be value data type such as num, bool, or string. Record, record component, array, or array element of these value data types can also be used. Entire data or partial data with semi-value or non-value data types cannot be used.

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1 Instructions

1.313 WriteAnyBin - Writes data to a binary file or I/O device

RobotWare - OS

Continued

Because WriteAnyBin-ReadAnyBin is designed to only send internal controller data between robot controllers, no data protocol is released and the data cannot be interpreted on any PC.

Note

Control software development can break the compatibility, and therefore it might not be possible to use WriteAnyBin-ReadAnyBin between different software versions of RobotWare.

Syntax

WriteAnyBin
[ IODevice '=>' <variable (VAR) of iodev> ','
[ Data '=>' <expression (IN) of anytype> ';'

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Read data from a binary I/O device or file</td>
<td>ReadAnyBin - Read data from a binary I/O device or file on page 482</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.314 WriteBin - Writes to a binary I/O device

Usage

WriteBin is used to write a number of bytes to a binary I/O device.

Basic examples

The following example illustrates the instruction WriteBin:

Example 1

WriteBin channel2, text_buffer, 10;

10 characters from the text_buffer list are written to the channel referred to by channel2.

Arguments

WriteBin IODevice Buffer NChar

IODevice

Data type: iodev
Name (reference) of the current I/O device.

Buffer

Data type: array of num
The list (array) containing the numbers (characters) to be written.

NChar

Number of Characters
Data type: num
The number of characters to be written from the Buffer.

Program execution

The specified number of numbers (characters) in the list is written to the I/O device.
At power fail restart, any open file or I/O device in the system will be closed and
the I/O descriptor in the variable of type iodev will be reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during writing.</td>
</tr>
</tbody>
</table>

Limitations

This instruction can only be used for I/O devices that have been opened for binary writing.

Syntax

WriteBin

[ IODEvice := ] <variable (VAR) of iodev> ,
1 Instructions

1.314 WriteBin - Writes to a binary I/O device

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Continued

[ Buffer ':='] <array *> (IN) of num> ','

[ NChar ':='] <expression (IN) of num> ';'

Related information

<table>
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</thead>
<tbody>
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</tr>
<tr>
<td>Convert a string to a byte data</td>
<td>StrToByte - Converts a string to a byte data on page 1367</td>
</tr>
<tr>
<td>Byte data</td>
<td>byte - Integer values 0-255 on page 1473</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1.315 WriteCfgData - Writes attribute of a system parameter

Usage
WriteCfgData is used to write one attribute of a system parameter (configuration data).
Besides writing named parameters, it is also possible to search and update unnamed parameters.

Basic examples
The following examples illustrate the instruction WriteCfgData. Both of these examples show how to write named parameter data.

Example 1
VAR num offset1 := 1.2;
...
WriteCfgData "/MOC/MOTOR_CALIB/rob1_1","cal_offset",offset1;
Written in the num variable offset1, the calibration offset for axis 1 on rob_1.

Example 2
VAR string io_device := "my_device";
...
WriteCfgData "/EIO/EIO_SIGNAL/process_error","Device",io_device;
Written in the string variable io_device, the name of the I/O device where the signal process_error is defined.

Arguments
WriteCfgData InstancePath Attribute CfgData [\ListNo]

InstancePath
Data type: string
Specifies the path to the parameter to be accessed.
For named parameters, the format of this string is /DOMAIN/TYPE/ParameterName.
For unnamed parameters, the format of this string is /DOMAIN/TYPE/Attribute/AttributeValue.

Attribute
Data type: string
The name of the attribute of the parameter to be written.

CfgData
Data type: anytype
The data object from which the new data to store is read. Depending on the attribute type, valid types are bool, num, dnum, or string.

[\ListNo]
Data type: num
Variable holding the instance number of the Attribute + AttributeValue to be found and updated.

Continues on next page
First occurrence of the Attribute + AttributeValue has instance number 0. If there are more instances to search for then the returned value in \ListNo will be incremented with 1. Otherwise if there are no more instance then the returned value will be -1. The predefined constant END_OF_LIST can be used for check if there are more instances to search for.

Program execution

The value of the attribute specified by the Attribute argument is set according to the value of the data object specified by the CfgData argument.

If using format /DOMAIN/TYPE/ParameterName in InstancePath then only named parameters can be accessed, i.e. parameters where the first attribute is name, Name, or NAME.

For unnamed parameters, use the optional parameter \ListNo to specify which instance to write the attribute value to. It is updated after each successful write to the next available instance to write to.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CFG_NOTFND</td>
<td>It is not possible to find the data specified with &quot;InstancePath + Attribute&quot; in the configuration database.</td>
</tr>
<tr>
<td>ERR_CFG_ILLTYPE</td>
<td>The data type for parameter CfgData is not equal to the real data type for the found data specified with &quot;InstancePath + Attribute&quot; in the configuration database.</td>
</tr>
<tr>
<td>ERR_CFG_LIMIT</td>
<td>The data for parameter CfgData is outside limits (max./min. value).</td>
</tr>
<tr>
<td>ERR_CFG_INTERNAL</td>
<td>Trying to write internally written protected data.</td>
</tr>
<tr>
<td>ERR_CFG_OUTOFBOUNDS</td>
<td>Variable in argument \ListNo has a value outside range of available instances (0 ... n) when executing the instruction.</td>
</tr>
</tbody>
</table>

More examples

More examples of the instruction WriteCfgData are illustrated below. Both of these examples show how to write to unnamed parameters.

Example 1

VAR num read_index;
VAR num write_index;
VAR string read_str;
...
read_index:=0;
write_index:=0;
ReadCfgData "/EIO/EIO_CROSS/Act1/do_13", "Res", read_str,
\ListNo:=read_index;
WriteCfgData "/EIO/EIO_CROSS/Act1/do_13", "Res", "my"+read_str,
\ListNo:=write_index;
1.315 WriteCfgData - Writes attribute of a system parameter

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Continued

Reads the resultant signal for the unnamed digital actor signal do_13 and places the name in the string variable read_str. Then update the name to di_13 with prefix "my".

In this example, domain EIO has the following cfg code:

EIO_CROSS:
- Name "Cross_di_1_do_2" - Res "di_1" - Act1 "do_2"
- Name "Cross_di_2_do_2" - Res "di_2" - Act1 "do_2"
- Name "Cross_di_13_do_13" - Res "di_13" - Act1 "do_13"

Example 2

VAR num read_index;
VAR num write_index;
VAR string read_str;
...
read_index:=0;
write_index:=0;
WHILE read_index <> END_OF_LIST DO
  ReadCfgData "/EIO/EIO_SIGNAL/Device/USERIO", "Name", read_str, \ListNo:=read_index;
  IF read_index <> END_OF_LIST THEN
    WriteCfgData "/EIO/EIO_SIGNAL/Device/USERIO", "Name", "my"+read_str, \ListNo:=write_index;
  ENDIF
ENDWHILE

Read the names of all signals defined for the I/O device USERIO. Change the names on the signals to the read name with the prefix "my".

In this example, domain EIO has the following cfg code:

EIO_SIGNAL:
- Name "USERDO1" - SignalType "DO" - Device "USERIO" - DeviceMap "0"
- Name "USERDO2" - SignalType "DO" - Device "USERIO" - DeviceMap "1"
- Name "USERDO3" - SignalType "DO" - Device "USERIO" - DeviceMap "2"

Limitations

The conversion from RAPID program units (mm, degree, second etc.) to system parameter units (m, radian, second etc.) for CfgData of data type num and dnum must be done by the user in the RAPID program.

For most system parameters, you must manually restart the controller or execute the instruction WarmStart in order for the change to have effect. System parameters that can be changed from RobotStudio or FlexPendant without a restart does not require a restart when changed from RAPID either.

If using format /DOMAIN/TYPEx_PARAMETERName in InstancePath then only named parameters can be accessed, i.e. parameters where the first attribute is name, Name, or NAME.

RAPID strings are limited to 80 characters. In some cases, this can be in theory too small for the definition of InstancePath, Attribute, or CfgData.
1 Instructions

1.315 WriteCfgData - Writes attribute of a system parameter

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Continued

Predefined data

The predefined constant END_OF_LIST with value -1 can be used to stop writing when no more instances can be found.

Syntax

WriteCfgData

[ InstancePath ' := ' ] < expression (IN) of string > ','
[ Attribute ' := ' ] < expression (IN) of string > ','
[ CfgData ' := ' ] < expression (IN) of anytype >
[ '" ListNo ' := ' ] < variable (VAR) of num >']''

Related information

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</thead>
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<td>string - Strings on page 1594</td>
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<td>ReadCfgData - Reads attribute of a system parameter on page 484</td>
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<td>Configuration</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Restart of the system</td>
<td>WarmStart - Restart the controller on page 961</td>
</tr>
<tr>
<td>Advanced RAPID</td>
<td>Product specification - OmniCore C line, Product specification - OmniCore E line, Product specification - OmniCore V line</td>
</tr>
</tbody>
</table>
1.316 WriteRawBytes - Write rawbytes data

Usage

WriteRawBytes is used to write data of type rawbytes to a device opened with Open\Bin.

Basic examples

The following example illustrates the instruction WriteRawBytes:

Example 1

VAR iodev io_device;
VAR rawbytes raw_data_out;
VAR rawbytes raw_data_in;
VAR num float := 0.2;
VAR string answer;

ClearRawBytes raw_data_out;
PackDNHeader "10", "20 1D 24 01 30 64", raw_data_out;
PackRawBytes float, raw_data_out, (RawBytesLen(raw_data_out)+1) \Float4;

Open "/FCI1:/dsqc328_1", io_device \Bin;
WriteRawBytes io_device, raw_data_out;
ReadRawBytes io_device, raw_data_in \Time:=1;
Close io_device;
UnpackRawBytes raw_data_in, 1, answer \ISOLatin1Encoding=10;

In this example raw_data_out is cleared and then packed with DeviceNet header and a float with value 0.2.

A device, "/FCI1:/dsqc328_1", is opened and the current valid data in raw_data_out is written to the device. Then the program waits for at most 1 second to read from the device, which is stored in the raw_data_in.

After having closed the device "/FCI1:/dsqc328_1", then the read data is unpacked as a string of 10 characters and stored in answer.

Arguments

WriteRawBytes IODevice RawData [\NoOfBytes]

IODevice

Data type: iodev

IODevice is the identifier of the device to which RawData shall be written.

RawData

Data type: rawbytes

RawData is the data container to be written to IODevice.

[\NoOfBytes]

Data type: num

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1 Instructions

1.316 WriteRawBytes - Write rawbytes data

RobotWare - OS
Continued

\NoOfBytes tells how many bytes of RawData should be written to IODevice, starting at index 1.
If \NoOfBytes is not present then the current length of valid bytes in the variable RawData is written to device IODevice.

Program execution

During program execution, data is written to the device indicated by IODevice. If using WriteRawBytes for field bus commands, such as DeviceNet, then the field bus always sends an answer. The answer must be handle in RAPID with the ReadRawBytes instruction.
The current length of valid bytes in the RawData variable is not changed.
At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during writing.</td>
</tr>
</tbody>
</table>

Syntax

WriteRawBytes

[ IODevice ' := ' ] < variable (VAR) of iodev ' , '  
[ RawData ' := ' ] < variable (VAR) of rawbytes>  
[ '\ ' NoOfBytes ' := ' < expression (IN) of num> ] ' ; '  

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>Get the length of rawbytes data</td>
<td>RawBytesLen - Get the length of rawbytes data on page 1293</td>
</tr>
<tr>
<td>Clear the contents of rawbytes data</td>
<td>ClearRawBytes - Clear the contents of rawbytes data on page 89</td>
</tr>
<tr>
<td>Copy the contents of rawbytes data</td>
<td>CopyRawBytes - Copy the contents of rawbytes data on page 113</td>
</tr>
<tr>
<td>Pack DeviceNet header into rawbytes data</td>
<td>PackDNHeader - Pack DeviceNet Header into rawbytes data on page 403</td>
</tr>
<tr>
<td>Pack data into rawbytes data</td>
<td>PackRawBytes - Pack data into rawbytes data on page 406</td>
</tr>
<tr>
<td>Read rawbytes data</td>
<td>ReadRawBytes - Read rawbytes data on page 491</td>
</tr>
<tr>
<td>Unpack data from rawbytes data</td>
<td>UnpackRawBytes - Unpack data from rawbytes data on page 888</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
1.317 WriteStrBin - Writes a string to a binary I/O device

Usage

WriteStrBin (Write String Binary) is used to write a string to a binary I/O device or binary file.

Basic examples

The following example illustrates the instruction WriteStrBin:

Example 1

WriteStrBin channel2, "Hello World\0A";

The string "Hello World\0A" is written to the channel referred to by channel2. The string is in this case ended with new line \0A. All characters and hexadecimal values written with WriteStrBin will be unchanged by the system.

Arguments

WriteStrBin IODevice Str [\ISOLatin1Encoding]

IODevice

Data type: iodev
Name (reference) of the current I/O device.

Str

String
Data type: string
The text to be written.

[\ISOLatin1Encoding]

Data type: switch
If using this switch the WriteStrBin instruction converts the data used in the argument Str to ISO 8859-1 (Latin-1) encoding before writing to the binary I/O device or binary file.

Program execution

The text string is written to the specified I/O device or file. At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during writing.</td>
</tr>
</tbody>
</table>

Limitations

This instruction can only be used for I/O devices or files that have been opened for binary reading and writing.

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1 Instructions

1.317 WriteStrBin - Writes a string to a binary I/O device
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Continued

Syntax

WriteStrBin
[ IODevice ':='] <variable (VAR) of iodev> ','
[ Str ':='] <expression (IN) of string>
[ '" ISO8859-1'] ';

Related information

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</thead>
<tbody>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Read binary sting</td>
<td>ReadStrBin - Reads a string from a binary I/O device or file on page 1309</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
</tbody>
</table>
1.318 WriteVar - Write variable

Usage
WriteVar is used to write a variable to a device connected to the sensor interface. The sensor interface communicates with sensors via I/O devices.

Configuration example
This is an example of a sensor channel configuration.
These parameters belong to the type Transmission Protocol in the topic Communication.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Remote Address</th>
<th>Remote Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>sen1:</td>
<td>SOCKDEV</td>
<td>192.168.125.101</td>
<td>6344</td>
</tr>
</tbody>
</table>

Basic examples
The following example illustrates the instruction WriteVar:

Example 1

! Define variable numbers
CONST num SensorOn := 6;
CONST num XCoord := 8;
CONST num YCoord := 9;
CONST num ZCoord := 10;
VAR pos SensorPos;

! Connect to the sensor device" sen1:" (defined in sio.cfg).
SenDevice "sen1:"

! Request start of sensor meassurements
WriteVar "sen1:", SensorOn, 1;

! Read a cartesian position from the sensor.
SensorPos.x := ReadVar "sen1:", XCoord;
SensorPos.y := ReadVar "sen1:", YCoord;
SensorPos.z := ReadVar "sen1:", ZCoord;

! Stop sensor
WriteVar "sen1:", SensorOn, 0;

Arguments
WriteVar device VarNo VarData [ \TaskName ]

device
Data type: string
The I/O device name configured in sio.cfg for the sensor used.

VarNo
Data type: num
The argument VarNo is used to select the sensor variable.

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1 Instructions

1.318 WriteVar - Write variable

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Continued

VarData

**Data type:** num

The argument `VarData` defines the data which is to be written to the variable selected by the `VarNo` argument.

[\TaskName]

**Data type:** string

The argument `TaskName` makes it possible to access devices in other RAPID tasks.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Error constant (ERRNO value)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEN_NO_MEAS</td>
<td>Measurement failure</td>
</tr>
<tr>
<td>SEN_NOREADY</td>
<td>Sensor unable to handle command</td>
</tr>
<tr>
<td>SEN_GENERRO</td>
<td>General sensor error</td>
</tr>
<tr>
<td>SEN_BUSY</td>
<td>Sensor bus</td>
</tr>
<tr>
<td>SEN_UNKNOWN</td>
<td>Unknown sensor</td>
</tr>
<tr>
<td>SEN_EXALARM</td>
<td>External sensor error</td>
</tr>
<tr>
<td>SEN_CAALARM</td>
<td>Internal sensor error</td>
</tr>
<tr>
<td>SEN_TEMP</td>
<td>Sensor temperature error</td>
</tr>
<tr>
<td>SEN_VALUE</td>
<td>Illegal communication value</td>
</tr>
<tr>
<td>SEN_CAMCHECK</td>
<td>Sensor check failure</td>
</tr>
<tr>
<td>SEN_TIMEOUT</td>
<td>Communication error</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
WriteVar
  [device ':='] <expression (IN) of string> ','
  [VarNo ':='] <expression (IN) of num> ','
  [VarData ':='] <expression (IN) of num> ','
  ['\' \TaskName ':=' <expression (IN) of string>] ';
```

Related information

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<tr>
<td>ication</td>
<td></td>
</tr>
</tbody>
</table>
1.319 WriteVarArr - Write multiple variables to a sensor device

**Usage**

WriteVarArr is used to write up to six variables to a sensor device at the same time.

The sensor must be configured and communicating via the RobotWare option Sensor Interface.

**Basic examples**

The following example illustrates the instruction WriteVarArr:

**Example 1**

```|

! Define variable numbers
CONST num jointno := 16;
CONST num unit := 19;
VAR sensorvardata writeData{3};

! Connect to the sensor device "sen1:" (defined in sio.cfg).
SenDevice "sen1:";

! Setup two variables to write
writeData(1):=[jointno, 0, false, 1, 5];
writeData(2):=[unit, 0, false, 1, 1];
! A varNumber of -1 will be ignored
writeData(3):=[-1, 0, false, 1, 1];

WriteVarArr "sen1:", writeData;
```

The example shows a write request of the variables jointno and unit.

**Arguments**

- **Device**
  - Data type: string
  - The I/O device name configured in sio.cfg for the sensor used.

- **Data**
  - Data type: sensorvardata
  - An array variable that refers to a data definition of the variables to be written.

- **[ \TaskName ]**
  - Data type: string
  - The argument TaskName makes it possible to access devices in other RAPID tasks.
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
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<tr>
<td>SEN_NOREADY</td>
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<tr>
<td>SEN_BUSY</td>
<td>Sensor busy</td>
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<td>SEN_UNKNOWN</td>
<td>Unknown sensor</td>
</tr>
<tr>
<td>SEN_EXALARM</td>
<td>External sensor error</td>
</tr>
<tr>
<td>SEN_CAALARM</td>
<td>Internal sensor error</td>
</tr>
<tr>
<td>SEN_TEMP</td>
<td>Sensor temperature error</td>
</tr>
<tr>
<td>SEN_VALUE</td>
<td>Illegal communication value</td>
</tr>
<tr>
<td>SEN_CAMCHECK</td>
<td>Sensor check failure</td>
</tr>
<tr>
<td>SEN_TIMEOUT</td>
<td>Communication error</td>
</tr>
</tbody>
</table>

Syntax

WriteVarArr

[Device ':='] <expression(IN) of string> ','
[Data ':='] < array variable {*} (INOUT) of sensorvardata > ','
['
TaskName ':=' <expression (IN) of string> ] ';'

Related information

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<td>Multiple variable setup data for sensor interface</td>
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</tr>
<tr>
<td>Configuration of sensor communication</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
1.320 WZBoxDef - Define a box-shaped world zone

Usage

WZBoxDef (World Zone Box Definition) is used to define a world zone that has the shape of a straight box with all its sides parallel to the axes of the World Coordinate System.

Basic examples

The following example illustrates the instruction WZBoxDef:

Example 1

```
VAR shapedata volume;
CONST pos corner1:= [200,100,100];
CONST pos corner2:= [600,400,400];
...
WZBoxDef \Inside, volume, corner1, corner2;
```

Define a straight box with coordinates parallel to the axes of the world coordinate system and defined by the opposite corners corner1 and corner2.

Arguments

WZBoxDef \[\Inside\] | \[\Outside\] Shape LowPoint HighPoint

[\Inside]

Data type: switch

Define the volume inside the box.

[\Outside]

Data type: switch

Define the volume outside the box (inverse volume).

One of the arguments \[\Inside\] or \[\Outside\] must be specified.

Shape

Data type: shapedata

Variable for storage of the defined volume (private data for the system).

LowPoint

Data type: pos

Continues on next page
1 Instructions

1.320 WZBoxDef - Define a box-shaped world zone

*World Zones*

*Continued*

Position \((x,y,z)\) in mm defining one lower corner of the box.

**HighPoint**

Data type: pos

Position \((x,y,z)\) in mm defining the corner diagonally opposite to the previous one.

**Program execution**

The definition of the box is stored in the variable of type shapedata (argument Shape), for future use in WZLimSup or WZDOSet instructions.

**Limitations**

The LowPoint and HighPoint positions must be valid for opposite corners (with different \(x, y, \) and \(z\) coordinate values).

If the robot is used to point out the LowPoint or HighPoint then work object wobj0 must be active (use of component trans in robtarget e.g. p1.trans as argument).

**Syntax**

\[
\text{WZBoxDef}
\[
[ \text{['' \text{Inside} | ['' \text{Outside} ''},]
[ \text{LowPoint '=} <\text{expression (IN)} \text{ of pos}> ','
[ \text{Shape '=} <\text{variable (VAR)} \text{ of shapedata}> ','
[ \text{HighPoint '=} <\text{expression (IN)} \text{ of pos}> ']
\]

**Related information**

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</tbody>
</table>
1.321 WZCylDef - Define a cylinder-shaped world zone

Usage

WZCylDef (World Zone Cylinder Definition) is used to define a world zone that has the shape of a cylinder with the cylinder axis parallel to the z-axis of the World Coordinate System.

Basic examples

The following example illustrates the instruction WZCylDef:

Example 1

Define a cylinder with the center of the bottom circle in C2, radius R2, and height H2.

Arguments

WZCylDef [\Inside] | [\Outside] Shape CentrePoint Radius Height

[\Inside]

Data type: switch

Define the volume inside the cylinder.

[\Outside]

Data type: switch

Define the volume outside the cylinder (inverse volume).

One of the arguments \Inside or \Outside must be specified.

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1 Instructions

1.321 WZCylDef - Define a cylinder-shaped world zone

World Zones
Continued

Shape

Data type: shapedata
Variable for storage of the defined volume (private data for the system).

CentrePoint

Data type: pos
Position (x,y,z) in mm defining the center of one circular end of the cylinder.

Radius

Data type: num
The radius of the cylinder in mm.

Height

Data type: num
The height of the cylinder in mm. If it is positive (+z direction), the CentrePoint argument is the center of the lower end of the cylinder (as in the above example). If it is negative (-z direction) then the CentrePoint argument is the center of the upper end of the cylinder.

Program execution

The definition of the cylinder is stored in the variable of type shapedata (argument Shape) for future use in WZLimSup or WZDOSet instructions.

Limitations

If the robot is used to point out the CentrePoint then the work object wobj0 must be active (use of component trans in robtarget e.g. p1.trans as argument).

Syntax

WZCylDef
[ [ '\" Inside] | [ '\" Outside] ',
[ Shape '=>' <variable (VAR) of shapedata> ',
[ CentrePoint '=>' <expression (IN) of pos> ',
[ Radius '=>' <expression (IN) of num> ',
[ Height '=>' <expression (IN) of num> ';'

Related information

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1.321 WZCylDef - Define a cylinder-shaped world zone

**World Zones**

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<tr>
<td>Activate world zone digital output set</td>
<td>WZDOSet - Activate world zone to set digital output on page 992</td>
</tr>
</tbody>
</table>
1.322 WZDisable - Deactivate temporary world zone supervision

World Zones

Usage

WZDisable (World Zone Disable) is used to deactivate the supervision of a temporary world zone previously defined either to stop the movement or to set an output.

Basic examples

The following example illustrates the instruction WZDisable:

Example 1

```plaintext
VAR wztemporary wzone;
...
PROC...
WZLimSup \Temp, wzone, volume;
MoveL p_pick, v500, z40, tool1;
WZDisable wzone;
MoveL p_place, v200, z30, tool1;
ENDPROC
```

When moving to p_pick, the position of the robot's TCP is checked so that it will not go inside the specified volume wzone. This supervision is not performed when going to p_place.

Arguments

WZDisable WorldZone

WorldZone

Data type: wztemporary

Variable or persistent variable of type wztemporary, which contains the identity of the world zone to be deactivated.

Program execution

The temporary world zone is deactivated. This means that the supervision of the robot’s TCP, relative to the corresponding volume, is temporarily stopped. It can be re-activated via the WZEnable instruction.

Limitations

Only a temporary world zone can be deactivated. A stationary world zone is always active.

Syntax

```plaintext
WZDisable
[ WorldZone '=>' ] <variable or persistent (INOUT) of wztemporary>
' ';
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
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</thead>
<tbody>
<tr>
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### 1.322 WZDisable - Deactivate temporary world zone supervision

**World Zones**

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1 Instructions

1.323 WZDOSet - Activate world zone to set digital output

World Zones

1.323 WZDOSet - Activate world zone to set digital output

**Usage**

WZDOSet (World Zone Digital Output Set) is used to define the action and to activate a world zone for supervision of the robot movements. After this instruction is executed, when the robot’s TCP or the robot/external axes (zone in joints) is inside the defined world zone or is approaching close to it, a digital output signal is set to the specified value.

**Basic examples**

The following example illustrates the instruction WZDOSet:

See also More examples on page 994.

**Example 1**

VAR wztemporary service;

PROC zone_output()
    VAR shapedata volume;
    CONST pos p_service:=[500,500,700];
    ... WZSphDef \Inside, volume, p_service, 50;
    WZDOSet \Temp, service \Inside, volume, do_service, 1;
ENDPROC

Definition of temporary world zone service in the application program that sets the signal do_service when the robot’s TCP is inside the defined sphere during program execution or when jogging.

**Arguments**


[\Temp]

*Temporary*

Data type: switch

The world zone to define is a temporary world zone.

[\Stat]

*Stationary*

Data type: switch

The world zone to define is a stationary world zone.

One of the arguments \Temp or \Stat must be specified.

WorldZone

Data type: wztemporary or wzstationary

Variable or persistent variable, that will be updated with the identity (numeric value) of the world zone.

Continues on next page
If using the switch `\Temp`, the data type must be `wztemporary`. If using the switch `\Stat`, the data type must be `wzstationary`.

**[\Inside]**

Data type: `switch`
The digital output signal will be set when the robot’s TCP or specified axes are inside the defined volume.

**[\Before]**

Data type: `switch`
The digital output signal will be set before the robot’s TCP or specified axes reaches the defined volume (as soon as possible before the volume).

One of the arguments `\Inside` or `\Before` must be specified.

**Shape**

Data type: `shapedata`
The variable that defines the volume of the world zone.

**Signal**

Data type: `signaldo`
The name of the digital output signal that will be changed.

If a stationary worldzone is used then the signal must have the correct *internal* access level. The access level is set in the signal definition in the I/O system parameters. These concepts are further described in *Technical reference manual - System parameters*, see the types *Signal* and *Access Level*. The access level must be protected for access from the user (RAPID, FlexPendant), so the predefined internal access level can be used, or a custom access level can be defined by the user.

**Set Value**

Data type: `dionum`
Desired value of the signal (0 or 1) when the robot’s TCP is inside the volume or just before it enters the volume.

When outside or just outside the volume then the signal is set to the opposite value.

**Program execution**

The defined world zone is activated. From this moment the robot’s TCP position (or robot/external joint position) is supervised, and the output will be set when the robot’s TCP position (or robot/external joint position) is inside the volume (\Inside) or comes close to the border of the volume (\Before).

If using `WZHomeJointDef` or `WZLimJointDef` together with `WZDOSet` then the digital output signal is set only if all active axes with joint space supervision are before or inside the joint space.
1 Instructions

1.323 WZDOSet - Activate world zone to set digital output

World Zones
Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERNNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

More examples

More examples of how to use the instruction WZDOSet are illustrated below.

Example 1

VAR wztemporary home;
VAR wztemporary service;
PERS wztemporary equip1:=[0];

PROC main()
...
! Definition of all temporary world zones
zone_output;
...
! equip1 in robot work area
WZEnable equip1;
...
! equip1 out of robot work area
WZDisable equip1;
...
! No use for equip1 any more
WZFree equip1;
...
ENDPROC

PROC zone_output()
VAR shapedata volume;
CONST pos p_home:=[800,0,800];
CONST pos p_service:=[800,800,800];
CONST pos p_equip1:=[-800,-800,0];
...
WZSphDef \Inside, volume, p_home, 50;
WZDOSet \Temp, home \Inside, volume, do_home, 1;
WZSphDef \Inside, volume, p_service, 50;
WZDOSet \Temp, service \Inside, volume, do_service, 1;
WZCylDef \Inside, volume, p_equip1, 300, 1000;
WZLimSup \Temp, equip1, volume;
! equip1 not in robot work area
WZDisable equip1;

Continues on next page
Definition of temporary world zones home and service in the application program, that sets the signals do_home and do_service, when the robot is inside the sphere home or service respectively during program execution or when jogging.

Also, definition of a temporary world zone equip1, which is active only in the part of the robot program when equip1 is inside the working area for the robot. At that time the robot stops before entering the equip1 volume, both during program execution and manual jogging. equip1 can be disabled or enabled from other program tasks by using the persistent variable equip1 value.

Limitations

A world zone cannot be redefined by using the same variable in the argument WorldZone.

A stationary world zone cannot be deactivated, activated again, or erased in the RAPID program.

A temporary world zone can be deactivated (WZDisable), activated again (WZEnable), or erased (WZFree) in the RAPID program.

Syntax

```plaintext
WZDOSet ["" Temp] | ["" Stat] ','
[WorldZone ':='] <variable or persistent (INOUT) of wztemporary>
["" Inside] | ["" Before] ','
[Shape ':='] <variable (VAR) of shapedata> ','
[Signal ':='] <variable (VAR) of signaldo> ','
[SetValue ':='] <expression (IN) of dionum> ';
```

Related information

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1 Instructions

1.324 WZEnable - Activate temporary world zone supervision

World Zones

1.324 WZEnable - Activate temporary world zone supervision

Usage

WZEnable (World Zone Enable) is used to re-activate the supervision of a temporary world zone, previously defined either to stop the movement or to set an output.

Basic examples

The following example illustrates the instruction WZEnable:

Example 1

VAR wztemporary wzone;
...
PROC ...
WZLimSup \Temp, wzone, volume;
MoveL p_pick, v500, z40, tool1;
WZDisable wzone;
MoveL p_place, v200, z30, tool1;
WZEnable wzone;
MoveL p_home, v200, z30, tool1;
ENDPROC

When moving to p_pick, the position of the robot's TCP is checked so that it will not go inside the specified volume wzone. This supervision is not performed when going to p_place but is reactivated before going to p_home.

Arguments

WZEnable WorldZone

WorldZone

Data type: wztemporary

Variable or persistent variable of the type wztemporary, which contains the identity of the world zone to be activated.

Program execution

The temporary world zone is re-activated. Please note that a world zone is automatically activated when it is created. It need only be re-activated when it has previously been deactivated by WZDisable.

Limitations

Only a temporary world zone can be deactivated and reactivated. A stationary world zone is always active.

Syntax

WZEnable
  [ WorldZone :=''] <variable or persistent (INOUT) of wztemporary>
  ';'
Related information

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<td>Temporary world zone data</td>
<td>wztemporary - Temporary world zone data on page 1632</td>
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<tr>
<td>Activate world zone limit supervision</td>
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<td>Deactivate world zone</td>
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1 Instructions

1.325 WZFree - Erase temporary world zone supervision

World Zones

Usage

WZFree (World Zone Free) is used to erase the definition of a temporary world zone, previously defined either to stop the movement or to set an output.

Basic examples

The following example illustrates the instruction WZFree:

Example 1

```plaintext
VAR wztemporary wzone;
...
PROC ...
  WZLimSup \Temp, wzone, volume;
  MoveL p_pick, v500, z40, tool1;
  WZDisable wzone;
  MoveL p_place, v200, z30, tool1;
  WZEnable wzone;
  MoveL p_home, v200, z30, tool1;
  WZFree wzone;
ENDPROC
```

When moving to p_pick, the position of the robot's TCP is checked so that it will not go inside a specified volume wzone. This supervision is not performed when going to p_place but is reactivated before going to p_home. When this position is reached then the world zone definition is erased.

Arguments

WZFree WorldZone

WorldZone

Data type: wztemporary

Variable or persistent variable of the type wztemporary, which contains the identity of the world zone to be erased.

Program execution

The temporary world zone is first deactivated and then its definition is erased. Once erased, a temporary world zone cannot be re-activated or deactivated.

Limitations

Only a temporary world zone can be deactivated, reactivated, or erased. A stationary world zone is always active.

Syntax

WZFree

[ WorldZone ':='] <variable or persistent (INOUT) of wztemporary> ';

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<td>Temporary world zone data</td>
<td>wztemporary - Temporary world zone data on page 1632</td>
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<td>WZEnable - Activate temporary world zone supervision on page 996</td>
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1.326 WZHomeJointDef - Define a world zone for home joints

World Zones

1.326 WZHomeJointDef - Define a world zone for home joints

Usage

WZHomeJointDef ([World Zone Home Joint Definition] is used to define a world zone in joints coordinates for both the robot and external axes to be used as a HOME or SERVICE position.

Basic examples

The following example illustrates the instruction WZHomeJointDef:

Example 1

VAR wzstationary home;
...
PROC power_on()
  VAR shapedata joint_space;
  CONST jointtarget home_pos := [ [ 0, 0, 0, 0, 0, -45], [ 0, 9E9, 9E9, 9E9, 9E9 ] ];
  CONST jointtarget delta_pos := [ [ 2, 2, 2, 2, 2, 2], [ 5, 9E9, 9E9, 9E9, 9E9 ] ];
  ...
  WZHomeJointDef \Inside, joint_space, home_pos, delta_pos;
  WZDOSet \Stat, home \Inside, joint_space, do_home, 1;
ENDPROC

Definition and activation of stationary world zone home, that sets the signal do_home to 1, when all robot axes and the external axis extax.eax_a are at the joint position home_pos (within +/- delta_pos for each axis) during program execution and jogging. The variable joint_space of data type shapedata are used to transfer data from the instruction WZHomeJointDef to the instruction WZDOSet.

Arguments

WZHomeJointDef \[\Inside\] | \[\Outside\] Shape MiddleJointVal DeltaJointVal

[\Inside]
Data type: switch
Define the joint space inside the MiddleJointVal +/- DeltaJointVal.

[\Outside]
Data type: switch
Define the joint space outside the MiddleJointVal +/- DeltaJointVal (inverse joint space).

Shape
Data type: shapedata
Variable for storage of the defined joint space (private data for the system).

MiddleJointVal
Data type: jointtarget

Continues on next page
The position in joint coordinates for the center of the joint space to define. Specifies for each robot axis and external axis (degrees for rotational axes and mm for linear axes). Specifies in absolute joints (not in offset coordinate system EOffsSet-EOffsOn for external axes). Value 9E9 for some axis means that the axis should not be supervised. Non-active external axis also gives 9E9 at programming time.

**DeltaJointVal**

Data type: jointtarget

The +/- delta position in joint coordinates from the center of the joint space. The value must be greater than 0 for all axes to supervise.

The following figure shows the definition of joint space for rotational axis.

The following figure shows the definition of joint space for linear axis.

Program execution

The definition of the joint space is stored in the variable of type shapedata (argument Shape) for future use in WZLimSup or WZDOSet instructions.

If use of WZHomeJointDef together with WZDOSet then the digital output signal is set but only if all active axes with joint space supervision are before or inside the joint space.

If use of WZHomeJointDef with outside joint space (argument \Outside) together with WZLimSup then the robot is stopped as soon as one active axes with joint space supervision reach the joint space.

If use of WZHomeJointDef with inside joint space (argument \Inside) together with WZLimSup then the robot is stopped as soon as the last active axes with joint space supervision reach the joint space. That means that one or several axes, but not all active and supervised axes, can be inside the joint space at the same time.
At execution of the instruction `ActUnit` or `DeactUnit` for activation or deactivation of mechanical units, the supervision status for HOME position or work area limitation will be updated.

**Limitations**

**xx0100000002**

Only active mechanical units and their active axes at activation time of the world zone (with instruction `WZDOSet` respectively `WZLimSup`), are included in the supervision of the HOME position respectively to the limitation of the working area. Besides that, the mechanical unit and its axes must still be active at the program movement or jogging to be supervised.

For example, if one axis with supervision is outside its HOME joint position but is deactivated then it does not prevent the digital output signal for the HOME joint position to be set if all other active axes with joint space supervision are inside the HOME joint position. At activation of that axis again it will be included in the supervision and the robot system will then be outside the HOME joint position and the digital output will be reset.

### Syntax

```
WZHomeJointDef
[ ['\' Inside] | ['\' Outside] ',']
[ Shape ':=' ] <variable (VAR) of shapedata> ','
[ MiddleJointVal ':=' ] <expression (IN) of jointtarget> ','
[ DeltaJointVal ':=' ] <expression (IN) of jointtarget> ';'
```

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1.327 WZLimJointDef - Define a world zone for limitation in joints

Usage

WZLimJointDef (World Zone Limit Joint Definition) is used to define a world zone in joints coordinates for both the robot and external axes, to be used for limitation of the working area.

With WZLimJointDef it is possible to limit the working area for each robot and external axes in the RAPID program, besides the limitation that can be done with system parameters Motion - Arm - robx_y - Upper Joint Bound ... Lower Joint Bound.

Basic examples

The following example illustrates the instruction WZLimJointDef:

Example 1

VAR wzstationary work_limit;
...
PROC power_on()
VAR shapedata joint_space;
CONST jointtarget low_pos:= [ [ -90, 9E9, 9E9, 9E9, 9E9, 9E9],
[ -1000, 9E9, 9E9, 9E9, 9E9, 9E9] ];
CONST jointtarget high_pos := [ [ 90, 9E9, 9E9,9E9,9E9,9E9],
[ 9E9, 9E9, 9E9, 9E9, 9E9, 9E9] ];
...
WZLimJointDef \Outside, joint_space, low_pos, high_pos;
WZLimSup \Stat, work_limit, joint_space;
ENDPROC

Definition and activation of stationary world zone work_limit, that limit the working area for robot axis 1 to -90 and +90 degrees and the external axis extax.eax_a to -1000 mm during program execution and jogging. The variable joint_space of data type shapedata are used to transfer data from the instruction WZLimJointDef to the instruction WZLimSup.

Arguments

WZLimJointDef [\Inside] | [\Outside] Shape LowJointVal HighJointVal

[\Inside]

Data type: switch
Define the joint space inside the LowJointVal ... HighJointVal.

[\Outside]

Data type: switch
Define the joint space outside the LowJointVal ... HighJointVal (inverse joint space).

Shape

Data type: shapedata
Variable for storage of the defined joint space (private data for the system).
1 Instructions

1.327 WZLimJointDef - Define a world zone for limitation in joints

World Zones

Continued

LowJointVal

Data type: jointtarget

The position in joint coordinates for the low limit of the joint space to define. Specifies for each robot axes and external axes (degrees for rotational axes and mm for linear axes). Specifies in absolute joints (not in offset coordinate system EOffsSet or EOffsOn for external axes). Value 9E9 for some axis means that the axis should not be supervised for low limit. Non-active external axis also gives 9E9 at programming time.

HighJointVal

Data type: jointtarget

The position in joint coordinates for the high limit of the joint space to define. Specifies for each robot axes and external axes (degrees for rotational axes and mm for linear axes). Specifies in absolute joints (not in offset coordinate system EOffsSet or EOffsOn for external axes). Value 9E9 for an axis means that the axis should not be supervised for high limit. Non-active external axis also gives 9E9 at programming time.

HighJointVal minus LowJointVal for each axis must be greater than 0 for all axes to supervise.

The figure below shows definition of joint space for rotating axis.

![Diagram of joint space for rotating axis]

The figure below shows definition of joint space for linear axis.

![Diagram of joint space for linear axis]

Program execution

The definition of the joint space is stored in the variable of type shapedata (argument Shape) for future use in WZLimSup or WZDSet instructions.

If using WZLimJointDef together with WZDSet then the digital output signal is set, only if all active axes with joint space supervision are before or inside the joint space.

If using WZLimJointDef with outside joint space (argument \Outside) together with WZLimSup then the robot is stopped as soon as one active axes with joint space supervision reaches the joint space.

Continues on next page
If using `WZLimJointDef` with inside joint space (argument `Inside`) together with `WZLimSup` then the robot is stopped as soon as the last active axes with joint space supervision reaches the joint space. That means that one or several axes but not all active and supervised axes can be inside the joint space at the same time.

At execution of the instruction `ActUnit` or `DeactUnit` the supervision status will be updated.

**Limitations**

**WARNING!**

Only active mechanical units and its active axes at activation time of the world zone (with instruction `WZDOSet` respective to `WZLimSup`), are included in the supervision of the HOME position respectively the limitation of the working area. Besides that, the mechanical unit and its axes must still be active at the program movement or jogging to be supervised.

For example, if one axis with supervision is outside its HOME joint position but is deactivated then it does not prevent the digital output signal for the HOME joint position to be set if all other active axes with joint space supervision are inside the HOME joint position. At activation of that axis again, it will be included in the supervision and the robot system will the be outside the HOME joint position and the digital output will be reset.

**Syntax**

```
WZLimJointDef
  [ ["\" Inside\"] ["\" Outside\"] ,]
  [ Shape "=" ] <variable (VAR) of shapedata> ,
  [ LowJointVal "=" ] <expression (IN) of jointtarget> ,
  [ HighJointVal "=" ] <expression (IN) of jointtarget> ;
```

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1.327 WZLimJointDef - Define a world zone for limitation in joints

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1.328 WZLimSup - Activate world zone limit supervision

Usage

WZLimSup (World Zone Limit Supervision) is used to define the action and to activate a world zone for supervision of the working area of the robot or external axes.

After this instruction is executed, when the robot’s TCP reaches the defined world zone or when the robot/external axes reaches the defined world zone in joints, then the movement is stopped both during program execution and when jogging.

Basic examples

The following example illustrates the instruction WZLimSup:

See also More examples on page 1008.

Example 1

VAR wzstationary max_workarea;
...
PROC POWER_ON()
    VAR shapedata volume;
    ...
    WZBoxDef \Outside, volume, corner1, corner2;
    WZLimSup \Stat, max_workarea, volume;
ENDPROC

Definition and activation of stationary world zone max_workarea, with the shape of the area outside a box (temporarily stored in volume) and the action work-area supervision. The robot stops with an error message before entering the area outside the box.

Arguments

WZLimSup [\Temp] | [\Stat] WorldZone Shape

[\Temp]

Temporary
Data type: switch
The world zone to define is a temporary world zone.

[\Stat]

Stationary
Data type: switch
The world zone to define is a stationary world zone.
One of the arguments \Temp or \Stat must be specified.

WorldZone

Data type: wztemporary or wzstationary
Variable or persistent variable that will be updated with the identity (numeric value) of the world zone.
1 Instructions

1.328 WZLimSup - Activate world zone limit supervision

**World Zones**

Continued

If using switch \Temp, the data type must be wzttemporary. If using switch \Stat, the data type must be wzstationary.

**Shape**

**Data type: shapedata**

The variable that defines the volume of the world zone.

**Program execution**

The defined world zone is activated. From this moment the robot’s TCP position or the robot/external axes joint position are supervised. If it reaches the defined area then the movement is stopped.

If using WZLimJointDef or WZHomeJointDef with outside joint space (argument \Outside) together with WZLimSup then the robot is stopped as soon as one active axes with joint space supervision reaches the joint space.

If using WZLimJointDef or WZHomeJointDef with inside joint space (argument \Inside) together with WZLimSup then the robot is stopped as soon as the last active axes with joint space supervision reaches the joint space. That means that one or several axes but not all active and supervised axes can be inside the joint space at the same time.

At execution of the instruction ActUnit or DeactUnit the supervision status will be updated.

**More examples**

More examples of how to use the instruction WZLimSup are illustrated below.

**Example 1**

```plaintext
VAR wzstationary box1_invers;
VAR wzstationary box2;

PROC wzone_power_on()
    VAR shapedata volume;
    CONST pos box1_c1:=[500,-500,0];
    CONST pos box1_c2:=[-500,500,500];
    CONST pos box2_c1:=[500,-500,0];
    CONST pos box2_c2:=[200,-200,300];
    ...
    WZBoxDef \Outside, volume, box1_c1, box1_c2;
    WZLimSup \Stat, box1_invers, volume;
    WZBoxDef \Inside, volume, box2_c1, box2_c2;
    WZLimSup \Stat, box2, volume;
ENDPROC
```

Limitation of work area for the robot with the following stationary world zones:

- **Outside working area when outside box1_invers**
- **Outside working area when inside box2**

If this routine is connected to the system event POWER ON then these world zones will always be active in the system, both for program movements and manual jogging.

Continues on next page
**Limitations**

A world zone cannot be redefined using the same variable in argument `WorldZone`.

A stationary world zone cannot be deactivated, activated again, or erased in the RAPID program.

A temporary world zone can be deactivated (`WZDisable`), activated again (`WZEnable`), or erased (`WZFree`) in the RAPID program.

**Syntax**

```
WZLimSup
[ ['\ Temp] | ['\Stat] ',']
[ WorldZone ':='] <variable or persistent (INOUT) of wztemporary>
','
[ Shape ':='] <variable (VAR) of shapedata> ';
```

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1 Instructions

1.329 WZSphDef - Define a sphere-shaped world zone

World Zones

1.329 WZSphDef - Define a sphere-shaped world zone

Usage

WZSphDef (World Zone Sphere Definition) is used to define a world zone that has the shape of a sphere.

Basic examples

The following example illustrates the instruction WZSphDef:

Example 1

```
VAR shapedata volume;
CONST pos C1:=[300,300,200];
CONST num R1:=200;
...
WZSphDef \Inside, volume, C1, R1;
```

Define a sphere named volume by its center C1 and its radius R1.

Arguments

WZSphDef [\Inside] | [\Outside] Shape CentrePoint Radius

[\Inside]

Data type: switch
Define the volume inside the sphere.

[\Outside]

Data type: switch
Define the volume outside the sphere (inverse volume).
One of the arguments \Inside or \Outside must be specified.

Shape

Data type: shapedata
Variable for storage of the defined volume (private data for the system).

CentrePoint

Data type: pos

Continues on next page

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Position \((x,y,z)\) in mm defining the center of the sphere.

**Radius**

Data type: `num`

The radius of the sphere in mm.

**Program execution**

The definition of the sphere is stored in the variable of type `shapedata` (argument `Shape`), for future use in `WZLimSup` or `WZDOSet` instructions.

**Limitations**

If the robot is used to point out the `CentrePoint` then the work object `wobj0` must be active (use of component `trans` in `robtarget` e.g. `p1.trans` as argument).

**Syntax**

```
WZSphDef
[ [ '\' Inside\] | [ '\' Outside\] ',']
[ Shape ':=' ]<variable (VAR) of shapedata> ','
[ CentrePoint ' := '] <expression (IN) of pos> ','
[ Radius ' := '] <expression (IN) of num> ';
```

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2 Functions

2.1 Abs - Gets the absolute value

Usage

Abs is used to get the absolute value, that is, a positive value of numeric data.

Basic examples

The following example illustrates the function Abs.
See also More examples on page 1013.

Example 1

reg1 := Abs(reg2);
Reg1 is assigned the absolute value of reg2.

Return value

Data type: num
The absolute value, that is, a positive numeric value, for example:

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<td>-3</td>
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<td>-2.53</td>
<td>2.53</td>
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</table>

Arguments

Abs (Value)

Value

Data type: num
The input value.

More examples

More examples of the function Abs are illustrated below.

Example 1

TPReadNum no_of_parts, "How many parts should be produced? ";
no_of_parts := Abs(no_of_parts);
The operator is asked to input the number of parts to be produced. To ensure that
the value is greater than zero, the value given by the operator is made positive.

Syntax

Abs '('
[ Value ':= ' ] < expression (IN) of num >')'
A function with a return value of the data type num.
2 Functions

2.1 Abs - Gets the absolute value

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2.2 AbsDnum - Gets the absolute value of a dnum

Usage

AbsDnum is used to get the absolute value, that is, a positive value of a dnum numeric value.

Basic examples

The following example illustrates the function AbsDnum.

See also More examples on page 1015.

Example 1

```
VAR dnum value1;
VAR dnum value2:=-20000000;
value1 := AbsDnum(value2);
```

Value1 is assigned the absolute value of value2.

Return value

Data type: dnum

The absolute value, that is, a positive numeric value, for example:

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<th>Input value</th>
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</tr>
<tr>
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<td>-3</td>
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<td>4503599627370496</td>
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Arguments

AbsDnum (Value)

Value

Data type: dnum

The input value.

More examples

More examples of the function AbsDnum are illustrated below.

Example 1

```
TPReadDnum no_of_parts, "How many parts should be produced? ";
n_o_f_p_a_r_t_s := AbsDnum(no_of_parts);
```

The operator is asked to input the number of parts to be produced. To ensure that the value is greater than zero, the value given by the operator is made positive.

Syntax

```
AbsDnum '('
[ Value ':=:' ] < expression (IN) of dnum > ')
```

A function with a return value of the data type dnum.
2 Functions

2.2 AbsDnum - Gets the absolute value of a dnum

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Continued
2.3 ACos - Calculates the arc cosine value

**Usage**

ACos (Arc Cosine) is used to calculate the arc cosine value on data types num.

**Basic examples**

The following example illustrates the function ACos.

**Example 1**

```plaintext
VAR num angle;
VAR num value;
...
...
age := ACos(value);
angle will get the arc cosine value of value.
```

**Return value**

Data type: num

The arc cosine value, expressed in degrees, range [0, 180].

**Arguments**

ACos (Value)

Value

Data type: num

The argument value must be in range [-1, 1].

**Limitations**

The execution of the function Acos(x) will give an error if x is outside the range [-1, 1].

**Syntax**

ACos('(' [Value ':='] <expression (IN) of num>')'

A function with a return value of the data type num.

**Related information**

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2 Functions

2.4 ACosDnum - Calculates the arc cosine value

Usage

ACosDnum (Arc Cosine dnum) is used to calculate the arc cosine value on data types dnum.

Basic examples

The following example illustrates the function ACosDnum.

Example 1

VAR dnum angle;
VAR dnum value;
...
...
angle := ACosDnum(value);
angle will get the arc cosine value of value.

Return value

Data type: dnum
The arc cosine value, expressed in degrees, range [0, 180].

Arguments

ACosDnum (Value)

Value

Data type: dnum
The argument value must be in range [-1, 1].

Limitations

The execution of the function ACosDnum(x) will give an error if x is outside the range [-1, 1].

Syntax

ACosDnum '('
[Value '::::'] <expression (IN) of dnum> ')

A function with a return value of the data type dnum.

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2.5 AInput - Reads the value of an analog input signal

Usage

AInput is used to read the current value of an analog input signal.

Note

Note that the function AInput is a legacy function that no longer has to be used. See the examples for an alternative and recommended way of programming.

Basic examples

The following example illustrates the function AInput. See also More examples on page 1020.

Example 1

IF AInput(ail) < 1.5 THEN ...
...
IF ail < 1.5 THEN ...

If the current value of the signal ail is less than 1.5, then ...

Return value

Data type: num

The current value of the signal.
The current value is scaled (in accordance with the system parameters) before it is read by the RAPID program. A diagram of how analog signal values are scaled is shown in the following figure:

Arguments

AInput (Signal)

Signal

Data type: signalai

Continue on next page
2 Functions

2.5 AInput - Reads the value of an analog input signal

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Continued

The name of the analog input to be read.

More examples

More examples of how to use the function AInput are illustrated below.

Example 1

```
WHILE AInput(current) > 35 DO ...
...
WHILE current > 35 DO ...
```

As long as the current value of the signal current is greater than 35, execute ...

Example 2

```
deviation := 3 * AInput(sensor) + 10;
...
deviation := 3 * sensor + 10;
```

The deviation is calculated based on the value of the signal sensor and stored in the variable deviation.

Syntax

```
AInput '('
[ Signal ':=' ] < variable (VAR) of signalai > ‘)'
```

A function with a return value of the data type num.

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</table>
2.6 AND - Evaluates a logical value

Usage

AND is a function used to evaluate two conditional expressions (true/false).

Basic examples

The following examples illustrate the function AND.

Example 1

```plaintext
VAR num a;
VAR num b;
VAR bool c;
...
c := a>5 AND b=3;
```

The return value of `c` is TRUE if `a` is larger than 5 and `b` equals 3. Otherwise the return value is FALSE.

Example 2

```plaintext
VAR num mynum;
VAR string mystring;
VAR bool mybool;
VAR bool result;
...
result := mystring="Hello" AND mynum<15 OR mybool;
```

The return value of `result` is TRUE if both `mystring` is "Hello" and `mynum` is smaller than 15. Or if `mybool` is TRUE. Otherwise the return value is FALSE.

The `AND` statement is evaluated first, thereafter the `OR` statement. This is illustrated by the parentheses in the below row.

```plaintext
result := (mystring="Hello" AND mynum<15) OR mybool;
```

Return value

Data type: bool

The return value is TRUE if both conditional expressions are correct, otherwise the return value is FALSE.

Syntax

```plaintext
<expression of bool> AND <expression of bool>
```

A function with a return value of data type `bool`.

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### 2.6 AND - Evaluates a logical value

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2.7 AOutput - Reads the value of an analog output signal

Usage

AOutput is used to read the current value of an analog output signal.

Basic examples

The following example illustrates the function AOutput.

Example 1

IF AOutput(ao4) > 5 THEN ...

If the current value of the signal ao4 is greater than 5, then ...

Return value

Data type: num

The current value of the signal.

The current value is scaled (in accordance with the system parameters) before it is read by the RAPID program. A diagram of how analog signal values are scaled is shown in the following figure:

![Diagram of how analog signal values are scaled](image)

Arguments

AOutput (Signal)

Signal

Data type: signalao

The name of the analog output to be read.
2 Functions

2.7 AOutput - Reads the value of an analog output signal

RobotWare - OS
Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

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<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NOWRUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICl field bus).</td>
</tr>
</tbody>
</table>

Syntax

AOutput '('

[ Signal ':=' ] < variable (VAR) of signalao > ')

A function with a return value of data type num.

Related information

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</table>
2.8 ArgName - Gets argument name

**Usage**

ArgName (Argument Name) is used to get the name of the original data object for the current argument or the current data.

**Basic examples**

The following example illustrates the function ArgName.

See also More examples on page 1026.

**Example 1**

```plaintext
VAR num chales :=5;
...
proc1 chales;
PROC proc1 (num par1)
    VAR string name;
    ...
    name:=ArgName(par1);
    TPWrite "Argument name "+name+" with value "\Num:=par1;
ENDPROC
```

The variable name is assigned the string value "chales" and on FlexPendant the following string is written: "Argument name chales with value 5".

**Return value**

Data type: string

The original data object name.

**Arguments**

ArgName (Parameter [\ErrorNumber])

**Parameter**

Data type: anytype

The formal parameter identifier (for the routine in which ArgName is located) or the data identity.

All types of data with structure atomic, record, record component, array, or array element can be used.

**ErrorNumber**

Data type: errnum

A variable (before used it is set to 0 by the system) that will hold the error code when the argument is an expression value, argument is not present or argument is of type switch. If this optional variable is omitted then the error handler will be executed.

**Program execution**

The function returns the original data object name for an entire object of the type constant, variable, or persistent. The original data object can be global, local in the program module, or local in a routine (normal RAPID scope rules).
2 Functions

2.8 ArgName - Gets argument name

If it is a part of a data object then the name of the whole data object is returned.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
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<th>Name</th>
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<td>• Argument is expression value</td>
</tr>
<tr>
<td></td>
<td>• Argument is not present</td>
</tr>
<tr>
<td></td>
<td>• Argument is of type switch</td>
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</table>

More examples

More examples of the function ArgName are illustrated below.

Convert from identifier to string

This function can also be used to convert from identifier to string, by specifying the identifier in the argument Parameter for any data object with global, local in module, or local in routine scope:

```rapid
VAR num chales :=5;
...
proc1;

PROC proc1 ()
    VAR string name;
    ...
    name:=ArgName(chales);
    TPWrite "Global data object "+name+" has value \\Num:=chales;
ENDPROC
```

The variable name is assigned the string value "chales" and on FlexPendant the following string is written: "Global data object chales has value 5".

Routine call in several steps

Note that the function returns the original data object name:

```rapid
VAR num chales :=5;
...
proc1 chales;
...
PROC proc1 (num parameter1)
    ...
    proc2 parameter1;
    ...
ENDPROC

PROC proc2 (num par1)
    VAR string name;
    ...
    name:=ArgName(par1);
    TPWrite "Original data object name "+name+" with value"
    \\Num:=par1;
ENDPROC
```

Continues on next page
The variable `name` is assigned the string value "chales" and on FlexPendant the following string is written: "Original data object name chales with value 5".

Supress execution in error handler

```
PROC main()
    VAR string mystring:="DUMMY";
    procl mystring;
    procl "This is a test";
    ...
ENDPROC

PROC proc1 (string par1)
    VAR string name;
    VAR errnum myerrnum;

    name := ArgName(par1 \ErrorNumber:=myerrnum);
    IF myerrnum=ERR_ARGNAME THEN
        TPWrite "The argument par1 is an expression value";
        TPWrite "The name of the argument can not be evaluated";
    ELSE
        TPWrite "The name on the argument is "+name;
    ENDIF
ENDPROC
```

The variable `name` is assigned the string value "mystring" when the first call to `proc1` is done. When the second call to `proc1` is done, an empty string is assign to `name`. On the FlexPendant the following string is written: "The argument par1 is an expression value" and "The name of the argument can not be evaluated".

**Syntax**

```
ArgName '('
[ Parameter ':=' ] < reference (REF) of anytype>
[''' \'\' ErrorNumber ':=' <var or pers (INOUT) of errnum>] ')'
```

A function with a return value of the data type `string`.

**Related information**

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2 Functions

2.9 ASin - Calculates the arc sine value

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2.9 ASin - Calculates the arc sine value

Usage

ASin (Arc Sine) is used to calculate the arc sine value on data types num.

Basic examples

The following example illustrates the function ASin

Example 1

VAR num angle;
VAR num value;
...
...
angle := ASin(value);
angle will get the arc sine value of value

Return value

Data type: num
The arc sine value, expressed in degrees, range [-90, 90].

Arguments

ASin (Value)

Value

Data type: num
The argument value must be in range [-1, 1].

Limitations

The execution of the function ASin(x) will give an error if x is outside the range [1, -1].

Syntax

ASin '('
[Value ':='] <expression (IN) of num> ')

A function with a return value of the data type num.

Related information

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2.10 ASinDnum - Calculates the arc sine value

Usage

ASinDnum (Arc Sine dnum) is used to calculate the arc sine value on data types dnum.

Basic examples

The following example illustrates the function ASinDnum

Example 1

VAR dnum angle;
VAR dnum value;
...
...
angle := ASinDnum(value);
angle will get the arc sine value of value

Return value

Data type: dnum
The arc sine value, expressed in degrees, range [-90, 90].

Arguments

ASinDnum (Value)

Value

Data type: dnum
The argument value must be in range [-1, 1].

Limitations

The execution of the function ASinDnum(x) will give an error if x is outside the range [1, -1].

Syntax

ASinDnum '('
[Value ':='] <expression (IN) of dnum> ')'
A function with a return value of the data type dnum.

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2.11 ATan - Calculates the arc tangent value

Usage

ATan (Arc Tangent) is used to calculate the arc tangent value on data types num.

Basic examples

The following example illustrates the function ATan.

Example 1

VAR num angle;
VAR num value;
...  
...  
angle := ATan(value);

angle will get the arc tangent value of value.

Return value

Data type: num
The arc tangent value, expressed in degrees, range [-90, 90].

Arguments

ATan (Value)

Value

Data type: num
The argument value.

Syntax

ATan '('
[Value ':='] <expression (IN) of num> ')' 

A function with a return value of the data type num.

Related information

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2.12 ATanDnum - Calculates the arc tangent value

Usage

ATanDnum (Arc Tangent dnum) is used to calculate the arc tangent value on data types dnum.

Basic examples

The following example illustrates the function ATanDnum.

Example 1

VAR dnum angle;
VAR dnum value;
...
...
angle := ATanDnum(value);
angle will get the arc tangent value of value.

Return value

Data type: dnum
The arc tangent value, expressed in degrees, range [-90, 90].

Arguments

ATanDnum (Value)

Value

Data type: dnum
The argument value.

Syntax

ATanDnum '('
 [Value ':='] <expression (IN) of dnum> ')

A function with a return value of the data type dnum.

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2 Functions

2.13 ATan2 - Calculates the arc tangent2 value

Usage

\[ \text{ATan2} \] \text{(Arc Tangent2)} \text{ is used to calculate the arc tangent2 value on data types num.} \\

Basic examples

The following example illustrates the function ATan2.

Example 1

\[
\begin{align*}
\text{VAR num angle;}
\text{VAR num x_value;}
\text{VAR num y_value;}
\text{...}
\text{...}
\text{angle := ATan2(y_value, x_value);}\\
\text{angle will get the arc tangent value of } y/\text{value}x/\text{value}.
\end{align*}
\]

Return value

Data type: num

The arc tangent value, expressed in degrees, range [-180, 180]. The value will be equal to ATan(y/x) but in the range of [-180, 180] since the function uses the sign of both arguments to determine the quadrant of the return value.

Arguments

\[ \text{ATan2} \ (Y \ X) \]

Y

Data type: num

The numerator argument value.

X

Data type: num

The denominator argument value.

Syntax

\[
\begin{align*}
\text{ATan2} \ ('\}
\ [Y \ :=\ ] \ <\text{expression} \ (\text{IN}) \ of \ num> \ ',
\ [X \ :=\ ] \ <\text{expression} \ (\text{IN}) \ of \ num> \ ')'
\end{align*}
\]

A function with a return value of the data type num.

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2.14 ATan2Dnum - Calculates the arc tangent2 value

Usage
ATan2Dnum (Arc Tangent2 dnum) is used to calculate the arc tangent2 value on data types dnum.

Basic examples
The following example illustrates the function ATan2Dnum.

Example 1
VAR dnum angle;
VAR dnum x_value;
VAR dnum y_value;
...
angle := ATan2Dnum(y_value, x_value);
angle will get the arc tangent value of y_value/x_value.

Return value
Data type: dnum
The arc tangent value, expressed in degrees, range [-180, 180]. The value will be equal to ATanDnum(y/x) but in the range of [-180, 180] since the function uses the sign of both arguments to determine the quadrant of the return value.

Arguments
ATan2Dnum (Y X)

Y
Data type: dnum
The numerator argument value.

X
Data type: dnum
The denominator argument value.

Syntax
ATan2Dnum '('
[Y ':='] <expression (IN) of dnum> ','
[X ':='] <expression (IN) of dnum> ')
A function with a return value of the data type dnum.

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2 Functions

2.15 BitAnd - Logical bitwise AND - operation on byte data

Usage

BitAnd is used to execute a logical bitwise AND - operation on data types byte.

Basic examples

The following example illustrates the function BitAnd.

Example 1

VAR byte data1 := 38;
VAR byte data2 := 34;
VAR byte data3;

data3 := BitAnd(data1, data2);

The logical bitwise AND - operation (see following figure) is executed on the data1 and data2. The result is returned to data3 (integer representation).

```
+---+---+---+---+---+---+---+
| B | i | t | A | n | d |
+---+---+---+---+---+---+---+
| 0 | 0 | 1 | 0 | 0 | 1 | 0 |
+---+---+---+---+---+---+---+
data1 : 38
AND
+---+---+---+---+---+---+---+
| 0 | 0 | 1 | 0 | 0 | 1 | 0 |
+---+---+---+---+---+---+---+
data2 : 34
+---+---+---+---+---+---+---+
| 0 | 0 | 1 | 0 | 0 | 1 | 0 |
+---+---+---+---+---+---+---+
data3 : 34
```

Return value

Data type: byte
The result of the logical bitwise AND - operation in integer representation.

Arguments

BitAnd (BitData1 BitData2)

BitData1

Data type: byte
The bit data 1, in integer representation.

BitData2

Data type: byte
The bit data 2, in integer representation.
Limitations

The range for a data type `byte` is 0 - 255.

Syntax

```
BitAnd '('
  [BitData1 ':='] <expression (IN) of byte> ','
  [BitData2 ':='] <expression (IN) of byte> ')
```

A function with a return value of the data type `byte`.

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</table>
2.16 BitAndDnum - Logical bitwise AND - operation on dnum data

Usage

BitAndDnum is used to execute a logical bitwise AND - operation on data types dnum.

Basic examples

The following example illustrates the function BitAndDnum.

Example 1

```
VAR dnum data1 := 38;
VAR dnum data2 := 35;
VAR dnum data3;

data3 := BitAndDnum(data1, data2);
```

The logical bitwise AND - operation (see figure below) will be executed on the data1 and data2. The result will be returned to data3 (integer representation).

```
0 0 0 0 1 0 0 1 1 0  # data1: 38
0 0 0 0 1 0 0 0 1 1  # data2: 35
0 0 0 0 1 0 0 0 1 0  # data3: 34
```

Return value

Data type: dnum

The result of the logical bitwise AND - operation in integer representation.

Arguments

BitAndDnum (Value1 Value2)

Value1

Data type: dnum

The first bit data value, in integer representation.

Value2

Data type: dnum

The second bit data value, in integer representation.
2 Functions

2.16 BitAndDnum - Logical bitwise AND - operation on dnum data
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Continued

Limitations
The range for a data type dnum is 0 - 4503599627370495.

Syntax

\[
\text{BitAndDnum } ('\{'
\text{[Value1 }'\mathbin{:}='\text{]} <\text{expression } (\text{IN}) \text{ of dnum} > ','
\text{[Value2 }'\mathbin{:}='\text{]} <\text{expression } (\text{IN}) \text{ of dnum} > ')'
\]

A function with a return value of the data type dnum.

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</table>
2.17 BitCheck - Check if a specified bit in a byte data is set

**Usage**

BitCheck is used to check if a specified bit in a defined byte data is set to 1.

**Basic examples**

The following example illustrates the function BitCheck.

**Example 1**

```plaintext
CONST num parity_bit := 8;
VAR byte data1 := 130;

IF BitCheck(data1, parity_bit) = TRUE THEN
    ...
ELSE
    ...
ENDIF
```

Bit number 8 (parity_bit) in the variable data1 is checked, for example, if the specified bit is set to 1 in the variable data1 then this function will return to TRUE. Bit check of data type byte is illustrated in the following figure.

![BitCheck Diagram](image)

**Return value**

Data type: bool

TRUE if the specified bit is set to 1, FALSE if the specified bit is set to 0.

**Arguments**

BitCheck (BitData BitPos)

BitData

Data type: byte

The bit data, in integer representation, to be checked.

Continues on next page
### 2.17 BitCheck - Check if a specified bit in a byte data is set

**Bit Position**

Data type: `num`

The bit position (1-8) in the BitData to be checked.

### Limitations

The range for a data type `byte` is 0 - 255 decimal.
The bit position is valid from 1 - 8.

### Syntax

```
BitCheck '('
  [BitData ':='] <expression (IN) of byte> ','
  [BitPos ':='] <expression (IN) of num> ')'  
```

A function with a return value of the data type `bool`.

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2 Functions

2.18 BitCheckDnum - Check if a specified bit in a dnum data is set

*RobotWare - OS*

---

### 2.18 BitCheckDnum - Check if a specified bit in a dnum data is set

**Usage**

BitCheckDnum is used to check if a specified bit in a defined dnum data is set to 1.

**Basic examples**

The following example illustrates the function BitCheckDnum.

**Example 1**

```plaintext
CONST num check_bit := 50;
VAR dnum data1 := 1688849860263956;

IF BitCheckDnum(data1, check_bit) = TRUE THEN
...
ELSE
...
ENDIF
```

Bit number 50 (check_bit) in the variable data1 will be checked, for example, if the specified bit is 1 in the variable data1 then this function will return to TRUE. Bit check of data type dnum is illustrated in the figure below.

![BitCheckDnum Example](image)

**Return value**

Data type: bool

TRUE if the specified bit is set to 1, FALSE if the specified bit is set to 0.

**Arguments**

BitCheckDnum (Value BitPos)

**Value**

Data type: dnum

The bit data, in integer representation, to be checked.

**BitPos**

*Bit Position*

Data type: num

*Continues on next page*
2 Functions

2.18 BitCheckDnum - Check if a specified bit in a dnum data is set

RobotWare - OS
Continued

The bit position (1-52) in Value to be checked.

Limitations

The range for a data type dnum is 0 - 4503599627370495 decimal.
The bit position is valid from 1 - 52.

Syntax

BitCheckDnum '('
[Value ':-'] <expression (IN) of dnum> ','
[BitPos ':-'] <expression (IN) of num> ')'

A function with a return value of the data type bool.

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2 Functions

2.19 BitLSh - Logical bitwise LEFT SHIFT - operation on byte

RobotWare - OS

2.19 BitLSh - Logical bitwise LEFT SHIFT - operation on byte

Usage

BitLSh (Bit Left Shift) is used to execute a logical bitwise LEFT SHIFT-operation on data types byte.

Basic examples

The following example illustrates the function BitLSh.

Example 1

VAR num left_shift := 3;
VAR byte data1 := 38;
VAR byte data2;

data2 := BitLSh(data1, left_shift);

The logical bitwise LEFT SHIFT-operation will be executed on the data1 with 3 (left_shift) steps of left shift, and the result will be returned to data2 (integer representation).

The following figure shows logical bitwise LEFT SHIFT-operation.

Return value

Data type: byte
The result of the logical bitwise LEFT SHIFT-operation in integer representation. The right bit cells will be filled up with 0-bits.

Arguments

BitLSh (BitData ShiftSteps)

BitData

Data type: byte
The bit data, in integer representation, to be shifted.

ShiftSteps

Data type: num
Number of the logical shifts (0 - 8) to be executed.
Use of 0 will return the value in the BitData argument.
Limitations

The range for a data type byte is 0 - 255.

The ShiftSteps argument is valid from 1 - 8 according to one byte.

Syntax

```
BitLSh '('
  [BitData ':='] <expression (IN) of byte> ','
  [ShiftSteps ':='] <expression (IN) of num> ')'
```

A function with a return value of the data type byte.

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2 Functions

2.20 BitLShDnum - Logical bitwise LEFT SHIFT - operation on dnum
RobotWare - OS

2.20 BitLShDnum - Logical bitwise LEFT SHIFT - operation on dnum

Usage
BitLShDnum (Bit Left Shift dnum) is used to execute a logical bitwise LEFT SHIFT-operation on data types dnum.

Basic examples
The following example illustrates the function BitLShDnum.

See also More examples on page 1045.

Example 1

VAR num left_shift := 2;
VAR dnum data1 := 2533274790395910;
VAR dnum data2;

data2 := BitLShDnum(data1, left_shift);

The logical bitwise LEFT SHIFT-operation will be executed on the data1 with 2 (left_shift) steps of left shift, and the result will be returned to data2 (integer representation).

The following figure shows logical bitwise LEFT SHIFT-operation.

Return value
Data type: dnum
The result of the logical bitwise LEFT SHIFT-operation in integer representation.
The right bit cells will be filled up with 0-bits.

Arguments
BitLShDnum (Value ShiftSteps [\Size])

Value
Data type: dnum
The bit data, in integer representation, to be shifted.
## ShiftSteps

**Data type:** num

Number of the logical shifts (0 - 52) to be executed.

Use of 0 will return the value in the `Value` argument.

## Size

**Data type:** num

The size (number of bits) that should be considered when doing the logical bitwise LEFT SHIFT-operation on argument `Value`. The size is valid from 1 - 52.

### More examples

More examples of the function `BitLshDnum` are illustrated below.

#### Example 1

```plaintext
VAR dnum result;
VAR dnum data1:=221;
! Only consider the 8 lowest bits
result := BitLshDnum(data1, 4 \Size:=8);
TPWrite "" \Dnum:=result;

! Consider all 52 bits in the dnum datatype
result := BitLshDnum(data1, 4);
TPWrite "" \Dnum:=result;
```

The logical bitwise LEFT SHIFT-operation will be executed on the `data1`, and the result will be returned to `result` (integer representation). The first value to be written on the FlexPendant is 208. The second value to be written on the FlexPendant is 3536.

### Limitations

The range for a data type `dnum` is 0 - 4503599627370495.

The `ShiftSteps` argument is valid from 1 - 52 since one `dnum` is 52 bits.

### Syntax

```
BitLshDnum('(' [Value ' ::= '] <expression (IN) of dnum> ',')
[ShiftSteps ' ::= '] <expression (IN) of num>
['\' Size ' ::= '] < expression (IN) of num>
')')
```

A function with a return value of the data type `dnum`.

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2 Functions

2.21 BitNeg - Logical bitwise NEGATION - operation on byte data

Usage

BitNeg (Bit Negation) is used to execute a logical bitwise NEGATION (one’s complement) on data types byte.

Basic examples

The following example illustrates the function BitNeg.

Example 1

```plaintext
VAR byte data1 := 38;
VAR byte data2;

data2 := BitNeg(data1);
```

The logical bitwise NEGATION - operation (see figure below) will be executed on the data1, and the result will be returned to data2 (integer representation).

```
0 0 1 0 0 1 1 0
  data1: 38

1 1 0 1 1 0 0 1
  data2: 217
```

Return value

Data type: byte

The result of the logical bitwise NEGATION - operation in integer representation.

Arguments

BitNeg (BitData)

BitData

Data type: byte

The byte data, in integer representation.

Limitations

The range for a data type byte is 0 - 255.

Syntax

```
BitNeg '('
    [BitData ':='] <expression (IN) of byte>
')'
```

A function with a return value of the data type byte.

Continues on next page
### 2.21 BitNeg - Logical bitwise NEGATION - operation on byte data

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2 Functions

2.22 BitNegDnum - Logical bitwise NEGATION - operation on dnum data

Usage

BitNegDnum \((\text{Bit Negation \ dnum})\) is used to execute a logical bitwise NEGATION operation (one’s complement) on data types \(\text{dnum}\).

Basic examples

The following example illustrates the function BitNegDnum. See also \textit{More examples on page 1049}.

Example 1

\[
\begin{align*}
\text{VAR dnum data1 := 4;} \\
\text{VAR dnum data2;} \\
\text{data2 := BitNegDnum(data1);} \\
\end{align*}
\]

The logical bitwise NEGATION operation (see figure below) will be executed on the \(\text{data1}\), and the result will be returned to \(\text{data2}\) (integer representation).

![Diagram of BitNegDnum example]

Return value

Data type: \(\text{dnum}\)

The result of the logical bitwise NEGATION - operation in integer representation.

Arguments

BitNegDnum \((\text{Value \ [\Size]}\))

Value

Data type: \(\text{dnum}\)

The \(\text{dnum data, in integer representation}\).

Size

Data type: \(\text{num}\)

The size (number of bits) that should be considered when doing the logical bitwise NEGATION-operation on argument \(\text{Value}\). The size is valid from 1 - 52.
More examples of the function BitNegDnum are illustrated below.

Example 1

```plaintext
VAR dnum result;
VAR dnum data1:=38;
! Only consider the 16 lowest bits
result := BitNegDnum(data1 \Size:=16);
TPWrite "" \Dnum:=result;
! Consider all 52 bits in the dnum datatype
result := BitNegDnum(data1);
TPWrite "" \Dnum:=result;
```

The logical bitwise NEGATION-operation will be executed on the data1, and the result will be returned to result (integer representation). The first value to be written on the FlexPendant is 65497. The second value to be written on the FlexPendant is 4503599627370457.

Limitations

The range for a data type dnum is 0 - 4503599627370495.

Syntax

```
BitNegDnum '(' [Value ':='] <expression (IN) of dnum> ['"\'\'Size ':=' < expression (IN) of num>] ')'
```

A function with a return value of the data type dnum.

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2 Functions

2.23 BitOr - Logical bitwise OR - operation on byte data

RobotWare - OS

2.23 BitOr - Logical bitwise OR - operation on byte data

Usage

BitOr (Bit inclusive Or) is used to execute a logical bitwise OR-operation on data types byte.

Basic examples

The following example illustrates the function BitOr.

Example 1

VAR byte data1 := 39;
VAR byte data2 := 162;
VAR byte data3;

data3 := BitOr(data1, data2);

The logical bitwise OR-operation will be executed on the data1 and data2, and the result will be returned to data3 (integer representation).

The following figure shows logical bitwise OR-operation.

```
 0 0 1 0 0 1 1
 1 0 1 0 0 0 0
 1 0 1 0 0 1 1
```

Return value

Data type: byte
The result of the logical bitwise OR-operation in integer representation.

Arguments

BitOr (BitData1 BitData2)

BitData1

Data type: byte
The bit data 1, in integer representation.

BitData2

Data type: byte

Continues on next page
The bit data 2, in integer representation.

Limitations

The range for a data type `byte` is 0 - 255.

Syntax

```
BitOr '('
  [BitData1 ':='] <expression (IN) of byte> ','
  [BitData2 ':='] <expression (IN) of byte>
')'
```

A function with a return value of the data type `byte`.

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2 Functions

2.24 BitOrDnum - Logical bitwise OR - operation on dnum data

RobotWare - OS

2.24 BitOrDnum - Logical bitwise OR - operation on dnum data

Usage

BitOrDnum (Bit inclusive Or dnum) is used to execute a logical bitwise OR-operation on data types dnum.

Basic examples

The following example illustrates the function BitOrDnum.

Example 1

VAR dnum data1 := 39;
VAR dnum data2 := 162;
VAR dnum data3;

data3 := BitOrDnum(data1, data2);

The logical bitwise OR-operation will be executed on the data1 and data2, and the result will be returned to data3 (integer representation). The following figure shows logical bitwise OR-operation.

Return value

Data type: dnum
The result of the logical bitwise OR-operation in integer representation.

Arguments

BitOrDnum (Value1 Value2)

Value1

Data type: dnum
The first bit data value, in integer representation.

Value2

Data type: dnum
The second bit data value, in integer representation.

Continues on next page

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## Limitations

The range for a data type `dnum` is 0 - 4503599627370495.

## Syntax

```
BitOrDnum '(
[Value1 ':='] <expression (IN) of dnum> ','
[Value2 ':='] <expression (IN) of dnum>
')'
```

A function with a return value of the data type `dnum`.

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2 Functions

2.25 BitRSh - Logical bitwise RIGHT SHIFT - operation on byte

Usage

BitRSh (Bit Right Shift) is used to execute a logical bitwise RIGHT SHIFT-operation on data types byte.

Basic examples

The following example illustrates the function BitRSh.

Example 1

VAR num right_shift := 3;
VAR byte data1 := 38;
VAR byte data2;

data2 := BitRSh(data1, right_shift);

The logical bitwise RIGHT SHIFT-operation will be executed on the data1 with 3 (right_shift) steps of right shift, and the result will be returned to data2 (integer representation).

The following figure shows logical bitwise RIGHT SHIFT-operation.

Return value

Data type: byte
The result of the logical bitwise RIGHT SHIFT-operation in integer representation.
The left bit cells will be filled up with 0-bits.

Arguments

BitRSh (BitData ShiftSteps)

BitData

Data type: byte
The bit data, in integer representation, to be shifted.

ShiftSteps

Data type: num
Number of the logical shifts (0 - 8) to be executed.
Use of 0 will return the value in the BitData argument.

Continues on next page
2 Functions

2.25 BitRSh - Logical bitwise RIGHT SHIFT - operation on byte

RobotWare - OS
Continued

Limitations

The range for a data type byte is 0 - 255.
The ShiftSteps argument is valid from 1 - 8 according to one byte.

Syntax

BitRSh '('
    [BitData ':='] <expression (IN) of byte> ','
    [ShiftSteps ':='] <expression (IN) of num>
')'

A function with a return value of the data type byte.

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2 Functions

2.26 BitRShDnum - Logical bitwise RIGHT SHIFT - operation on dnum

Usage

BitRShDnum (Bit Right Shift dnum) is used to execute a logical bitwise RIGHT SHIFT-operation on data types dnum.

Basic examples

The following example illustrates the function BitRShDnum.

Example 1

VAR num right_shift := 3;
VAR dnum data1 := 2251799813685304;
VAR dnum data2;

data2 := BitRShDnum(data1, right_shift);

The logical bitwise RIGHT SHIFT-operation will be executed on the data1 with 3 (right_shift) steps of right shift, and the result will be returned to data2 (integer representation).

The following figure shows logical bitwise RIGHT SHIFT-operation.

Return value

Data type: dnum

The result of the logical bitwise RIGHT SHIFT-operation in integer representation. The left bit cells will be filled up with 0-bits.

Arguments

BitRShDnum (Value ShiftSteps)

Value

Data type: dnum

The bit data, in integer representation, to be shifted.

ShiftSteps

Data type: num

Continues on next page
2 Functions

2.26 BitRShDnum - Logical bitwise RIGHT SHIFT - operation on dnum

Number of the logical shifts (0 - 52) to be executed.
Use of 0 will return the value in the Value argument.

Limitations

The range for a data type dnum is 0 - 4503599627370495.
The ShiftSteps argument is valid from 1 - 52 since one dnum is 52 bits.

Syntax

BitRShDnum '('
[Value ':='] <expression (IN) of dnum> ','
[ShiftSteps ':='] <expression (IN) of num>
')'

A function with a return value of the data type dnum.

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2 Functions

2.27 BitXOr - Logical bitwise XOR - operation on byte data

RobotWare - OS

2.27 BitXOr - Logical bitwise XOR - operation on byte data

Usage

BitXOr (Bit XOR) is used to execute a logical bitwise XOR-operation on data types byte.

Basic examples

The following example illustrates the function BitXOr.

Example 1

VAR byte data1 := 39;
VAR byte data2 := 162;
VAR byte data3;

data3 := BitXOr(data1, data2);

The logical bitwise XOR-operation will be executed on the data1 and data2, and the result will be returned to data3 (integer representation).

The following figure shows logical bitwise XOR-operation.

```
0 0 1 0 0 1 1
1 0 1 0 0 0 1 0
```

Data3 : 133

Return value

Data type: byte
The result of the logical bitwise XOR-operation in integer representation.

Arguments

BitXOr (BitData1 BitData2)

BitData1
Data type: byte
The bit data 1, in integer representation.

BitData2
Data type: byte

Continues on next page
The bit data 2, in integer representation.

Limitations

The range for a data type byte is 0 - 255.

Syntax

BitXOr '('
   [BitData1 ' :=' ] <expression (IN) of byte> ','
   [BitData2 ' :=' ] <expression (IN) of byte>
')'

A function with a return value of the data type byte.

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2.27 BitXOr - Logical bitwise XOR - operation on byte data

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2 Functions

2.28 BitXOrDnum - Logical bitwise XOR - operation on dnum data

RobotWare - OS

2.28 BitXOrDnum - Logical bitwise XOR - operation on dnum data

Usage

BitXOrDnum (Bit eXclusive Or dnum) is used to execute a logical bitwise XOR-operation on data types dnum.

Basic examples

The following example illustrates the function BitXOrDnum.

Example 1

VAR dnum data1 := 39;
VAR dnum data2 := 162;
VAR dnum data3;

data3 := BitXOrDnum(data1, data2);

The logical bitwise XOR-operation will be executed on the data1 and data2, and the result will be returned to data3 (integer representation).

The following figure shows logical bitwise XOR-operation.

Return value

Data type: dnum
The result of the logical bitwise XOR-operation in integer representation.

Arguments

BitXOrDnum (Value1 Value2)

Value1

Data type: dnum
The first bit data value, in integer representation.

Value2

Data type: dnum
Continues on next page
The second bit data value, in integer representation.

**Limitations**

The range for a data type `dnum` is 0 - 4503599627370495.

**Syntax**

```
BitXOrDnum '('
[Value1 ':='] <expression (IN) of dnum> ','
[Value2 ':='] <expression (IN) of dnum>
')'
```

A function with a return value of the data type `dnum`.

**Related information**

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</table>
2 Functions

2.29 ByteToStr - Converts a byte to a string data

RobotWare - OS

2.29 ByteToStr - Converts a byte to a string data

Usage

ByteToStr *(Byte To String)* is used to convert a byte into a string data with a defined byte data format.

Basic examples

The following example illustrates the function ByteToStr.

Example 1

VAR string con_data_buffer{5};
VAR byte data1 := 122;

con_data_buffer{1} := ByteToStr(data1);
The content of the array component con_data_buffer{1} will be "122" after the ByteToStr ... function.

con_data_buffer{2} := ByteToStr(data1\Hex);
The content of the array component con_data_buffer{2} will be "7A" after the ByteToStr ... function.

con_data_buffer{3} := ByteToStr(data1\Okt);
The content of the array component con_data_buffer{3} will be "172" after the ByteToStr ... function.

con_data_buffer{4} := ByteToStr(data1\Bin);
The content of the array component con_data_buffer{4} will be "01110110" after the ByteToStr ... function.

con_data_buffer{5} := ByteToStr(data1\Char);
The content of the array component con_data_buffer{5} will be "z" after the ByteToStr ... function.

Return value

Data type: string

The result of the conversion operation with the following format:

<table>
<thead>
<tr>
<th>Format</th>
<th>Characters</th>
<th>String length</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dec .....</td>
<td>'0' - '9'</td>
<td>1-3</td>
<td>&quot;0&quot; - &quot;255&quot;</td>
</tr>
<tr>
<td>Hex .....</td>
<td>'0' - '9', 'A' - 'F'</td>
<td>2</td>
<td>&quot;00&quot; - &quot;FF&quot;</td>
</tr>
<tr>
<td>Okt ......</td>
<td>'0' - '7'</td>
<td>3</td>
<td>&quot;000&quot; - &quot;377&quot;</td>
</tr>
<tr>
<td>Bin .....</td>
<td>'0' - '1'</td>
<td>8</td>
<td>&quot;00000000&quot; - &quot;11111111&quot;</td>
</tr>
<tr>
<td>Char ....</td>
<td>Any ASCII char (*)</td>
<td>1</td>
<td>One ASCII char</td>
</tr>
</tbody>
</table>

(*) If it is a non-writable ASCII character then the return format will be RAPID character code format (for example, "\07" for BEL control character).

Arguments

ByteToStr (BitData [\Hex] | [\Okt] | [\Bin] | [\Char])

Continues on next page
### BitData

Data type: byte
The bit data to be converted.

If the optional switch argument is omitted then the data will be converted in decimal (Dec) format.

### \[\text{Hex}\]

**Hexadecimal**

Data type: switch
The data will be converted in hexadecimal format.

### \[\text{Okt}\]

**Octal**

Data type: switch
The data will be converted in octal format.

### \[\text{Bin}\]

**Binary**

Data type: switch
The data will be converted in binary format.

### \[\text{Char}\]

**Character**

Data type: switch
The data will be converted in ASCII character format.

### Limitations

The range for a data type byte is 0 to 255 decimal.

### Syntax

```
ByteToStr '('
    [BitData ':='] <expression (IN) of byte>
    ['\text{\textquotesingle} \text{Hex} \text{\textquotesingle}] | ['\text{\textquotesingle} \text{Okt} \text{\textquotesingle}] | ['\text{\textquotesingle} \text{Bin} \text{\textquotesingle}] | ['\text{\textquotesingle} \text{Char} \text{\textquotesingle}]
')'
```

A function with a return value of the data type string.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert a string to a byte data</td>
<td>StrToByte - Converts a string to a byte data on page 1367</td>
</tr>
<tr>
<td>Other bit (byte) functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Other string functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2 Functions

2.30 CalcJointT - Calculates joint angles from robtarget

RobotWare - OS

2.30 CalcJointT - Calculates joint angles from robtarget

Usage

CalcJointT (Calculate Joint Target) is used to calculate joint angles of the robot axes and external axes from a specified robtarget data.

The input robtarget data should be specified in the same coordinate system as specified in argument for Tool, WObj, and at execution time active program displacement (ProgDisp) and external axes offset (EOffs). The returned jointtarget data is expressed in the calibration coordinate system.

If MultiMove application type semicoordinated or synchronized coordinated mode with the coordinated workobject, and is moved by some mechanical unit located in another program task, then the function CalcJointT can be used if:

- It is appropriate that the current position of the coordinated work object moved by the mechanical unit is used in the calculation (current user frame). All other data will be fetched from the RAPID program.
- The mechanical unit located in another program task is standing still.
- The argument UseCurWObjPos is used.

Basic examples

The following examples illustrate the function CalcJointT.

Example 1

VAR jointtarget jointpos1;
CONST robtarget p1 := [...];
jointpos1 := CalcJointT(p1, tool1 \WObj:=wobj1);

The jointtarget value corresponding to the robtarget value p1 is stored in jointpos1. The tool tool1 and work object wobj1 are used for calculating the joint angles jointpos1.

Example 2

VAR jointtarget jointpos2;
CONST robtarget p2 := [...];
jointpos2 := CalcJointT(\UseCurWObjPos, p2, tool2 \WObj:=orb1);

The jointtarget value corresponding to the robtarget value p2 is stored in jointpos2. The tool tool2 and work object orb1 are used for calculating the joint angles jointpos2. The current position of the standing still manipulator orb1 is not located in the same program task as the TCP robot but is used for the calculation.

Example 3

VAR jointtarget jointpos3;
CONST robtarget p3 := [...];
VAR errnum myerrnum;
jointpos3 := CalcJointT(p3, tool2 \WObj:=orb1
\ErrorNumber:=myerrnum);
IF myerrnum = ERR_ROBLIMIT THEN
  TWrite "Joint jointpos3 can not be reached."
  TWrite "jointpos3.robax.rax_1: " + ValToStr(jointpos3.robax.rax_1);
Continues on next page
TPWrite "jointpos3.extax.eax_f"+ValToStr(jointpos3.extax.eax_f);
ELSEIF myerrnum = ERR_OUTSIDE_REACH THEN
    TPWrite "Joint jointpos3 is outside reach."
    TPWrite "jointpos3.robax.rax_1: "+ValToStr(jointpos3.robax.rax_1);
ELSE
    MoveAbsJ jointpos3, v100, fine, tool2 \WObj:=orb1;
ENDIF

The joint target value corresponding to the robtarget value p3 is stored in jointpos3. If the position can be reached, it is used, otherwise the joint target value is written on the FlexPendant.

Return value

Data type: jointtarget

The angles in degrees for the axes of the robot on the arm side.
The values for the external axes, in mm for linear axes, in degrees for rotational axes.
The returned values are always related to the calibration position.

Arguments

CalcJointT ([\UseCurWObjPos] Rob_target Tool [\WObj] [\ErrorNumber])

[\UseCurWObjPos]

Data type: switch

Use current position of the coordinated work object moved by the mechanical unit in another task for the calculation (current user frame). All other data is fetched from the RAPID program.

Rob_target

Data type: robtarget

The position of the robot and external axes in the outermost coordinate system, related to the specified tool and work object and at execution time active program displacement (ProgDisp) and/or external axes offset (EOffs).

Tool

Data type: tooldata

The tool used for calculation of the robot joint angles.

[\WObj]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position is related.

Continues on next page
If this argument is omitted then the work object wobj0 is used. This argument must be specified when using stationary tool, coordinated external axes, or conveyor.

\[\text{Error number}\]

**Data type:** errnum

A variable (VAR or PERS) that will hold the error constant ERR_ROBLIMIT if at least one axis is outside the joint limits or if the limits are exceeded for at least one coupled joint, or ERR_OUTSIDE_REACH if the position (robtarget) is outside the robot’s working area. If this optional argument is used and the variable is set to ERR_ROBLIMIT or ERR_OUTSIDE_REACH after the execution of the function, the return value will be a joint target value corresponding to the used robtarget.

If this optional variable is omitted then the error handler will be executed and the joint target returned will not be updated if an axis is outside the working area or the limits are exceeded.

**Program execution**

The returned joint target is calculated from the input robtarget. If the argument \UseCurWObjPos is used, then the position that is used comes from the current position of the mechanical unit that controls the user frame. To calculate the robot joint angles, the specified Tool, WObj (including coordinated user frame), and the ProgDisp active at execution time are taken into consideration. To calculate the external axes position at the execution time, active EOffs is taken into consideration.

The calculation always selects the robot configuration according to the specified configuration data in the input robtarget data. Instructions ConfL and ConfJ do not affect this calculation principle. When wrist singularity is used, robot axis 4 will be set to 0 degrees.

If there is any active program displacement (ProgDisp) and/or external axis offset (EOffs) at the time the robtarget is stored then the same program displacement and/or external axis offset must be active when CalcJointT is executed.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ROBLIMIT</td>
<td>The position is reachable, but at least one axis is outside the joint limits or</td>
</tr>
<tr>
<td></td>
<td>the limits are exceeded for at least one coupled joint.</td>
</tr>
<tr>
<td>ERR_OUTSIDE_REACH</td>
<td>The position (robtarget) is outside the robot’s working range.</td>
</tr>
<tr>
<td>ERR_WOBJ_MOVING</td>
<td>The mechanical unit that controls the work object (user frame) isn’t standing</td>
</tr>
<tr>
<td></td>
<td>still at execution time of CalcJointT \UseCurWObjPos.</td>
</tr>
</tbody>
</table>
Limitation

If a coordinate frame is used then the coordinated unit has to be activated before using CalcJointT.

The mechanical unit that controls the user frame in the work object must normally be available in the same program task as the TCP robot which executes CalcJointT.

Normally CalcJointT uses robtarget, tooldata, and wobjdata from the RAPID program to calculate jointtarget. For coordinated workobjects, the position of the mechanical unit is given as external axes position in the robtarget. That is not the case if the mechanical unit is controlled by another program task (MultiMove system) or the mechanical unit is not controlled by the control system (Conveyor). For the MultiMove System but not for the conveyor it is possible to use the argument \UseCurWObjPos if the mechanical unit is standing still at the execution time of CalcJointT.

Syntax

CalcJointT '\(' [ '"UseCurWObjPos ','] [ Rob_target ':=' ] <expression (IN) of robtarget> '\',\' [ Tool ':=' ] <persistent (PERS) of tooldata> [ '" WObj ':=' <persistent (PERS) of wobjdata]> [ '" ErrorNumber ':=' <variable or persistent (INOUT) of errnum>\')\'

A function with a return value of the data type jointtarget.

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<td>Definition of work objects</td>
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<tr>
<td>External axis offset coordinate system</td>
<td>EOoffsOn - Activates an offset for additional axes on page 135</td>
</tr>
</tbody>
</table>
2 Functions

2.31 CalcRobT - Calculates robtarget from jointtarget

Usage

CalcRobT (Calculate Robot Target) is used to calculate a robtarget data from a given jointtarget data.

This function returns a robtarget value with position (x, y, z), orientation (q1 ... q4), robot axes configuration, and external axes position.

The input jointtarget data should be specified in the calibration coordinate system.

The returned robtarget data is expressed in the outermost coordinate system.

It takes the specified tool, work object, and at execution time active program displacement (ProgDisp) and external axis offset (EOffs) into consideration.

Basic examples

The following example illustrates the function CalcRobT.

Example 1

```rapid
VAR robtarget p1;
CONST jointtarget jointpos1 := [...];

p1 := CalcRobT(jointpos1, tool1 \WObj:=wobj1);
```

The robtarget value corresponding to the jointtarget value jointpos1 is stored in p1. The tool tool1 and work object wobj1 are used for calculating the position of p1.

Return value

Data type: robtarget

The robot and external axes position is returned in data type robtarget and expressed in the outermost coordinate system. It takes the specified tool, work object, and at execution time active program displacement (ProgDisp) and external axes offset (EOffs) into consideration.

If there is no active ProgDisp then the robot position is expressed in the object coordinate system. If there are no active EOffs then the external axis position is expressed in the calibration coordinate system.

Arguments

CalcRobT( Joint_target Tool [\WObj] )

Joint_target

Data type: jointtarget

The joint position for the robot axes and external axes related to the calibration coordinate system.

Tool

Data type: tooldata

The tool used for calculation of the robot position.

Continues on next page
Work Object

Data type: wobjdata

The work object (coordinate system) to which the robot position returned by the function is related.

If this argument is omitted the work object wobj0 is used. This argument must be specified when using stationary tool, coordinated external axes, or conveyor.

Program execution

The returned robtarget is calculated from the input jointtarget. To calculate the cartesian robot position the specified Tool, WObj (including coordinated user frame), and at the execution time active ProgDisp, are taken into consideration.

To calculate the external axes position, the EOffs active at execution time is also taken into consideration.

Limitation

If a coordinate frame is used then the coordinated unit has to be activated before using CalcRobT. The coordinated unit also has to be situated in the same task as the robot.

Syntax

CalcRobT '('
[Joint_target ':=' ] <expression (IN) of jointtarget> ','
[Tool ':=' ] <persistent (PERS) of tooldata>
['' WObj ':=' <persistent (PERS) of wobjdata>] ')'

A function with a return value of the data type robtarget.

Related information

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<tr>
<td>Definition of position</td>
<td>robtarget - Position data on page 1570</td>
</tr>
<tr>
<td>Definition of joint position</td>
<td>jointtarget - Joint position data on page 1521</td>
</tr>
<tr>
<td>Definition of tools</td>
<td>tooldata - Tool data on page 1606</td>
</tr>
<tr>
<td>Definition of work objects</td>
<td>wobjdata - Work object data on page 1626</td>
</tr>
<tr>
<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Program displacement coordinate system</td>
<td>PDispOn - Activates program displacement on page 440</td>
</tr>
<tr>
<td>External axes offset coordinate system</td>
<td>EOffsOn - Activates an offset for additional axes on page 135</td>
</tr>
</tbody>
</table>
2 Functions

2.32 CalcRotAxFrameZ - Calculate a rotational axis frame

Usage

CalcRotAxFrameZ (Calculate Rotational Axis Frame with positive Z-point) is used to calculate the user coordinate system of a mechanical unit that is of the type rotational axis. This function is to be used when the master robot and the additional axis are located in different RAPID tasks. If they are in the same task then the function CalcRotAxisFrame should be used.

Description

The definition of a user frame for a rotational external axis requires that the turntable (or similar mechanical structure) on the external axis has a marked reference point. Moreover, the TCP robot’s base frame and TCP must be calibrated. The calibration procedure consists of a number of positions for the robot’s TCP on the reference point when the turntable is rotated to different angles. A positioning of the robots TCP in the positive z direction is also needed. For definition of points for a rotational axis, see the figure below.

The user coordinate system for the rotational axis has its origin in the center of the turntable. The z direction coincides with the axis of rotation and the x axis goes through the reference point.

Continues on next page
The figure below shows the user coordinate system for two different positions of the turntable (turntable seen from above).

![Coordinate System Diagram]

### Basic examples

The following example illustrates the function `CalcRotAxFrameZ`.

#### Example 1

```plaintext
CONST robtarget pos1 := [...];
CONST robtarget pos2 := [...];
CONST robtarget pos3 := [...];
CONST robtarget pos4 := [...];
CONST robtarget zpos;
VAR robtarget targetlist{10};
VAR num max_err := 0;
VAR num mean_err := 0;
VAR pose resFr:=[...];
PERS tooldata tMyTool:= [...];

! Instructions for creating/ModPos pos1 - pos4 with TCP pointing at the turntable.
MoveJ pos1, v10, fine, tMyTool;
MoveJ pos2, v10, fine, tMyTool;
MoveJ pos3, v10, fine, tMyTool;
MoveJ pos4, v10, fine, tMyTool;

! Instruction for creating/ModPos zpos with TCP pointing at a point in positive z direction
MoveJ zpos, v10, fine, tMyTool;

! Add the targets to the array
.targetlist{1}:= pos1;
.targetlist{2}:= pos2;
.targetlist{3}:= pos3;
.targetlist{4}:= pos4;

resFr:=CalcRotAxFrameZ(targetlist, 4, zpos, max_err, mean_err);

! Update the system parameters.
```

Continues on next page
IF (max_err < 1.0) AND (mean_err < 0.5) THEN
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_pos_x", resFr.trans.x/1000;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_pos_y", resFr.trans.y/1000;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_pos_z", resFr.trans.z/1000;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_orient_u0", resFr.rot.q1;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_orient_u1", resFr.rot.q2;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_orient_u2", resFr.rot.q3;
    WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_orient_u3", resFr.rot.q4;
    TPReadFK reg1,"Warmstart required for calibration to take effect.", stEmpty, stEmpty, stEmpty, stEmpty,"OK";
    WarmStart;
ENDIF

Four positions, pos1-pos4, are created/modposed so that the robot’s tool tMyTool points to the same reference point on the external axis STN_1 but with different external axis rotations. Position, zpos, is created/modposed so that the robot’s tool tMyTool points in the positive z direction according to the definition of the positive z-direction of an external rotational mechanical unit. Using the definition of the positive z-direction of an external rotational mechanical unit, see Description on page 1070. The points are then used for calculating the external axis base frame, resFr, in relation to the world coordinate system. Finally, the frame is written to the configuration file and a WarmStart instruction is executed to let the change take effect.

Note
Definition of the positive z-direction of an external rotational mechanical unit:
Let the right hand’s fingers coincide with the positive rotation axis of the rotational axis. The direction of the thumb then defines the positive z-direction. See the following figure.
2 Functions

2.32 CalcRotAxFrameZ - Calculate a rotational axis frame

Return value

Data type: pose
The calculated frame.

Arguments

CalcRotAxFrameZ (TargetList TargetsInList PositiveZPoint MaxErr MeanErr)

TargetList

Data type: robtarget
Array of robtargets holding the positions defined by pointing out the turntable. Minimum number of robtargets is 4, maximum 10.

TargetsInList

Data type: num
Number of robtargets in an array.

PositiveZPoint

Data type: robtarget
robtarget holding the position defined by pointing out a point in the positive z direction. Using the definition of the positive z-direction of an external rotational mechanical unit, see Description on page 1070.

MaxErr

Maximum Error
Data type: num
The estimated maximum error in mm.

MeanErr

Mean Error
Data type: num
The estimated mean error in mm.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>The positions don’t have the required relation or are not specified with enough accuracy.</td>
</tr>
</tbody>
</table>

Syntax

CalcRotAxFrameZ '('
    [TargetList ':='] <array {*} (IN) of robtarget> ','
    [TargetsInList ':='] <expression (IN) of num> ','
    [PositiveZPoint ':='] <expression (IN) of robtarget> ','
    [MaxErr ':='] <variable (VAR) of num> ','
    [MeanErr ':='] <variable (VAR) of num> ')'

Continues on next page
A function with a return value of the data type \( \text{pose} \).

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
</tbody>
</table>
CalcRotAxisFrame (Calculate Rotational Axis Frame) is used to calculate the user coordinate system of a mechanical unit that is of type rotational axis. This function is to be used when the master robot and the additional axis are located in the same RAPID task. If they are in different tasks the function CalcRotAxFrameZ should be used.

The definition of a user frame for a rotational external axis requires that the turntable (or similar mechanical structure) on the external axis has a marked reference point. Moreover, the master robot’s base frame and TCP must be calibrated. The calibration procedure consists of a number of positions for the robot’s TCP on the reference point when the turntable is rotated to different angles. Definition of points for a rotational axis is illustrated in the figure below.

The user coordinate system for the rotational axis has its origin in the center of the turntable. The z direction coincides with the axis of rotation and the x axis goes through the reference point.
The figure below shows the user coordinate system for two different positions of the turntable (turntable seen from above).

Basic examples

The following example illustrates the function `CalcRotAxisFrame`.

Example 1

```rapid
CONST robtarget pos1 := [...];
CONST robtarget pos2 := [...];
CONST robtarget pos3 := [...];
CONST robtarget pos4 := [...];
VAR robtarget targetlist{10};
VAR num max_err := 0;
VAR num mean_err := 0;
VAR pose resFr:=[...];
PERS tooldata tMyTool:=[...];

! Instructions needed for creating/ModPos pos1 - pos4 with TCP pointing at the turntable.
MoveJ pos1, v10, fine, tMyTool;
MoveJ pos2, v10, fine, tMyTool;
MoveJ pos3, v10, fine, tMyTool;
MoveJ pos4, v10, fine, tMyTool;

! Add the targets to the array
targetlist{1}:= pos1;
targetlist{2}:= pos2;
targetlist{3}:= pos3;
targetlist{4}:= pos4;
resFr:=CalcRotAxisFrame(STN_1, targetlist, 4, max_err, mean_err);

! Update the system parameters.
IF (max_err < 1.0) AND (mean_err < 0.5) THEN
  WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_pos_x", resFr.trans.x/1000;
  WriteCfgData "/MOC/SINGLE/STN_1", "base_frame_pos_y", resFr.trans.y/1000;
```

Continues on next page
Four positions, pos1 - pos4, are created/modposed so that the robot's tool tMyTool points to the same reference point on the external axis STN_1 but with different external axis rotations. The points are then used for calculating the external axis base frame, resFr, in relation to the world coordinate system. Finally, the frame is written to the configuration file and a `WarmStart` instruction is executed to let the change take effect.

**Return value**

Data type: pose

The calculated frame.

**Arguments**

```cpp
CalcRotAxisFrame (MechUnit [\AxisNo] TargetList TargetsInList MaxErr MeanErr)
```

**MechUnit**

*Mechanical Unit*

Data type: mecunit

Name of the mechanical unit to be calibrated.

**[\AxisNo]**

Data type: num

Optional argument defining the axis number for which a frame should be determined. Default value is 1 applying to single rotational axis. For mechanical units with several axes, the axis number should be supplied with this argument.

**TargetList**

Data type: robtarget

Array of robtargets holding the positions defined by pointing out the turntable. Minimum number of robtargets is 4, maximum is 10.

**TargetsInList**

Data type: num

Number of robtargets in an array.
2 Functions

2.33 CalcRotAxisFrame - Calculate a rotational axis frame

RobotWare - OS
Continued

MaxErr

*Maximum Error*

Data type: num

The estimated maximum error in mm.

MeanErr

*Mean Error*

Data type: num

The estimated mean error in mm.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>The positions don’t have the required relation or are not specified with enough accuracy.</td>
</tr>
</tbody>
</table>

Syntax

CalcRotAxisFrame '('

[ MechUnit ':=' ] <variable (VAR) of mecunit>  
[ AxisNo ':=' ] <expression (IN) of num> ,'

[ TargetList ':=' ] <array {*} (IN) of robtarget> ,'

[ TargetsInList ':=' ] <expression (IN) of num> ,'

[ MaxErr ':=' ] <variable (VAR) of num> ,'

[ MeanErr ':=' ] <variable (VAR) of num> ')'

A function with a return value of the data type pose.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.34 CamGetExposure - Get camera specific data

Usage

CamGetExposure (Camera Get Exposure) is a function that reads the current settings for a camera. With this function and with the instruction CamSetExposure it is possible to adapt the camera images depending on environment in runtime.

Basic examples

The following example illustrates the function CamGetExposure.

Example 1

VAR num exposuretime;
...
exposuretime:=CamGetExposure(mycamera \ExposureTime);
IF exposuretime = 10 THEN
   CamSetExposure mycamera \ExposureTime:=9.5;
ENDIF

Order camera mycamera to change the exposure time to 9.5 ms if the current setting is 10 ms.

Return value

Data type: num

One of the settings exposure time, brightness, or contrast returned from the camera as a numerical value.

Arguments

CamGetExposure (Camera [\ExposureTime] | [\Brightness] | [\Contrast])

Camera

Data type: cameradev

The name of the camera.

[\ExposureTime]

Data type: num

Returns the cameras exposure time. The value is in milliseconds (ms).

[\Brightness]

Data type: num

Returns the brightness setting of the camera

[\Contrast]

Data type: num

Returns the contrast setting of the camera

Continues on next page
2 Functions

2.34 CamGetExposure - Get camera specific data

Integrated Vision

Continued

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Syntax

CamGetExposure '('
    [ Camera ':=' ] < variable (VAR) of cameradev >
    ['"ExposureTime]
    | ['"Brightness]
    | ['"Contrast'] ')'

A function with a return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
</tbody>
</table>
2.35 CamGetLoadedJob - Get name of the loaded camera task

Usage
CamGetLoadedJob (Camera Get Loaded Job) is a function that reads the name of the current loaded job from the camera and returns it in a string.

Basic examples
The following example illustrates the function CamGetLoadedJob.

Example 1
VAR string currentjob;
... 
currentjob:=CamGetLoadedJob(mycamera);
IF CurrentJob = "" THEN
  TPWrite "No job loaded in camera " + CamGetName(mycamera);
ELSE
  TPWrite "Job " + CurrentJob + " is loaded in camera " + CamGetName(mycamera);
ENDIF

Write the loaded job name on the FlexPendant.

Return value
Data type: string
The current loaded job name for the specified camera.

Arguments
CamGetLoadedJob (Camera)
Camera
Data type: cameradev
The name of the camera.

Program execution
The function CamGetLoadedJob gets the current loaded job name from the camera. If no job is loaded into the camera, an empty string is returned.

Error handling
The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>Communication error with camera. The camera is probably disconnected.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
</tbody>
</table>

Continues on next page
## 2 Functions

### 2.35 CamGetLoadedJob - Get name of the loaded camera task

#### Integrated Vision

**Syntax**

```
CamGetLoadedJob '('
[ Camera ':-' ] < variable (VAR) of cameradev > ')
```

A function with a return value of the data type string.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
</tbody>
</table>
2.36 CamGetMode - Get current mode of camera

Usage

CamGetMode returns the current mode of a camera.

Basic examples

The following example illustrates the function CamGetMode.

Example 1

VAR camerastatus curr_camerastatus;
...
curr_camerastatus:=CamGetMode(mycamera);
IF curr_camerastatus = CAMERA_DISCON THEN
   TPWrite "The camera is disconnected. Check cabling for camera "+CamGetName(mycamera);
ENDIF

Get current mode of the camera. If the camera is disconnected, write that on the FlexPendant.

Return value

Data type: camerastatus

The current status of the camera.

Only the predefined symbolic constants of type camerastatus can be used to check the state.

Arguments

CamGetMode( Camera )

Camera

Data type: cameradev

The camera which status is of interest.

Program execution

The function returns one of the following predefined states of camerastatus:

Syntax

CamGetMode '(
    [Camera ':='] <variable (VAR) of cameradev>')

A function with a return value of the data type camerastatus.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
<tr>
<td>Data type camerastatus</td>
<td>camerastatus - Camera communication status on page 1475</td>
</tr>
<tr>
<td>Data type cameradev</td>
<td>cameradev - camera device on page 1474</td>
</tr>
</tbody>
</table>
2.37 CamGetName - Get the name of the used camera

**Usage**

CamGetName (Camera Get Name) is used to get the configured name of the camera.

**Basic examples**

The following example illustrates the function CamGetName.

**Example 1**

```plaintext
...
logcameraname camera1;
CamReqImage camera1;
...
logcameraname camera2;
CamReqImage camera2;
...
PROC logcameraname(VAR cameradev camdev)
  TPWrite "Now using camera: "+CamGetName(camdev);
ENDPROC
```

The procedure logs the name of the currently used camera to the FlexPendant.

**Return value**

**Data type:** string

The name of the currently used camera returned as a string.

**Arguments**

CamGetName(Camera)

**Camera**

**Data type:** cameradev

The name of the camera.

**Syntax**

CamGetName( '('
  [ Camera ':=' ] < variable (VAR) of cameradev > ')

A function with a return value of the data type string.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
</tbody>
</table>
2.38 CamNumberOfResults - Get number of available results

Usage
CamNumberOfResults (Camera Number of Results) is a function that reads the number of available vision results and returns it as a numerical value.

Basic examples
The following example illustrates the function CamNumberOfResults.

Example 1
VAR num foundparts;
...
CamReqImage mycamera;
WaitTime 1;
FoundParts := CamNumberOfResults(mycamera);
TPWrite "Number of identified parts in the camera image:"
"Num:=foundparts;

Acquire an image. Wait for the image processing to complete, in this case 1 second. Read the number of identified parts and write it to the FlexPendant.

Return value
Data type: num
Returns the number of results in the collection for the specified camera.

Arguments
CamNumberOfResults (Camera \[\SceneId])

Camera
Data type: cameradev
The name of the camera.

\[\SceneId]
Scene Identification
Data type: num
The \SceneId is an identifier that specifies from which image to read the number of identified parts.

Program execution
CamNumberOfResults is a function that reads the number of available vision results and returns it as a numerical value. Can be used to loop through all available results.

The function returns the queue level directly when the function is executed. If the function is executed directly after requesting an image, the result is often 0 because the camera has not yet finished processing the image.

Continues on next page
Error handling
The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
CamNumberOfResults '('
  [ Camera ':=' ] < variable (VAR) of cameradev >
  [ '"SceneId ':=' < expression (IN) of num > ] ')'
```

A function with a return value of the data type `num`.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td><em>Application manual - Integrated Vision</em></td>
</tr>
</tbody>
</table>
2.39 CDate - Reads the current date as a string

Usage

CDate (Current Date) is used to read the current system date. This function can be used to present the current date to the operator on the FlexPendant display or to paste the current date into a text file that the program writes to.

Basic examples

The following example illustrates the function CDate. See also More examples on page 1087.

Example 1

VAR string date;
date := CDate();
The current date is stored in the variable date.

Return value

Data type: string
The current date in a string.
The standard date format is "year-month-day", for example, "1998-01-29".

More examples

More examples of the function CDate are illustrated below.

Example 1

VAR string date;
date := CDate();
TPWrite "The current date is: " + date;
Write logfile, date;
The current date is written to the FlexPendant display and into a text file.

Syntax

CDate '(' ')'
A function with a return value of the type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Setting the system clock</td>
<td>Operating manual - OmniCore</td>
</tr>
</tbody>
</table>
2 Functions

2.40 CJointT - Reads the current joint angles

Usage

CJointT (Current Joint Target) is used to read the current angles of the robot axes and external axes.

Basic examples

The following example illustrates the function CJointT.

See also More examples on page 1089.

Example 1

VAR jointtarget joints;
joints := CJointT();

The current angles of the axes for a robot and external axes are stored in joints.

Return value

Data type: jointtarget
The current angles in degrees for the axes of the robot on the arm side.
The current values for the external axes, in mm for linear axes, in degrees for rotational axes.
The returned values are related to the calibration position.

Arguments

CJointT (TaskRef|TaskName)

Task Reference
Data type: taskid
The program task identity from which the jointtarget should be read.
For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be “taskname”+“Id”, for example, for the T_ROB1 task, and the variable identity will be T_ROB1Id.

TaskName
Data type: string
The program task name from which the jointtarget should be read.
If none of the arguments TaskRef or TaskName are specified then the current task is used.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument TaskName cannot be found in the system.</td>
</tr>
</tbody>
</table>

Continues on next page
2.40 CJointT - Reads the current joint angles

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Continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NOT_MOVETASK</td>
<td>Argument \TaskRef or \TaskName specify some non-motion task.</td>
</tr>
</tbody>
</table>

No error will be generated if argument \TaskRef or \TaskName specifies the non-motion task that executes this function CJointT (reference to my own non-motion task). The position will then be fetched from the connected motion task.

More examples

More examples of the function CJointT are illustrated below.

Example 1

! In task T_ROB1
VAR jointtarget joints;
joints := CJointT(\TaskRef:=T_ROB2Id);

The current position of the robot and external axes in task T_ROB2 are stored in joints in task T_ROB1.

Note that the robot in task T_ROB2 may be moving when the position is read. To ensure that the robot stands still, a stop point fine in the preceding movement instruction in task T_ROB2 could be programmed and instruction WaitSyncTask could be used to synchronize the instructions in task T_ROB1.

Example 2

! In task T_ROB1
VAR jointtarget joints;
joints := CJointT(\TaskName:="T_ROB2");

The same effect as Example 1 above.

Syntax

CJointT '('
['\' TaskRef ']:= <variable (VAR) of taskid>]
[\' TaskName ']:= <expression (IN) of string> ] ')'  

A function with a return value of the data type jointtarget.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Definition of joint</td>
<td>jointtarget - Joint position data on page 1521</td>
</tr>
<tr>
<td>Reading the current motor angle</td>
<td>ReadMotor - Reads the current motor angles on page 1300</td>
</tr>
</tbody>
</table>
2 Functions

2.41 ClkRead - Reads a clock used for timing

Usage

ClkRead is used to read a clock that functions as a stop-watch used for timing.

Basic examples

The following examples illustrate the function ClkRead.

Example 1

reg1:=ClkRead(clock1);

The clock clock1 is read and the time in seconds is stored in the variable reg1.

Example 2

reg1:=ClkRead(clock1 \HighRes);

The clock clock1 is read and the time in seconds is stored with high resolution in the variable reg1.

Return value

Data type: num

The time in seconds stored in the clock. Resolution is normally 0.001 seconds. If using HighRes switch it is possible to get a resolution of 0.000001 seconds.

Argument

ClkRead (Clock \HighRes)

Clock

Data type: clock

The name of the clock to read.

[ \HighRes ]

High Resolution

Data type: switch

Specifies that the time should be read with a higher resolution. If this switch is used it is possible to read the time with resolution 0.000001.

Due to the precision of the data type num, you can only get the micro second resolution as long as the read value is less than 1 second.

Program execution

A clock can be read when it is stopped or running.

Once a clock is read it can be read again, started again, stopped, or reset.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_OVERFLOW</td>
<td>The clock runs for 4,294,967 seconds (49 days 17 hours 2 minutes 47 seconds) then it becomes overflowed.</td>
</tr>
</tbody>
</table>

Continues on next page
If using the `HighRes` switch, then the error `ERR_OVERFLOW` can not occur, but the clock will wrap around after approximately 49700 days.

### Syntax

```plaintext
ClkRead '('
[ Clock ':=' ] < variable (VAR) of clock >
[ ' \ HighRes ] ')' 
```

A function with a return value of the type `num`.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clock instructions</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
<tr>
<td>More examples</td>
<td><em>ClkStart - Starts a clock used for timing on page 92</em></td>
</tr>
</tbody>
</table>
2 Functions

2.42 Concat - Concatenates two strings to one

Usage

Concat is used to concatenate two strings into one.

Basic examples

The following examples illustrate the function Concat:

Example 1

```plaintext
PERS string mystring;
mystring := Concat("ABCD", "EFGH");
mystring will get the value: "ABCDEFGH"
! This is the same as:
mystring := "ABCD"+"EFGH";
```

Example 2

```plaintext
PERS string mystring;
PERS string restOfTruncatedString;
mystring := Concat("1234567890ABCDEFGHIJ1234567890ABCDEFGHIJ1234567890KLMNOPQRSTUVWXYZ", 
"Remaining :=restOfTruncatedString");
mystring will get the value:
"1234567890ABCDEFGHIJ1234567890ABCDEFGHIJ1234567890KLMNOPQRSTUVWXYZ"
restOfTruncatedString will get the value: "UVWXYZ"
```

Arguments

Concat Str1 Str2 [\Remaining]

Str1

Data type: string
First string.

Str2

Data type: string
Second string.

\Remaining

Data type: string
Remaining string if truncated.

Syntax

```
Concat '('
[Str1 ':='] <expression (IN) of string>','
[Str2 ':='] <expression (IN) of string>
['\'\Remaining' :=' <variable or persistent (INOUT) of string>']')
```

A function with a return value of the data type string.
2.43 CorrRead - Reads the current total offsets

Usage

CorrRead is used to read the total corrections delivered by all connected correction generators.

CorrRead can be used to:

- find out how much the current path differs from the original path.
- take actions to reduce the difference.

Basic examples

The following example illustrates the function CorrRead.

See also More examples on page 1093.

Example 1

```rapid
VAR pos offset;
...
offset := CorrRead();
```

The current offsets delivered by all connected correction generators are available in the variable offset.

Return value

Data type: pos

The total absolute offsets delivered from all connected correction generators so far.

More examples

For more examples of the function CorrRead, see instruction CorrCon.

Syntax

```
CorrRead '(' ')'
```

A function with a return value of the data type pos.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connects to a correction generator</td>
<td>CorrCon - Connects to a correction generator on page 118</td>
</tr>
<tr>
<td>Disconnects from a correction generator</td>
<td>CorrDiscon - Disconnects from a correction generator on page 123</td>
</tr>
<tr>
<td>Writes to a correction generator</td>
<td>CorrWrite - Writes to a correction generator on page 124</td>
</tr>
<tr>
<td>Removes all correction generators</td>
<td>CorrClear - Removes all correction generators on page 117</td>
</tr>
<tr>
<td>Correction descriptor</td>
<td>corrdescr - Correction generator descriptor on page 1488</td>
</tr>
</tbody>
</table>
2 Functions

2.44 Cos - Calculates the cosine value

Usage

Cos (Cosine) is used to calculate the cosine value from an angle value on data types num.

Basic examples

The following example illustrates the function Cos.

Example 1

VAR num angle;
VAR num value;
...
...
value := Cos(angle);
value will get the cosine value of angle.

Return value

Data type: num
The cosine value, range = [-1, 1].

Arguments

Cos (Angle)

Angle

Data type: num
The angle value, expressed in degrees.

Syntax

Cos ('(
[Angle ':='] <expression (IN) of num> ')
A function with a return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.45 CosDnum - Calculates the cosine value

Usage
CosDnum (Cosine dnum) is used to calculate the cosine value from an angle value on data types dnum.

Basic examples
The following example illustrates the function CosDnum.

Example 1
VAR dnum angle;
VAR dnum value;
...
...;
value := CosDnum(angle);
value will get the cosine value of angle.

Return value
Data type: dnum
The cosine value, range = [-1, 1].

Arguments
CosDnum (Angle)

Angle
Data type: dnum
The angle value, expressed in degrees.

Syntax
CosDnum '('
[Angle ':='] <expression (IN) of dnum> ')
A function with a return value of the data type dnum.

Related information
<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2 Functions

2.46 CPos - Reads the current position (pos) data

Usage

CPos *(Current Position)* is used to read the current position of the robot. This function returns the x, y, and z values of the robot TCP as data of type pos. If the complete robot position (robtarget) is to be read then use the function CRobT instead.

Basic examples

The following example illustrates the function CPos. See also More examples on page 1097.

Example 1

VAR pos pos1;

MoveL *, v500, fine \Inpos := inpos50, tool1;
pos1 := CPos(\Tool:=tool1 \WObj:=wobj0);

The current position of the robot TCP is stored in variable pos1. The tool tool1 and work object wobj0 are used for calculating the position. Note that the robot is standing still before the position is read and calculated. This is achieved by using the stop point fine within position accuracy inpos50 in the preceding movement instruction.

Return value

Data type: pos

The current position (pos) of the robot with x, y, and z in the outermost coordinate system, taking the specified tool, work object, and active ProgDisp coordinate system into consideration.

Arguments

CPos([\Tool] [\WObj])

[\Tool]

Data type: tooldata

The tool used for calculation of the current robot position. If this argument is omitted then the current active tool is used.

[\WObj]

Work Object

Data type: wobjdata

The work object (coordinate system) to which the current robot position returned by the function is related. If this argument is omitted then the current active work object is used.
WARNING

It is advised to always specify the arguments \Tool and \WObj during programming. The function will then always return the wanted position even if another tool or work object are activated.

Program execution

The coordinates returned represent the TCP position in the ProgDisp coordinate system.

More examples

More examples of the function CPos are illustrated below.

```
VAR pos pos2;
VAR pos pos3;
VAR pos pos4;

pos2 := CPos(\Tool:=grip3 \WObj:=fixture);
...
pos3 := CPos(\Tool:=grip3 \WObj:=fixture);
pos4 := pos3-pos2;
```

The x, y, and z position of the robot is captured at two places within the program using the CPos function. The tool grip3 and work object fixture are used for calculating the position. The x, y, and z distances travelled between these positions are then calculated and stored in variable pos4.

Syntax

```
CPos '('
  ['"' Tool ':=" <persistent (PERS) of tooldata>]
  ['"' WObj ':=" <persistent (PERS) of wobjdata> ''])'
```

A function with a return value of the data type pos.

Related information

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<tr>
<th>For information about</th>
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</tr>
</tbody>
</table>
2 Functions

2.47 CRobT - Reads the current position (robtarget) data

Usage

CRobT(*Current Robot Target*) is used to read the current position of a robot and external axes.

This function returns a *robtarget* value with position (x, y, z), orientation (q1 ... q4), robot axes configuration, and external axes position. If only the x, y, and z values of the robot TCP (pos) are to be read then use the function CPos instead.

Basic examples

The following example illustrates the function CRobT.

See also *More examples on page 1099*.

Example 1

```
VAR robtarget p1;
MoveL *, v500, fine \Inpos := inpos50, tool1;
p1 := CRobT(\Tool:=tool1 \WObj:=wobj0);
```

The current position of the robot and external axes is stored in p1. The tool tool1 and work object wobj0 are used for calculating the position.

Note that the robot is standing still before the position is read and calculated. This is achieved by using the stop point fine within position accuracy inpos50 in the preceding movement instruction.

Return value

Data type: robtarget

The current position of a robot and external axes in the outermost coordinate system, taking the specified tool, work object, and active ProgDisp/ExtOffs coordinate system into consideration.

Arguments

```
CRobT ([\TaskRef] [\TaskName] [\Tool] [\WObj])
```

[\TaskRef]

*Task Reference*

Data type: taskid

The program task identity from which the robtarget should be read.

For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", for example, for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string

The program task name from which the robtarget should be read.

If none of the arguments \TaskRef or \TaskName are specified then the current task is used.

Continues on next page
### Datatype: \texttt{tooldata}

The persistent variable for the tool used to calculate the current robot position. If this argument is omitted then the current active tool is used.

#### Work Object

**Datatype: \texttt{wobjdata}**

The persistent variable for the work object (coordinate system) to which the current robot position returned by the function is related. If this argument is omitted then the current active work object is used.

---

**WARNING**

It is advised to always specify the arguments \texttt{\Tool} and \texttt{\WObj} during programming. The function will then always return the wanted position even if another tool or work object are activated.

---

### Program execution

The coordinates returned represent the TCP position in the \texttt{ProgDisp} coordinate system. External axes are represented in the \texttt{ExtOffs} coordinate system.

If one of the arguments \texttt{\TaskRef} or \texttt{\TaskName} are used but arguments \texttt{\Tool} and \texttt{\WObj} are not used then the current tool and work object in the specified task will be used.

---

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \texttt{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{ERR_TASKNAME}</td>
<td>The program task name in argument \texttt{\TaskName} cannot be found in the system.</td>
</tr>
<tr>
<td>\texttt{ERR_NOT_MOVETASK}</td>
<td>Argument \texttt{\TaskRef} or \texttt{\TaskName} specify some non-motion task.</td>
</tr>
</tbody>
</table>

No error will be generated if the arguments \texttt{\TaskRef} or \texttt{\TaskName} specify the non-motion task that executes this function \texttt{CRobT} (reference to my own non-motion task). The position will then be fetched from the connected motion task.

---

### More examples

More examples of the function \texttt{CRobT} are illustrated below.

**Example 1**

```plaintext
VAR robtarget p2;
p2 := ORobT( CRobT(\Tool:=grip3 \WObj:=fixture) )
```

The current position in the object coordinate system (without any \texttt{ProgDisp} or \texttt{ExtOffs}) of the robot and external axes is stored in \texttt{p2}. The tool \texttt{grip3} and work object \texttt{fixture} are used for calculating the position.
2 Functions

2.47 CRobT - Reads the current position (robtarget) data

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Continued

Example 2

! In task T_ROB1
VAR robtarget p3;
p3 := CRobT(TaskRef:=T_ROB2Id Tool:=tool1 WObj:=wobj0);

The current position of the robot and external axes in task T_ROB2 are stored in p3 in task T_ROB1. The tool tool1 and work object wobj0 are used for calculating the position.

Note that the robot in task T_ROB2 may be moving when the position is read and calculated. To make sure the robot stands still, a stop point fine in the preceding movement instruction in task T_ROB2 could be programmed and instruction WaitSyncTask could be used to synchronize the instructions in task T_ROB1.

Example 3

! In task T_ROB1
VAR robtarget p4;
p4 := CRobT(TaskName:="T_ROB2");

The current position of the robot and external axes in task T_ROB2 are stored in p4 in task T_ROB1. The current tool and work object in task T_ROB2 are used for calculating the position.

Syntax

CRobT '('
[\[\'\ TaskRef ':=<variable (VAR) of taskid>]
[\[\'\ TaskName ':=<expression (IN) of string>]
[\[\'\ Tool ':=<persistent (PERS) of tooldata>]
[\[\'\ WObj ':=<persistent (PERS) of wobjdata>] ')'

A function with a return value of the data type robtarget.

Related information

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<tr>
<td>Reading the current pos (x, y, z only)</td>
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</tr>
</tbody>
</table>
2.48 CrossProd - Cross product of two pos vectors

Usage

CrossProd (Cross Product) is used to calculate the cross product (or vector product) of two pos vectors.

The cross product of two vectors \( A \) and \( B \) is a vector, perpendicular to both argument vectors. The length of the result vector is equal to the products of the length of \( A \) and \( B \) and the sine of the angle between them \( \theta_{AB} \).

\[ |A \times B| = |A||B| \sin \theta_{AB} \]

**Note**

- The magnitude of the cross product equals the area of a parallelogram with the vectors as sides.
- The cross product of two parallel vectors is zero.
- \( A \times B = -B \times A \)

Basic examples

The following example illustrates the function CrossProd with perpendicular vectors.

For other examples, see More examples on page 1102.

Example 1

```
VAR pos crossprod_1;
```

Continues on next page
### 2 Functions

#### 2.48 CrossProd - Cross product of two pos vectors

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Continued

```plaintext
VAR pos vector1;
VAR pos vector2;
...
...
vector1 := [2,0,0];
vector2 := [0,2,0];
crossprod_1 := CrossProd(vector1, vector2);
```

In this example, vector1 is parallel to the x axis, vector2 is parallel to the y axis. The cross product is perpendicular to both of them, i.e. parallel to the z axis.

Since the angle between vector1 and vector2 is 90°, the magnitude of the cross product is: $2 * 2 \times \sin 90° = 4$

---

**Return value**

Data type: pos

A vector that is the result of the cross product of the two vectors.

**Arguments**

CrossProd (Vector1 Vector2)

**Vector1**

Data type: pos

The first vector described by the pos data type.

**Vector2**

Data type: pos

The second vector described by the pos data type.

**More examples**

More examples of the function CrossProd are illustrated below.

**Example 2**

```plaintext
VAR pos crossprod_1;
VAR pos vector1;
```

Continues on next page
VAR pos vector2;
...
...
vector1 := [2,0,0];
vector2 := [2,1,0];
crossprod_1 := CrossProd(vector1, vector2);

In this example, vector1 and vector2 are both in the xy plane. The cross product is perpendicular to both of them, i.e. parallel to the z axis.

The magnitude of vector1 is 2. The magnitude of vector2 is $\sqrt{5}$. The angle between vector1 and vector2 is 26.565°. The magnitude of the cross product is: $2 \times \sqrt{5} \times \sin 26.565° = 2$

Syntax

CrossProd '('
[Vector1 ':='] <expression (IN) of pos'>','
[Vector2 ':='] <expression (IN) of pos>
')'  

A function with a return value of the data type pos.

Related information

<table>
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<td>Technical reference manual - RAPID Overview, section RAPID summary - Mathematics</td>
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2 Functions

2.49 CSpeedOverride - Reads the current override speed

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2.49 CSpeedOverride - Reads the current override speed

Usage

CSpeedOverride is used to read the speed override set by the operator from the FlexPendant. The return value is displayed as a percentage where 100% corresponds to the programmed speed.

In applications with instruction SpeedRefresh, this function can also be used to read current speed override value for this or connected motion program tasks.

Note! Must not be mixed up with the argument Override in the RAPID instruction VelSet.

Basic examples

The following example illustrates the function CSpeedOverride.

Example 1

```
VAR num myspeed;
myspeed := CSpeedOverride();
```

The current override speed will be stored in the variable myspeed. For example, if the value is 100 then this is equivalent to 100%.

Return value

Data type: num

The override speed value in percent of the programmed speed. This will be a numeric value in the range of 0 - 100.

Arguments

```
CSpeedOverride ( [\CTask] )
```

[\CTask]

Data type: switch

Get current speed override value for this or connected motion program task. Used together with the instruction SpeedRefresh.

If this argument is not used then the function returns current speed override for the whole system (all motion program tasks). Meaning the manual speed override, set from FlexPendant.

Syntax

```
CSpeedOverride '('
["\ CTask ] ')
```

A function with a return value of the data type num.

Related information

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#### 2.49 CSpeedOverride - Reads the current override speed

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</tbody>
</table>
2.50 CTime - Reads the current time as a string

Usage

CTime is used to read the current system time.

This function can be used to present the current time to the operator on the FlexPendant display or to paste the current time into a text file that the program writes to.

Basic examples

The following example illustrates the function CTime.

See also More examples on page 1106.

Example 1

```plaintext
VAR string time;
time := CTime();

The current time is stored in the variable time.
```

Return value

Data type: string

The current time in a string.

The standard time format is "hours:minutes:seconds", for example, "18:20:46".

More examples

More examples of the function CTime are illustrated below.

Example 1

```plaintext
VAR string time;
time := CTime();
TPWrite "The current time is: "+time;
Write logfile, time;

The current time is written to the FlexPendant display and written into a text file.
```

Syntax

```plaintext
CTime (" ")
```

A function with a return value of the type string.

Related information

<table>
<thead>
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<th>See</th>
</tr>
</thead>
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</tr>
<tr>
<td>Setting the system clock</td>
<td>Operating manual - OmniCore, section Changing FlexPendant settings</td>
</tr>
</tbody>
</table>
2.51 CTool - Reads the current tool data

Usage

CTool (Current Tool) is used to read the data of the current tool.

Basic examples

The following example illustrates the function CTool.

Example 1

```plaintext
PERS tooldata temp_tool:= [ TRUE, [ [0, 0, 0], [1, 0, 0, 0] ],
                          [0.001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0, 0] ];
temp_tool := CTool();
```

The value of the current tool is stored in the variable temp_tool.

Return value

Data type: tooldata

This function returns a tooldata value holding the value of the current tool, that is, the tool last used in a movement instruction. The value returned represents the TCP position and orientation in the wrist centre coordinate system. See tooldata.

Arguments

CTool ([\TaskRef] | [\TaskName])

[\TaskRef]

Task Reference

Data type: taskid

The program task identity from which the data of the current tool should be read. For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", for example, for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string

The program task name from which the data of the current tool should be read. If none of the arguments \TaskRef or \TaskName are specified then the current task is used.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument \TaskName cannot be found in the system.</td>
</tr>
<tr>
<td>ERR_NOT_MOVETASK</td>
<td>Argument \TaskRef or \TaskName specify some non-motion task.</td>
</tr>
</tbody>
</table>
2 Functions

2.51 CTool - Reads the current tool data

RobotWare - OS
Continued

No error will be generated if the arguments \TaskRef or \TaskName specify the non-motion task that executes this function CTool (reference to my own non-motion task). The tool data will then be fetched from the connected motion task.

Syntax

CTool '('
    ['\TaskRef := <variable (VAR) of taskid>']
    | ['\TaskName := <expression (IN) of string>']
')'

A function with a return value of the data type tooldata.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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</tr>
<tr>
<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - Coordinate Systems</td>
</tr>
</tbody>
</table>
2.52 CWObj - Reads the current work object data

Usage

CWObj (Current Work Object) is used to read the data of the current work object.

Basic examples

The following example illustrates the function CWObj.

Example 1

```plaintext
PERS wobjdata temp_wobj:= [FALSE, TRUE, '', [[0,0,0], [1,0,0,0]],
[[0,0,0], [1,0,0,0]]];
temp_wobj := CWObj();
```

The value of the current work object is stored in the variable temp_wobj.

Return value

Data type: wobjdata

This function returns a wobjdata value holding the value of the current work object, that is, the work object last used in a movement instruction.

The value returned represents the work object position and orientation in the world coordinate system. See wobjdata.

Arguments

CWObj ([\TaskRef] | [\TaskName])

[\TaskRef]

Task Reference

Data type: taskid

The program task identity from which the data of the current work object should be read.

For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", for example, for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string

The program task name from which the data of the current work object should be read.

If none of the arguments \TaskRef or \TaskName are specified then the current task is used.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument \TaskName cannot be found in the system.</td>
</tr>
</tbody>
</table>
### 2 Functions

#### 2.52 CWObj - Reads the current work object data

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Continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NOT_MOVETASK</td>
<td><code>\TaskRef</code> or <code>\TaskName</code> specify some non-motion task.</td>
</tr>
</tbody>
</table>

No error will be generated if the arguments `\TaskRef` or `\TaskName` specify the non-motion task that executes this function `CWobj` (reference to my own non-motion task). The work object data will then be fetched from the connected motion task.

**Syntax**

```cwobj
('  ['\TaskRef ':=' <variable (VAR) of taskid>]  
  | ['\TaskName ':=' <expression (IN) of string>']]')
```

A function with a return value of the data type `wobjdata`.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
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</thead>
<tbody>
<tr>
<td>Definition of work objects</td>
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<tr>
<td>Coordinate systems</td>
<td><a href="#">Technical reference manual - RAPID Overview, section Motion and I/O Principles - Coordinate Systems</a></td>
</tr>
</tbody>
</table>
2.53 DecToHex - Convert from decimal to hexadecimal

Usage
DecToHex is used to convert a number specified in a readable string in the base 10 to the base 16.
The resulting string is constructed from the character set [0-9,A-F,a-f].
This routine handle numbers from 0 up to 9223372036854775807 dec or 7FFFFFFFFFFFFFFF hex.

Basic examples
The following example illustrates the function DecToHex.

Example 1
VAR string str;
str := DecToHex("99999999");
The variable str is given the value "5F5E0FF".

Return value
Data type: string
The string converted to a hexadecimal representation of the given number in the inparameter string.

Arguments
DecToHex ( Str )

Str
String
Data type: string
The string to convert.

Syntax
DecToHex ( '('
    [ Str ':=' ] <expression (IN) of string> ')'
A function with a return value of the data type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</thead>
<tbody>
<tr>
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</tr>
<tr>
<td>String values</td>
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</tr>
</tbody>
</table>
2.54 DefAccFrame - Define an accurate frame

Usage

DefAccFrame (Define Accurate Frame) is used to define a framed from three to ten original positions and the same number of displaced positions.

Description

A frame can be defined when a set of targets are known at two different locations. Thus, the same physical positions are used but expressed differently.

Consider it in two different approaches:

1. The same physical positions are expressed in relation to different coordinate systems. For example, a number of positions are retrieved from a CAD drawing, thus the positions are expressed in a CAD local coordinate system. The same positions are then expressed in robot world coordinate system. From these two sets of positions the frame between CAD coordinate system and robot world coordinate system is calculated.

2. A number of positions are related to an object in an original position. After a displacement of the object, the positions are determined again (often searched for). From these two sets of positions (old positions, new positions) the displacement frame is calculated.

Three targets are enough to define a frame, but to improve accuracy several points should be used.

Basic examples

The following example illustrates the function DefAccFrame.

Example 1

```
CONST robtarget p1 := [...] ;
CONST robtarget p2 := [...] ;
CONST robtarget p3 := [...] ;
CONST robtarget p4 := [...] ;
CONST robtarget p5 := [...] ;
```
VAR robtarget p6 := [...];
VAR robtarget p7 := [...];
VAR robtarget p8 := [...];
VAR robtarget p9 := [...];
VAR robtarget p10 := [...];
VAR robtarget pWCS(5);
VAR robtarget pCAD(5);

VAR pose frame1;
VAR num max_err;
VAR num mean_err;

! Add positions to robtarget arrays
pCAD(1) := p1;
...
pCAD(5) := p5;

pWCS(1) := p6;
...
pWCS(5) := p10;
frame1 := DefAccFrame (pCAD, pWCS, 5, max_err, mean_err);

Five positions p1- p5 related to an object have been stored. The five positions are also stored in relation to world coordinate system as p6-p10. From these 10 positions the frame, frame1, between the object and the world coordinate system is calculated. The frame will be the CAD frame expressed in the world coordinate system. If the input order of the target lists is exchanged, that is, DefAccFrame (pWCS, pCAD....) then the world frame will be expressed in the CAD coordinate system.

Return value

Data type: pose

The calculated TargetListOne frame expressed in the TargetListTwo coordinate system.

Arguments

DefAccFrame (TargetListOne TargetListTwo TargetsInList MaxErrMeanErr)

TargetListOne

Data type: robtarget

Array of robtargets holding the positions defined in coordinate system one. Minimum number of robtargets is 3, maximum is 10.

TargetListTwo

Data type: robtarget

Array of robtargets holding the positions defined in coordinate system two. Minimum number of robtargets is 3, maximum is 10.
2 Functions

2.54 DefAccFrame - Define an accurate frame

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TargetsInList

Data type: num
Number of robtargets in an array.

MaxErr

Data type: num
The estimated maximum error in mm.

MeanErr

Data type: num
The estimated mean error in mm.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>The positions don’t have the required relation or are not specified with enough accuracy.</td>
</tr>
</tbody>
</table>

Syntax

DefAccFrame '('
 [TargetListOne ':='] <array {*} (IN) of robtarget> ','
 [TargetListTwo ':='] <array {*} (IN) of robtarget> ','
 [TargetsInList ':='] <expression (IN) of num> ','
 [MaxErr ':='] <variable (VAR) of num> ','
 [MeanErr ':='] <variable (VAR) of num> ')'

A function with a return value of the data type pose.

Related information

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<tr>
<td>Calculate a frame from 6 positions</td>
<td>DefDFrame - Define a displacement frame on page 1115</td>
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</table>
2.55 DefDFrame - Define a displacement frame

Usage

DefDFrame (Define Displacement Frame) is used to calculate a displacement frame from three original positions and three displaced positions.

Basic examples

The following example illustrates the function DefDFrame.

Example 1

```
CONST robtarget p1 := [...];
CONST robtarget p2 := [...];
CONST robtarget p3 := [...];
VAR robtarget p4;
VAR robtarget p5;
VAR robtarget p6;
VAR pose frame1;
...
!Search for the new positions
SearchL sen1, p4, *, v50, tool1;
...
SearchL sen1, p5, *, v50, tool1;
...
SearchL sen1, p6, *, v50, tool1;
frame1 := DefDframe (p1, p2, p3, p4, p5, p6);
...
!Activation of the displacement defined by frame1
PDispSet frame1;
```

Three positions p1-p3 related to an object in an original position have been stored. After a displacement of the object, three new positions are searched for and stored as p4-p6. The displacement frame is calculated from these six positions. Then the calculated frame is used to displace all the stored positions in the program.

Return value

Data type: pose

The displacement frame.

Continues on next page
2 Functions

2.55 DefDFrame - Define a displacement frame

RobotWare - OS
Continued

Arguments

\text{DefDFrame} \ (\text{OldP1} \ \text{OldP2} \ \text{OldP3} \ \text{NewP1} \ \text{NewP2} \ \text{NewP3})

**OldP1**

\textbf{Data type: robtarget}
The first original position.

**OldP2**

\textbf{Data type: robtarget}
The second original position.

**OldP3**

\textbf{Data type: robtarget}
The third original position.

**NewP1**

\textbf{Data type: robtarget}
The first displaced position. The difference between OldP1 and NewP1 will define the translation part of the frame and must be measured and determined with great accuracy.

**NewP2**

\textbf{Data type: robtarget}
The second displaced position. The line NewP1 ... NewP2 will define the rotation of the old line OldP1 ... OldP2.

**NewP3**

\textbf{Data type: robtarget}
The third displaced position. This position will define the rotation of the plane, for example, it should be placed on the new plane of NewP1, NewP2, and NewP3.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable \text{ERRNO} will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>It is not possible to calculate the frame because of bad accuracy in the positions.</td>
</tr>
</tbody>
</table>

Syntax

```
DefDFrame '('
[OldP1 ':='] <expression (IN) of robtarget> ','
[OldP2 ':='] <expression (IN) of robtarget> ','
[OldP3 ':='] <expression (IN) of robtarget> ','
[NewP1 ':='] <expression (IN) of robtarget> ','
[NewP2 ':='] <expression (IN) of robtarget> ','
[NewP3 ':='] <expression (IN) of robtarget> ')
```

A function with a return value of the data type pose.

Continues on next page
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<thead>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td><em>PDispSet - Activates program displacement using known frame on page 445</em></td>
</tr>
<tr>
<td>Manual definition of displacement frame</td>
<td><em>Operating manual - OmniCore, section Calibrating</em></td>
</tr>
</tbody>
</table>

---

---
2 Functions

2.56 DefFrame - Define a frame

Usage

DefFrame (Define Frame) is used to calculate a frame, from three positions defining the frame.

Basic examples

The following example illustrates the function DefFrame.

Example 1

Three positions, p1- p3 related to the object coordinate system are used to define the new coordinate system, frame1. The first position, p1, is defining the origin of the new coordinate system. The second position, p2, is defining the direction of the x-axis. The third position, p3, is defining the location of the xy-plane. The defined frame1 may be used as a displacement frame, as shown in the example below:

```plaintext
CONST robtarget p1 := [...];
CONST robtarget p2 := [...];
CONST robtarget p3 := [...];
VAR pose frame1;
...
...
frame1 := DefFrame (p1, p2, p3);
...
...
!Activation of the displacement defined by frame1
PDispSet frame1;
```

Return value

Data type: pose

The calculated frame.

The calculation is related to the active object coordinate system.

Continues on next page
Arguments

DefFrame (NewP1 NewP2 NewP3 [\Origin])

NewP1

**Data type:** robtarget

The first position, which will define the origin of the new coordinate system.

NewP2

**Data type:** robtarget

The second position, which will define the direction of the x-axis of the new coordinate frame.

NewP3

**Data type:** robtarget

The third position, which will define the xy-plane of the new coordinate system. The position of point 3 will be on the positive y side, see the figure above.

[\Origin]

**Data type:** num

Optional argument, which will define how the origin of the new coordinate system will be placed. \Origin = 1 means that the origin is placed in NewP1, that is, the same as if this argument is omitted. \Origin = 2 means that the origin is placed in NewP2. See the figure below.

\[\text{Origin = 3 means that the origin is placed on the line going through NewP1 and NewP2 and so that NewP3 will be placed on the y axis. See the figure below.}\]

\[\text{Other values, or if Origin is omitted, will place the origin in NewP1.}\]
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>The frame cannot be calculated because of the below limitations.</td>
</tr>
</tbody>
</table>

Limitations

The three positions `p1` - `p3`, defining the frame, must define a well shaped triangle. The most well shaped triangle is the one with all sides of equal length.

![Diagram of a triangle with angles](image)

The triangle is not considered to be well shaped if the angle `\(\alpha\)` is too small. The angle `\(\alpha\)` is too small if:

\[|\cos(\alpha)| < 1 \times 10^{-4}\]

The triangle `p1`, `p2`, `p3` must not be too small, that is, the positions cannot be too close. The distances between the positions `p1` - `p2` and `p1` - `p3` must not be less than 0.1 mm.

Syntax

```plaintext
DefFrame '('
  [NewP1 ':='] <expression (IN) of robtarget> ','
  [NewP2 ':='] <expression (IN) of robtarget> ','
  [NewP3 ':='] <expression (IN) of robtarget>
  ['\' Origin ':=' <expression (IN) of num > ]')'
```

A function with a return value of the data type `pose`.

Related information

<table>
<thead>
<tr>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
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</tr>
<tr>
<td>Activation of displacement frame</td>
<td>PDispSet - Activates program displacement using known frame on page 445</td>
</tr>
</tbody>
</table>
2.57 Dim - Obtains the size of an array

Usage

Dim (Dimension) is used to obtain the number of elements in an array.

Basic examples

The following example illustrates the function Dim.

See also More examples on page 1121.

Example 1

PROC arrmul(VAR num array{*}, num factor)
    FOR index FROM 1 TO Dim(array, 1) DO
        array{index} := array{index} * factor;
    ENDFOR
ENDPROC

All elements of a num array are multiplied by a factor. This procedure can take any one-dimensional array of data type num as an input.

Return value

Data type: num

The number of array elements of the specified dimension.

Arguments

Dim (ArrPar DimNo)

ArrPar

Array Parameter

Data type: anytype

The name of the array.

DimNo

Dimension Number

Data type: num

The desired array dimension:

1 = first dimension
2 = second dimension
3 = third dimension

More examples

More examples of how to use the function Dim are illustrated below.

Example 1

PROC add_matrix(VAR num array1{*,*,*}, num array2{*,*,*})
    IF Dim(array1,1) <> Dim(array2,1) OR Dim(array1,2) <> Dim(array2,2) OR Dim(array1,3) <> Dim(array2,3) THEN
        TWrite "The size of the matrices are not the same";
        Stop;
    ENDIF

Continues on next page
ELSE
    FOR i1 FROM 1 TO Dim(array1, 1) DO
        FOR i2 FROM 1 TO Dim(array1, 2) DO
            FOR i3 FROM 1 TO Dim(array1, 3) DO
                array1{i1,i2,i3} := array1{i1,i2,i3} + array2{i1,i2,i3};
            ENDFOR
        ENDFOR
    ENDFOR
ENDIF
RETURN;
ENDPROC

Two matrices are added. If the size of the matrices differs then the program stops and an error message appears.

This procedure can take any three-dimensional array of data type num as an input.

Syntax

Dim '('
    [ArrPar ':='] <reference (REF) of anytype> ','
    [DimNo ':='] <expression (IN) of num> ')' 

A REF parameter requires that the corresponding argument be either a constant, a variable, or an entire persistent. The argument could also be an IN parameter, a VAR parameter, or an entire PERS parameter.

A function with a return value of the data type num.

Related information

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<tr>
<td>Array declaration</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data</td>
</tr>
</tbody>
</table>
2.58 **DInput - Reads the value of a digital input signal**

**Usage**

DInput is used to read the current value of a digital input signal.

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Note that the function DInput is a legacy function that no longer has to be used. See the examples for an alternative and recommended way of programming.</td>
</tr>
</tbody>
</table>

**Basic examples**

The following example illustrates the function DInput.

See also *More examples on page 1123.*

**Example 1**

IF DInput(di2) = 1 THEN ...

...  

IF di2 = 1 THEN ...

If the current value of the signal di2 is equal to 1, then ...

**Return value**

<table>
<thead>
<tr>
<th>Data type: num</th>
</tr>
</thead>
<tbody>
<tr>
<td>The current value of the signal (0 or 1).</td>
</tr>
</tbody>
</table>

**Arguments**

<table>
<thead>
<tr>
<th>DInput (Signal)</th>
</tr>
</thead>
</table>

**Signal**

<table>
<thead>
<tr>
<th>Data type: signaldi</th>
</tr>
</thead>
<tbody>
<tr>
<td>The name of the digital input to be read.</td>
</tr>
</tbody>
</table>

**Program execution**

The value read depends on the configuration of the signal. If the signal is inverted in the system parameters, the value returned by this function is the opposite of the value of the physical channel.

**More examples**

More examples of how to use the function DInput are illustrated below.

**Example 1**

weld_flag := DInput(weld);

...  

weld_flag := weld;

Continues on next page
The variable `weld_flag` is set to the same value as the current value of the signal `weld`.

Note

Note that, in this case, the `weld_flag` reflects the current value of the signal. Thus, if `weld_flag` is used later in the program, you cannot be certain that it will reflect the current value of the signal.

Syntax

```plaintext
DInput '('
    [Signal ':='] <variable (VAR) of signaladi>,'
)
```

A function with a return value of the data type `dionum`.

Related information

<table>
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<tbody>
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<tr>
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<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
2.59 Distance - Distance between two points

Usage

Distance is used to calculate the distance between two points in the space.

Basic examples

The following example illustrates the function Distance.

Example 1

```
VAR num dist;
CONST pos p1 := [4,0,4];
CONST pos p2 := [-4,4,4];
...
dist := Distance(p1, p2);
```

The distance in space between the points p1 and p2 is calculated and stored in the variable dist.

Return value

Data type: num

The distance (always positive) in mm between the points.

Arguments

Distance (Point1 Point2)

Point1

Data type: pos

The first point described by the pos data type.

Point2

Data type: pos

The second point described by the pos data type.
2 Functions

2.59 Distance - Distance between two points

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Continued

Program execution

Calculation of the distance between the two points:

\[ \text{distance} = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2} \]

Syntax

Distance '('
[Point1 ' :='] <expression (IN) of pos> ','
[Point2 ' :='] <expression (IN) of pos> ')

A function with a return value of the data type num.

Related information

<table>
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<tr>
<th>For information about</th>
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</thead>
<tbody>
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<td>Technical reference manual - RAPID Overview, section RAPID Summary - Mathematics</td>
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<tr>
<td>Definition of pos</td>
<td>pos - Positions (only X, Y and Z) on page 1554</td>
</tr>
</tbody>
</table>
2.60 DIV - Evaluates an integer division

Usage

DIV is a conditional expression used to evaluate a division of integers.

Basic examples

The following examples illustrate the function DIV.

Example 1

```plaintext
reg1 := 14 DIV 4;
```

The return value is 3 because 14 can be divided by 4 for 3 times.

Example 2

```plaintext
VAR dnum mydnum1 := 10;
VAR dnum mydnum2 := 5;
VAR dnum mydnum3;
...
mydnum3 := mydnum1 DIV mydnum2;
```

The return value is 2 because 10 can be divided by 5 for 2 times.

Return value

Data type: num, dnum

Returns the integer, whole number, from a division of integers.

Syntax

```plaintext
<expression of num> DIV <expression of num>
```

A function with a return value of data type num.

```plaintext
<expression of dnum> DIV <expression of dnum>
```

A function with a return value of data type dnum.

Related information

<table>
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<th>For information about</th>
<th>See</th>
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</thead>
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<td>num - Numeric values on page 1540</td>
</tr>
<tr>
<td>dnum - Double numeric values</td>
<td>dnum - Double numeric values on page 1493</td>
</tr>
<tr>
<td>MOD</td>
<td>MOD - Evaluates an integer modulo on page 1238</td>
</tr>
<tr>
<td>Expressions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2 Functions

2.61 DnumToNum - Converts dnum to num

RobotWare - OS

2.61 DnumToNum - Converts dnum to num

Usage

DnumToNum converts a dnum to a num if possible, otherwise it generates a recoverable error.

Basic examples

The following example illustrates the function DnumToNum.

Example 1

```rapid
VAR num mynum:=0;
VAR dnum mydnum:=8388607;
VAR dnum testFloat:=8388609;
VAR dnum anotherdnum:=4294967295;
! Works OK
mynum:=DnumToNum(mydnum);
! Accept floating point value
mynum:=DnumToNum(testFloat);
! Cause error recovery error
mynum:=DnumToNum(anotherdnum \Integer);
```

The dnum value 8388607 is returned by the function as the num value 8388607.
The dnum value 8388609 is returned by the function as the num value 8.38861E+06.
The dnum value 4294967295 generates the recoverable error ERR_ARGVALERR.

Return value

Data type: num

The input dnum value can be in the range -8388607 to 8388608 and return the same value as a num. If the \Integer switch is not used, the input dnum value can be in the range -3.40282347E+38 to 3.40282347E+38 and the return value might become a floating point value.

Arguments

DnumToNum (Value [\Integer])

Value

Data type: dnum

The numeric value to be converted.

[\Integer]

Data type: switch

Only integer values.

If the switch \Integer is not used, a down cast is made even if the value becomes a floating point value. If it is used, a check is made whether the value is an integer between -8388607 to 8388608. If the value is not in the interval, a recoverable error is generated.

Continues on next page
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ARGVALERR</td>
<td>Value is above 8388608 or below -8388607 or not an integer (if optional argument Integer is used)</td>
</tr>
<tr>
<td>ERR_NUM_LIMIT</td>
<td>Value is above 3.40282347E+38 or below -3.40282347E+38</td>
</tr>
<tr>
<td>ERR_INT_NOTVAL</td>
<td>Value is not an integer</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
DnumToNum '('
[ Value ':=' ] < expression (IN) of dnum >
["\' Integer "]
```

A function with a return value of the data type **num**.

Related information

<table>
<thead>
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</tr>
</thead>
<tbody>
<tr>
<td>Dnum data type</td>
<td>dnum - Double numeric values on page 1493</td>
</tr>
<tr>
<td>Num data type</td>
<td>num - Numeric values on page 1540</td>
</tr>
</tbody>
</table>
2 Functions

2.62 DnumToStr - Converts numeric value to string

RobotWare - OS

2.62 DnumToStr - Converts numeric value to string

Usage

DnumToStr (Numeric To String) is used to convert a numeric value to a string.

Basic examples

The following examples illustrate the function DnumToStr.

Example 1

VAR string str;
str := DnumToStr(0.3852138754655357,3);

The variable str is given the value "0.385".

Example 2

VAR dnum val;
val := 0.3852138754655357;
str := DnumToStr(val, 2\Exp);

The variable str is given the value "3.85E-01".

Example 3

VAR dnum val;
val := 0.3852138754655357;
str := DnumToStr(val, 15);

The variable str is given the value "0.385213875465536".

Example 4

VAR dnum val;
val := 4294967295.385215;
str := DnumToStr(val, 4);

The variable str is given the value "4294967295.3852".

Example 5

reg1 := 0.38521;
str := DnumToStr(reg1, 2\Compact);

The variable str is given the value "0.39".

Return value

Data type: str
The numeric value converted to a string with the specified number of decimals, with exponent if so requested. The numeric value is rounded if necessary. The decimal point is suppressed if no decimals are included.

Arguments

DnumToStr (Val Dec \[Exp] | \[Compact])

Val

Value

Data type: dnum
The numeric value to be converted.

Continues on next page
Dec

Decimals
Data type: num
Number of decimals. The number of decimals must not be negative or greater than the available precision for numeric values.
Max number of decimals that can be used is 15.

[\Exp]

Exponent
Data type: switch
To use exponent in return value.

[\Compact]

Compact
Data type: switch
To be used to get a short format in the return value.

Syntax

\[
\text{DnumToStr} ('\[\text{Val} \ := \] <expression (IN) of dnum>\[\text{Dec} \ := \] <expression (IN) of num>\[\text{[}'\text{Exp} \ | \ [}'\text{Compact }]')')
\]
A function with a return value of the data type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</thead>
<tbody>
<tr>
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<td>Definition of string</td>
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<tr>
<td>Convert a num numeric value to a string</td>
<td>NumToStr - Converts numeric value to string on page 1250</td>
</tr>
</tbody>
</table>
2.63 DotProd - Dot product of two pos vectors

Usage

DotProd (Dot Product) is used to calculate the dot (or scalar) product of two pos vectors. The typical use is to calculate the projection of one vector upon the other or to calculate the angle between the two vectors.

Basic examples

The following example illustrates the function DotProd.

Example 1

The dot or scalar product of two vectors $A$ and $B$ is a scalar, which equals the products of the magnitudes of $A$ and $B$ and the cosine of the angle between them.

$$ A \cdot B = |A||B| \cos \theta_{AB} $$

The dot product:

- is less than or equal to the product of their magnitudes.
- can be either a positive or a negative quantity, depending on whether the angle between them is smaller or larger than 90 degrees.
- is equal to the product of the magnitude of one vector and the projection of the other vector upon the first one.
- is zero when the vectors are perpendicular to each other.

The vectors are described by the data type pos and the dot product by the data type num:

```rapid
VAR num dotprod;
VAR pos vector1;
VAR pos vector2;
...
...
vector1 := [1,1,1];
vector2 := [1,2,3];
dotprod := DotProd(vector1, vector2);
```

Return value

Data type: num

Continues on next page
The value of the dot product of the two vectors.

**Arguments**

\[ \text{DotProd} \ (\text{Vector1} \ \text{Vector2}) \]

**Vector1**

**Data type: pos**

The first vector described by the pos data type.

**Vector2**

**Data type: pos**

The second vector described by the pos data type.

**Syntax**

\[ \text{DotProd} \ ('\text{Vector1} ':=' \text{expression (IN) of pos}')', '
\text{Vector2} ':=' \text{expression (IN) of pos}')' \]

A function with a return value of the data type num.

**Related information**

<table>
<thead>
<tr>
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</thead>
<tbody>
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</tr>
</tbody>
</table>
2 Functions

2.64 DOutput - Reads the value of a digital output signal

Usage

DOutput is used to read the current value of a digital output signal.

Note

Note that the function DOutput is a legacy function that no longer has to be used. See the examples for an alternative and recommended way of programming.

Basic examples

The following example illustrates the function DOutput.

See also More examples on page 1135.

Example 1

IF DOutput (do2) = 1 THEN ...
...
IF do2 = 1 THEN ...

If the current value of the signal do2 is equal to 1, then ...

Return value

Data type: dionum
The current value of the signal (0 or 1).

Arguments

DOutput (Signal)

Signal

Data type: signaldo
The name of the signal to be read.

Program execution

The value read depends on the configuration of the signal. If the signal is inverted in the system parameters then the value returned by this function is the opposite of the true value of the physical channel.

Error handling

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>If there is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Continues on next page
More examples

More examples of the function DOutput are illustrated below.

Example 1

IF DOutput(auto_on) <> active THEN ...  
... 
IF auto_on <> active THEN ...

If the current value of the system signal auto_on is not active then ..., that is, if the robot is in the manual operating mode, then ...

Note

The signal must first be defined as a system output in the system parameters.

Syntax

DOutput '('  
[ Signal ':=' ] < variable (VAR) of signaldo > ')'  

A function with a return value of the data type dionum.

Related information

<table>
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<th>For information about</th>
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<tr>
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<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - I/O Principles</td>
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<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
2 Functions

2.65 EulerZYX - Gets euler angles from orient

Usage

EulerZYX (Euler ZYX rotations) is used to get an Euler angle component from an orient type variable.

Basic examples

The following example illustrates the function EulerZYX.

Example 1

VAR num anglex;
VAR num angley;
VAR num anglez;
VAR pose object;
...
...
anglex := EulerZYX(\X, object.rot);
angley := EulerZYX(\Y, object.rot);
anglez := EulerZYX(\Z, object.rot);

Return value

Data type: num
The corresponding Euler angle, expressed in degrees, range from [-180, 180].

Arguments

EulerZYX ([\X] | [\Y] | [\Z] Rotation)

[\X]
Data type: switch
Gets the rotation around the X axis.

[\Y]
Data type: switch
Gets the rotation around the Y axis.

[\Z]
Data type: switch
Gets the rotation around the Z axis.

Note!
The arguments \X, \Y, and \Z are mutually exclusive. If none of these are specified then a run-time error is generated.

Rotation

Data type: orient
The rotation in its quaternion representation.

Continues on next page
2 Functions

2.65 EulerZYX - Gets euler angles from orient

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Continued

Syntax

\[
\text{EulerZYX '('< [{}X','] | [{}Y','] | [{}Z ',']
\text{[Rotation ':='}] <\text{expression (IN) of orient}> ')')
\]

A function with a return value of the data type num.

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</table>
2 Functions

2.66 EventType - Get current event type inside any event routine

Usage

EventType can be used in any event routine and then returns the current executed
event type.

If EventType is called from any program task routine then EventType always
returns 0 meaning EVENT_NONE.

Basic examples

The following example illustrates the function EventType.

Example 1

TEST EventType()
CASE EVENT_NONE:
    ! Not executing any event
CASE EVENT_POWERON:
    ! Executing POWER ON event
CASE EVENT_START:
    ! Executing START event
CASE EVENT_STOP:
    ! Executing STOP event
CASE EVENT_QSTOP:
    ! Executing QSTOP event
CASE EVENT_RESTART:
    ! Executing RESTART event
CASE EVENT_RESET:
    ! Executing RESET event
CASE EVENT_STEP:
    ! Executing STEP event
ENDTEST

Use of function EventType inside any event routine to find out which system event,
if any, is executing now.

Return value

Data type: event_type

The current executed event type 1 ... 7, or 0 if no event routine is executed.

Predefined data

The following predefined symbolic constants of type event_type can be used to
check the return value:

CONST event_type EVENT_NONE := 0;
CONST event_type EVENT_POWERON := 1;
CONST event_type EVENT_START := 2;
CONST event_type EVENT_STOP := 3;
CONST event_type EVENT_QSTOP := 4;
CONST event_type EVENT_RESTART := 5;
CONST event_type EVENT_RESET := 6;
CONST event_type EVENT_STEP := 7;
2 Functions

2.66 EventType - Get current event type inside any event routine

RobotWare - OS
Continued

Syntax

```
EventType '()' '
```

A function with a return value of the data type `event_type`.

Related information

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<th>For information about</th>
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</table>
2 Functions

2.67 ExecHandler - Get type of execution handler

RobotWare - OS

2.67 ExecHandler - Get type of execution handler

Usage

ExecHandler can be used to find out if the actual RAPID code is executed in any RAPID program routine handler.

Basic examples

The following example illustrates the function ExecHandler.

Example 1

TEST ExecHandler()
CASE HANDLER_NONE:
  ! Not executing in any routine handler
CASE HANDLER_BWD:
  ! Executing in routine BACKWARD handler
CASE HANDLER_ERR:
  ! Executing in routine ERROR handler
CASE HANDLER_UNDO:
  ! Executing in routine UNDO handler
ENDTEST

Use of function ExecHandler to find out if the code is executing in some type of routine handler or not.

HANDLER_ERR will be returned even if the call is executed in a submethod to the error handler.

Return value

Data type: handler_type

The current executed handler type 1 ... 3, or 0 if not executing in any routine handler.

Predefined data

The following predefined symbolic constants of type handler_type can be used to check the return value:

CONST handler_type HANDLER_NONE := 0;
CONST handler_type HANDLER_BWD := 1;
CONST handler_type HANDLER_ERR := 2;
CONST handler_type HANDLER_UNDO := 3;

Syntax

ExecHandler '(' ')'

A function with a return value of the data type handler_type.

Related information

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<tr>
<td>Type of execution handler</td>
<td>handler_type - Type of execution handler on page 1511</td>
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</table>
2.68 ExecLevel - Get execution level

Usage

ExecLevel can be used to find out current execution level for the RAPID code that currently is executed.

Basic examples

The following example illustrates the function ExecLevel.

Example 1

```
TEST ExecLevel()
CASE LEVEL_NORMAL:
  ! Execute on base level
CASE LEVEL_TRAP:
  ! Execute in TRAP routine
CASE LEVEL_SERVICE:
  ! Execute in service, event or system input interrupt routine
ENDTEST
```

Use of function ExecLevel to find out the current execution level.

Return value

Data type: exec_level

The current execution level 0... 2.

Predefined data

The following predefined symbolic constants of type exec_level can be used to check the return value:

```
CONST exec_level LEVEL_NORMAL := 0;
CONST exec_level LEVEL_TRAP := 1;
CONST exec_level LEVEL_SERVICE := 2;
```

Syntax

ExecLevel '(' ' ')

A function with a return value of the data type exec_level.

Related information

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<th>See</th>
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2 Functions

2.69 Exp - Calculates the exponential value

**Usage**

Exp (Exponential) is used to calculate the exponential value, $e^x$.

**Basic examples**

The following example illustrates the function Exp.

**Example 1**

```
VAR num x;
VAR num value;
...
value := Exp(x);
```

value will get the exponential value of $x$.

**Return value**

- **Data type**: num
- The exponential value $e^x$.

**Arguments**

- **Exp (Exponent)**

  - **Data type**: num
  - The exponent argument value.

**Syntax**

```
Exp '{'
[Exponent ':='] <expression (IN) of num> '}'
```

A function with a return value of the data type num.

**Related information**

<table>
<thead>
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<tbody>
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</table>
2.70 FileSize - Retrieve the size of a file

Usage
FileSize is used to retrieve the size of the specified file.

Basic examples
The following example illustrates the function FileSize. See also More examples on page 1143.

Example 1
PROC listfile(string filename)
VAR num size;
size := FileSize(filename);
TPWrite filename+" size: "+NumToStr(size,0)+" Bytes";
ENDPROC
This procedure prints out the name of specified file together with a size specification.

Return value
Data type: num
The size in bytes.

Arguments
FileSize (Path)

Path
Data type: string
The file name specified with full or relative path.

Program execution
This function returns a numeric that specifies the size in bytes of the specified file. It is also possible to get the same information about a directory.

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file does not exist.</td>
</tr>
</tbody>
</table>

More examples
Basic example of the function is illustrated below.

Example 1
This example lists all files bigger than 1 KByte under the "HOME:" directory structure, including all subdirectories.
PROC searchdir(string dirname, string actionproc)
VAR dir directory;
VAR string filename;
Continues on next page
### 2 Functions

#### 2.70 FileSize - Retrieve the size of a file

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Continued

```plaintext
IF IsFile(dirname \Directory) THEN
    OpenDir directory, dirname;
    WHILE ReadDir(directory, filename) DO
        ! .. and . is the parent and resp. this directory
        IF filename <> ".." AND filename <> "." THEN
            searchdir dirname+/"+filename, actionproc;
        ENDIF
    ENDWHILE
    CloseDir directory;
ELSE
    %actionproc% dirname;
ENDIF
ERROR
RAISE;
ENDPROC

PROC listfile(string filename)
    IF FileSize(filename) > 1024 THEN
        TPWrite filename;
    ENDIF
ENDPROC

PROC main()
    ! Execute the listfile routine for all files found under the
    ! tree of HOME:
    searchdir "HOME:","listfile";
ENDPROC
```

This program traverses the directory structure under "HOME:" and for each file found it calls the listfile procedure. The searchdir is a generic part that knows nothing about the start of the search or which routine should be called for each file. It uses IsFile to check whether it has found a subdirectory or a file and it uses the late binding mechanism to call the procedure specified in actionproc for all files found. The actionproc routine listfile checks whether the file is bigger than 1KBytes.

**Syntax**

```
FileSize '('
    [ Path ':-' ] < expression (IN) of string> ')
```

A function with a return value of the data type num.

**Related information**

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<td>Remove a file</td>
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## 2 Functions

### 2.70 FileSize - Retrieve the size of a file

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<td>Operating manual - OmniCore, section Directory structure on OmniCore</td>
</tr>
</tbody>
</table>
### Usage

`FileTimeDnum` is used to retrieve the last time for modification, access or file status change of a file. The time is measured in seconds since 00:00:00 GMT, Jan. 1 1970. The time is returned as a `dnum` and optionally also in a `stringdig`.

### Basic example

The following example illustrates the function `FileTimeDnum`.

See also *More examples on page 1147*.

**Example 1**

```rapid
IF FileTimeDnum ("HOME:/mymod.mod" \\ModifyTime) > ModTimeDnum ("mymod") THEN
  UnLoad "HOME:/mymod.mod";
  Load \Dynamic, "HOME:/mymod.mod";
ENDIF
```

This program reloads a module if the source file is newer. It uses the `ModTimeDnum` to retrieve the latest modify time for the specified module, and compares it to the `FileTimeDnum ("HOME:/mymod.mod" \\ModifyTime)` at the source. Then, if the source is newer, the program unloads and loads the module again.

### Return value

**Data type:** `dnum`

The time measured in seconds since 00:00:00 GMT, Jan. 1 1970.

### Arguments

`FileTimeDnum ( Path [\\ModifyTime] [\\AccessTime] [\\StatCTime])`

**Path**

**Data type:** `string`

The file specified with a full or relative path.

**[\\ModifyTime]**

**Data type:** `switch`

Last modification time.

**[\\AccessTime]**

**Data type:** `switch`

Time of last access (read, execute or modify).

**[\\StatCTime]**

**Data type:** `switch`

Last file status (access qualification) change time.
Program execution

For the specified file or directory, this function returns a numeric that specifies the time since the last:

- Modification
- Access
- File status change

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file does not exist.</td>
</tr>
</tbody>
</table>

More examples

More examples of the function FileTimeDnum are illustrated below.

This is a complete example that implements an alert service for maximum 10 files.

```plaintext
LOCAL RECORD falert
    string filename;
    dnum ftime;
ENDRECORD

LOCAL VAR falert myfiles[10];
LOCAL VAR num currentpos:=0;
LOCAL VAR intnum timeint;

PROC alertInit(num freq)
currentpos:=0;
CONNECT timeint WITH mytrap;
ITimer freq, timeint;
ENDPROC

LOCAL TRAP mytrap
VAR num pos:=1;
WHILE pos <= currentpos DO
    IF FileTimeDnum(myfiles{pos}.filename \ModifyTime) >
        myfiles{pos}.ftime THEN
        TPWrite "The file "+myfiles{pos}.filename" is changed";
        ENDIF
    pos := pos+1;
ENDWHILE
ENDTRAP

PROC alertNew(string filename)
currentpos := currentpos+1;
IF currentpos <= 10 THEN
    myfiles{currentpos}.filename := filename;
    myfiles{currentpos}.ftime := FileTimeDnum (filename \ModifyTime);
```

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2 Functions

2.71 FileTimeDnum - Retrieve time information about a file

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Continued

ENDIF
ENDPROC

PROC alertFree()
    IDelete timeint;
ENDPROC

Syntax

FileTimeDnum '('
[Path ':=' ] <expression (IN) of string>
['\' ModifyTime] |
['\' AccessTime] |
['\' StatCTime]

A function with a return value of the data type dnum.

Related information

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</tr>
</tbody>
</table>
2.72 FSSize - Retrieve the size of a file system

Usage

FSSize (File System Size) is used to retrieve the size of the file system in which a specified file resides. The size in bytes, kilo bytes or mega bytes are returned as a num.

Basic example

The following example illustrates the function FSSize.

See also More examples on page 1150.

Example 1

PROC main()
  VAR num totalfsyssize;
  VAR num freefsyssize;
  freefsyssize := FSSize("HOME:/spy.log" \Free);
  totalfsyssize := FSSize("HOME:/spy.log" \Total);
  TPWrite NumToStr(((totalfsyssize - freefsyssize)/totalfsyssize)*100,0) +" percent used";
ENDPROC

This procedure prints out the amount of disk space used on the HOME: file system as a percentage.

Return value

Data type: num

The size in bytes.

Arguments

FSSize (Name [\Total] | [\Free] [\Kbyte] [\Mbyte])

Name

Data type: string

The name of a file in the file system, specified with full or relative path.

[ \Total ]

Data type: switch

Retrieves the total amount of space in the file system.

[ \Free ]

Data type: switch

Retrieves the amount of free space in the file system.

[ \Kbyte ]

Data type: switch

Convert the number of bytes read to kilobytes, for example, divide the size with 1024.

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2 Functions

2.72 FSSize - Retrieve the size of a file system

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[ \Mbyte ]

Data type: switch

Convert the number of bytes read to megabytes, for example, divide the size with 1048576 (1024*1024).

Program execution

This function returns a numeric that specifies the size of the file system in which the specified file resides.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file system does not exist</td>
</tr>
<tr>
<td>ERR_FILESIZE</td>
<td>The size exceeds the max integer value for a num, 8388608</td>
</tr>
</tbody>
</table>

More examples

More examples of the function FSSize are illustrated below.

Example 1

```
LOCAL VAR intnum timeint;

LOCAL TRAP mytrap
  IF FSSize("HOME:/spy.log" \Free)/FSSize("HOME:/spy.log" \Total) <= 0.1 THEN
    TPWrite "The disk is almost full";
    alertFree;
  ENDIF
ENDTRAP

PROC alertInit(num freq)
  CONNECT timeint WITH mytrap;
  ITimer freq,timeint;
ENDPROC

PROC alertFree()
  IDelete timeint;
ENDPROC
```

This is a complete example for implementing an alert service that prints a warning on the FlexPendant when the remaining free space in the "HOME:" file system is less than 10%.

Syntax

```
FSSize '('
  [ Name ':=' ] < expression (IN) of string>
  [ '\\' Total ] | [ '\\' Free ]
  [ '\\' Kbyte ]
  [ '\\' Mbyte ]')'
```
A function with a return value of the data type `num`.

### Related information

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</tr>
</tbody>
</table>
2.73 GetAxisDistance - Get the traversed distance counter of the axis

Usage

GetAxisDistance is used to read the current distance the axis has been moving since the last reset. If the axis is rotational the distance will be in degrees and if the axis is linear the distance will be in meters.

Basic examples

The following examples illustrate the function GetAxisDistance.

Example 1

PERS dnum distance;
  distance := GetAxisDistance(Track,1);

The total distance that axis 1 on mechanical unit Track has been moving since the last reset is stored in distance.

Example 2

PERS dnum distanceLimit := 1000;
PERS dnum remaining;
  remaining := distanceLimit - GetAxisDistance(Track,1);

The remaining distance for axis 1 on mechanical unit Track is stored in remaining.

Return value

Data type: dnum
The return value is the distance, in meters or degrees, that the axis has moved since the last reset.

Arguments

GetAxisDistance (MechUnit AxisNo)

MechUnit

Mechanical Unit
Data type: mecunit
The name of the mechanical unit.

AxisNo

Data type: num
The number of the axis for which the traversed distance is to be read.

Prerequisites

GetAxisDistance can only return a value if the Service Information System configuration is done.

Example configuration

For the robot itself, configure the SIS Parameters.
For additional axes, configure the SIS Single Parameters.
Configure the type Robot to use the SIS configuration, with the parameter use_sis.

Continues on next page
2.73 GetAxisDistance - Get the traversed distance counter of the axis

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Continued

Syntax

GetAxisDistance '(
[ MechUnit ':='] < variable (VAR) of mecunit > ',
[ AxisNo ':='] < variable (VAR) of num > ')'

A function with a return value of the data type dnum.

Related information

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<th>For information about</th>
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<td>ResetAxisMoveTime - Reset the move time counter of the axis on page 509</td>
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<td>GetAxisMoveTime</td>
<td>GetAxisMoveTime - Get the move time counter of the axis on page 1154</td>
</tr>
</tbody>
</table>
2 Functions

2.74 GetAxisMoveTime - Get the move time counter of the axis

Usage

GetAxisMoveTime is used to read the current amount of time the axis has been moving since the last reset.

Basic examples

The following examples illustrate the function GetAxisMoveTime.

Example 1

```plaintext
PERS dnum movetime;
movetime := GetAxisMoveTime(Track,1);
```

The total amount of time that axis 1 on mechanical unit Track has been moving since the last reset is stored in movetime.

Example 2

```plaintext
PERS dnum timeLimit := 1000;
PERS dnum remaining;
remaining := timeLimit - GetAxisMoveTime(Track,1);
```

The remaining time for axis 1 on mechanical unit Track is stored in remaining.

Return value

Data type: dnum

The return value is the total amount of time in hours that the axis has been moving since the last reset.

Arguments

GetAxisMoveTime (MechUnit AxisNo)

MechUnit

*Mechanical Unit*

Data type: mecunit

The name of the mechanical unit.

AxisNo

Data type: num

The number of the axis for which the move time is to be read.

Syntax

```plaintext
GetAxisMoveTime '('
[ MechUnit ':= ' ] < variable (VAR) of mecunit > ','
[ AxisNo ':= ' ] < variable (VAR) of num > ')
```

A function with a return value of the data type dnum.

Related information

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</table>
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2.75 GetMaxNumberOfCyclicBool - Get the maximum number of Cyclic bool conditions

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2.75 GetMaxNumberOfCyclicBool - Get the maximum number of Cyclic bool conditions

Usage

GetMaxNumberOfCyclicBool is used for retrieving the maximum number of Cyclic bool conditions that can be connected at the same time.

Basic examples

The following example illustrates the function GetMaxNumberOfCyclicBool.

Example 1

VAR num maxno := 0;
maxno := GetMaxNumberOfCyclicBool();
TPWrite "Maximum cyclic bool: " \
Num:=maxno;

The maximum number of Cyclic bool conditions is displayed on the FlexPendant.

Return value

Data type: num

Syntax

GetMaxNumberOfCyclicBool '(' ')'

A function with a return value of the data type num.

Related information

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</table>
2.76 GetMecUnitName - Get the name of the mechanical unit

Usage

GetMecUnitName is used to get the name of a mechanical unit with one of the installed mechanical units as the argument. This function returns the mechanical units name as a string.

Basic examples

The following example illustrates the function GetMecUnitName.

Example 1

VAR string mecname;
mecname := GetMecUnitName(ROB1);
mecname is assigned the value "ROB1" as a string. All mechanical units (data type mecunit) such as ROB1 are predefined in the system.

Return value

Data type: string
The return value will be the mechanical unit name as a string.

Arguments

GetMecUnitName ( MechUnit )

MechUnit

Mechanical Unit
Data type: mecunit
MechUnit takes one of the predefined mechanical units found in the configuration.

Syntax

GetMecUnitName '('
    [ MechUnit ':=' ] < variable (VAR) of mecunit > ')

A function with a return value of the data type string.

Related information

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</table>
2 Functions

2.77 GetModalPayLoadMode - Get the ModalPayLoadMode value

RobotWare - OS

2.77 GetModalPayLoadMode - Get the ModalPayLoadMode value

Usage

GetModalPayLoadMode is used to get the ModalPayLoadMode.

Basic examples

The following example illustrates the function GetModalPayLoadMode.

Example 1

IF GetModalPayloadMode() = 1 THEN
   GripLoad piece1;
   MoveL p1, v1000, fine, gripper;
ELSE
   MoveL p1, v1000, fine, tool2 \TLoad:=gripperpiece1;
ENDIF

Read the ModalPayLoadMode value from the system and depending on value, use different code to specify the load used in the movement instruction.

Return value

Data type: num

The return value will be the ModalPayLoadMode setting as a num.

Syntax

GetModalPayloadMode '(' ')'

A function with a return value of the data type num.

Related information

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<td>Using payload in motion instructions.</td>
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</table>
2.78 GetMotorTorque - Reads the current motor torque

Usage

GetMotorTorque is used to read the current torque of the robot and external axes motors.
GetMotorTorque is primarily used to detect if a servo gripper holds a load or not.

Basic examples

The following example illustrates the function GetMotorTorque.
See also More examples on page 1160.

Example 1

```
VAR num motor_torque2;
motor_torque2 := GetMotorTorque(2);
```

The current motor torque of the second axis of the robot is stored in motor_torque2.

Return value

Data type: num

The current motor torque in newton metre (Nm) of the stated axis of the robot or external axes.

Arguments

GetMotorTorque [\MecUnit] AxisNo

MecUnit

* Mechanical Unit

Data type: mecunit

The name of the mechanical unit for which an axis is to be read. If this argument is omitted, the axis for the connected robot is read.

AxisNo

Data type: num

The number of the axis to be read (1 - 6).

Program execution

The function reads the current filtered motor torque applied on the motors of the robot and external axes.

The motor torque value can also be seen as test signal number 2000 when using TuneMaster.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

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<th>Cause of error</th>
</tr>
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<td>Parameter axis in function is wrong.</td>
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</table>

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2 Functions

2.78 GetMotorTorque - Reads the current motor torque

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Continued

More examples

The following examples illustrates the function GetMotorTorque.

Example 1

VAR num torque_value;
torque_value := GetMotorTorque(MecUnit:=STN1, 1);

The current motor torque of the first axis of STN1 is stored in torque_value.

Example 2

VAR num pre_grip_torque;
VAR num post_grip_torque;
..
MoveJ p10, v1000, fine, Gripper;
! Read the torque for axis 5 before gripping the piece
pre_grip_torque:=GetMotorTorque(5);
! Grip the piece
grip_piece;
! Read the torque for axis 5 after gripping the piece
post_grip_torque:=GetMotorTorque(5);
! Compare torque for axis 5 before and after gripping the piece
piece_gripped:=check_gripped_piece(pre_grip_torque, post_grip_torque);
IF piece_gripped = TRUE THEN
  GripLoad piece1;
ELSE
  TPWrite "Failed to grip the piece";
  Stop;
ENDIF
..

The current motor torque of axis 5 of the robot is read before gripping the piece. The piece is then gripped. The torque is read once again and the torques are compared to detect if there is an actual extra load in the gripper.

Limitations

The result of GetMotorTorque will vary depending on the gear friction, motor temperature etc. Two measurements in the same position can differ. As an example gearbox temperature can change the friction and thus the result.

The limitations described above can make it impossible to detect very small changes in the torque.

It is only possible to read the current torque for the mechanical units that are controlled from current program task. For a non-motion task, it is possible to read the torque for the mechanical units controlled by the connected motion task.

Syntax

GetMotorTorque (MecUnit := <variable (VAR) of mecunit>, AxisNo := <expression (IN) of num>)

A function with a return value of the data type num.

Continues on next page
## Related information

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2 Functions

### 2.78 GetMotorTorque - Reads the current motor torque

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Continued
2 Functions

2.79 GetNextCyclicBool - Get the names of all Cyclic bools

Usage

GetNextCyclicBool is used for retrieving the names of all Cyclic bools.

Basic examples

The following examples illustrate the function GetNextCyclicBool.

Example 1

```plaintext
VAR num listno := 0;
VAR string name;
...
WHILE GetNextCyclicBool(listno, name) DO
  TPWrite "Cyclic bool: " + name;
  ! listno := listno + 1 is done by GetNextCyclicBool
ENDWHILE
```

The names of all connected Cyclic bools in the system will be displayed on the FlexPendant.

Example 2

```plaintext
PERS bool cyclicflag1;
TASK PERS bool cyclicflag2;

PROC main()
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  SetupCyclicBool cyclicflag2, di3=1 AND do4=0;
  WHILE GetNextCyclicBool(listno, name) DO
    TPWrite name;
    ! listno := listno + 1 is done by GetNextCyclicBool
  ENDWHILE
...
```

cyclicflag1 and T_ROB1/cyclicflag1 will be displayed on the FlexPendant if the RAPID code is executed in T_ROB1 RAPID task.

Return value

Data type: bool

The return value is TRUE if a Cyclic bool name was found, otherwise FALSE.

Arguments

GetNextCyclicBool(ListNumber Name)

ListNumber

Data type: num

This specifies which Cyclic bool in the system internal list of Cyclic bool names that should be retrieved. At return, this variable is always incremented by one by the system to make it easy to access the next Cyclic bool name in the list. The first Cyclic bool name in the list has index 0.
Name

**Data type:** string

The name of the Cyclic bool persistent variable. If the persistent variable is defined as a TASK PERS, the name retrieved will be "TASK name/persistent boolean variable name".

**Syntax**

```
GetNextCyclicBool '('.
  [ ListNumber ' ::= ' ] < variable (VAR) of num> ','
  [ Name ' ::= ' ] < variable (VAR) of string> '
')'
```

A function with a return value of the data type bool.

**Related information**

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</tr>
</tbody>
</table>
2 Functions

2.80 GetNextMechUnit - Get name and data for mechanical units

RobotWare - OS

2.80 GetNextMechUnit - Get name and data for mechanical units

Usage

GetNextMechUnit \( \text{(Get Next Mechanical Unit)} \) is used for retrieving the name of mechanical units in the robot system. Besides the mechanical unit name, several optional properties of the mechanical unit can be retrieved.

Basic examples

The following example illustrates the function GetNextMechUnit.

See also More examples on page 1165.

Example 1

\[
\begin{align*}
\text{VAR num listno := 0;} \\
\text{VAR string name := \"\";} \\
\text{TPWrite \"List of mechanical units:\")
\text{WHILE GetNextMechUnit(listno, name) DO}
\text{TPWrite name;}
\text{! listno := listno + 1 is done by GetNextMechUnit}
\text{ENDWHILE}
\end{align*}
\]

The name of all mechanical units available in the system, will be displayed on the FlexPendant.

Return value

Data type: bool

TRUE if a mechanical unit was found, otherwise FALSE.

Arguments

GetNextMechUnit( ListNumber UnitName \[\MecRef\] \[\TCPRob\] \[\NoOfAxes\]
\[\MecTaskNo\] \[\MotPlanNo\] \[\Active\] \[\DriveModule\]
\[\OKToDeact\])

ListNumber

Data type: num

This specifies which items in the system internal list of mechanical units are to be retrieved. At return, this variable is always incremented by one by the system to make it easy to access the next unit in the list. The first mechanical unit in the list has index 0.

UnitName

Data type: string

The name of the mechanical unit.

\[\MecRef\]

Data type: mecunit

The system reference to the mechanical unit.

\[\TCPRob\]

Data type: bool

Continues on next page
TRUE if the mechanical unit is a TCP robot, otherwise FALSE.

\[\text{NoOfAxes}\]
Data type: num
Number of axes for the mechanical unit. Integer value.

\[\text{MecTaskNo}\]
Data type: num
The program task number that controls the mechanical unit. Integer value in range 1-20. If not controlling by any program task, -1 is returned.
This actual connection is defined in the system parameters domain controller (can in some application be redefined at runtime).

\[\text{MotPlanNo}\]
Data type: num
The motion planner number that controls the mechanical unit. Integer value in range 1-6. If not controlling by any motion planner, -1 is returned.
This connection is defined in the system parameters domain controller.

\[\text{Active}\]
Data type: bool
TRUE if the mechanical unit is active, otherwise FALSE.

\[\text{DriveModule}\]
Data type: num
The Drive Module number 1 - 4 used by this mechanical unit.

\[\text{OKToDeact}\]
Data type: bool
Return TRUE, if allowed to deactivate the mechanical unit from RAPID program.

More examples

More examples of the instruction GetNextMechUnit are illustrated below.

Example 1

\[
\begin{align*}
\text{VAR num listno := 4;}
\text{VAR string name := "";}
\text{VAR bool found := FALSE;}
\end{align*}
\]

\[
\text{found := GetNextMechUnit (listno, name);}\]

If found is set to TRUE, the name of mechanical unit number 4 will be in the variable name, else name contains only an empty string.

Syntax

GetNextMechUnit ('
[ ListNumber ':' < variable (VAR) of num> ','
[ UnitName ':' < variable (VAR) of string> ','
[ '"' MecRef ':' < variable (VAR) of mecunit> ]
[ '"' TCPRob ':' < variable (VAR) of bool> ]

Continues on next page
2 Functions

2.80 GetNextMechUnit - Get name and data for mechanical units

RobotWare - OS

Continued

[ '" NoOfAxes ':=" < variable (VAR) of num> ]
[ '" MecTaskNo ':=" < variable (VAR) of num> ]
[ '" MotPlanNo ':=" < variable (VAR) of num> ]
[ '" Active ':=" < variable (VAR) of bool>]]
[ '" DriveModule ':=" < variable (VAR) of num> ]
[ '" OKToDeact ':=" < variable (VAR) of bool>]]
'

A function with a return value of the data type bool.

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<td></td>
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<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data types</td>
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</table>
2.81 GetNextSym - Get next matching symbol

Usage

GetNextSym (Get Next Symbol) is used together with SetDataSearch to retrieve data objects from the system.

Basic examples

The following example illustrates the function GetNextSym.

Example 1

```plaintext
VAR datapos block;
VAR string name;
VAR bool truevar := TRUE;
...
SetDataSearch "bool" \Object:="my.*" \InMod:="mymod\LocalSym;
WHILE GetNextSym(name,block) DO
  SetDataVal name\Block:=block,truevar;
ENDWHILE
```

This session will set all local bool data objects that begin with my in the module mymod to TRUE.

Return value

Data type: bool

- TRUE if a new object has been retrieved, the object name and its enclosed block is then returned in its arguments.
- FALSE if no more objects match.

Arguments

GetNextSym (Object Block [\Recursive])

Object

Data type: string

Variable (VAR or PERS) to store the name of the data object that will be retrieved.

Block

Data type: datapos

The enclosed block to the object.

[ \Recursive ]

Data type: switch

This will force the search to enter the block below, for example, if the search session has begun at the task level, it will also search modules and routines below the task.

Syntax

GetNextSym '{
    [ Object ':=' ] < variable or persistent (INOUT) of string > ','
    [ Block ':=' ] <variable (VAR) of datapos>
A function with a return value of the data type `bool`.

### Related information

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<td>The related data type <code>datapos</code></td>
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</tr>
</tbody>
</table>
2.82 GetNumberOfCyclicBool - Get the number of Cyclic bool conditions

Usage

GetNumberOfCyclicBool is used for retrieving the number of connected Cyclic bool conditions.

Basic examples

The following example illustrates the function GetNumberOfCyclicBool.

Example 1

VAR num listno := 0;
listno := GetNumberOfCyclicBool();
TPWrite "Connected Cyclic bool: " \Num:=listno;

The number of connected Cyclic bool conditions is displayed on the FlexPendant.

Return value

Data type: num

Syntax

GetNumberOfCyclicBool '(' ')'

A function with a return value of the data type num.

Related information

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</table>
2 Functions

2.83 GetServiceInfo - Get service information from the system

Usage

GetServiceInfo is used to read service information from the system. This function returns the service information as a string.

Basic examples

The following example illustrates the function GetServiceInfo. See also More examples on page 1171.

Example 1

```plaintext
VAR string mystring;
VAR num mynum;
IF TaskRunRob() THEN
    mystring:=GetServiceInfo(ROB_ID \DutyTimeCnt);
    IF StrToVal(mystring, mynum) = FALSE THEN
        TFWrite "Conversion failed!";
        Stop;
    ENDIF
ENDIF
```

If the task controls a robot, use the predefined variable ROB_ID to read the duty time counter. Then convert the string value to a numeric value.

Return value

Data type: string

The value of the service information for the specified mechanical unit. Read more about the return values in Arguments below.

Arguments

GetServiceInfo (MechUnit [\DutyTimeCnt])

MechUnit

Mechanical Unit

Data type: mecunit

The name of the mechanical unit to get information for.

[\DutyTimeCnt]

Duty Time Counter

Data type: switch

Returns the duty time counter for the mechanical unit used in argument MechUnit. A string with "0" is returned if this option is used in the Virtual Controller. The duty time counter is the value in hours that the mechanical unit has been in motors on and brakes have been released.

Program execution

Service information is read for the used optional parameter.

Continues on next page
More examples

More examples of how to use the function `GetServiceInfo` are illustrated below.

**Example 1**

```rapid
VAR string mystring;
mystring:=GetServiceInfo(ROB_1 \DutyTimeCnt);
TPWrite "DutyTimeCnt for ROB_1: " + mystring;
mystring:=GetServiceInfo(ROB_2 \DutyTimeCnt);
TPWrite "DutyTimeCnt for ROB_2: " + mystring;
mystring:=GetServiceInfo(INTERCH \DutyTimeCnt);
TPWrite "DutyTimeCnt for INTERCH: " + mystring;
mystring:=GetServiceInfo(STN_1 \DutyTimeCnt);
TPWrite "DutyTimeCnt for STN_1: " + mystring;
mystring:=GetServiceInfo(STN_2 \DutyTimeCnt);
TPWrite "DutyTimeCnt for STN_2: " + mystring;
```

Get information about the duty time counter for all mechanical units in a multimove system, and write the values on the FlexPendant.

**Syntax**

```rapid
GetServiceInfo ('{
    [MechUnit :=" ] <variable (VAR) of mecunit> ','
    ['" DutyTimeCnt] '}
```

A function with a return value of the data type `string`.

**Related information**

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</table>
2 Functions

2.84 GetSignalOrigin - Get information about the origin of an I/O signal

GetSignalOrigin is used to get information about the origin of an I/O signal.

Basic examples

The following examples illustrate the function GetSignalOrigin:

Example 1

```plaintext
VAR signalorigin myorig;
VAR string signalname;
...
myorig:=GetSignalOrigin(mysignal, signalname);
IF myorig = SIGORIG_NONE THEN
  TPWrite "Signal cannot be used. AliasIO needed."
ELSEIF myorig = SIGORIG_CFG THEN
  TPWrite "Signal "+signalname+" is defined in I/O configuration."
ELSEIF myorig = SIGORIG_ALIAS THEN
  TPWrite "Signal is declared in RAPID."
  TPWrite "Name according to the I/O configuration: "+signalname;
ENDIF
```

The code above can be used to determine the origin of the signal named mysignal.

Return value

Data type: signalorigin

The signalorigin as described in the table below.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SIGORIG_NONE</td>
<td>The I/O signal variable is declared in RAPID and has no alias coupling.</td>
</tr>
<tr>
<td>1</td>
<td>SIGORIG_CFG</td>
<td>The signal is configured in I/O configuration.</td>
</tr>
<tr>
<td>2</td>
<td>SIGORIG_ALIAS</td>
<td>The I/O signal variable is declared in RAPID and has an alias coupling to an I/O signal configured in I/O configuration.</td>
</tr>
</tbody>
</table>

Arguments

GetSignalOrigin Signal SignalName

Signal

Data type: signalxx

The signal name. Must be of data type signaldo, signaldi, signalgo, signalgi, signalao, or signalai.

SignalName

Data type: string

The signal name according to the I/O configuration, or empty string.

Continues on next page
The function returns one of the following predefined signal origins: SIGORIG_NONE, SIGORIG_CFG, or SIGORIG_ALIAS.

If SIGORIG_NONE is returned, SignalName consists of an empty string.

If SIGORIG_CFG or SIGORIG_ALIAS is returned, the argument SignalName contains the I/O signal name according to the I/O configuration.

GetSignalOrigin can be used in generic programs to check if a signal has an alias coupling and if it is a coupling to the right physical I/O signal.

**Syntax**

GetSignalOrigin

[Signal ':='] <variable (VAR) of any type>', '
[SignalName ':='] <variable (VAR) of string>'

**Related information**

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</table>
2 Functions

2.85 GetSysInfo - Get information about the system

*RobotWare - OS*

### 2.85 GetSysInfo - Get information about the system

#### Usage

GetSysInfo is used to read information about the system. The available information includes serial number, software version, software version name, robot type, controller ID, WAN IP address, controller language, and system name.

#### Basic examples

The following example illustrates the function GetSysInfo.

**Example 1**

```plaintext
VAR string serial;
VAR string version;
VAR string versionname;
VAR string rtype;
VAR string cid;
VAR string lanip;
VAR string clang;
VAR string sysname;
serial := GetSysInfo("SerialNo");
version := GetSysInfo("SWVersion");
versionname := GetSysInfo("SWVersionName");
rtype := GetSysInfo("RobotType");
cid := GetSysInfo("CtrlId");
lanip := GetSysInfo("LanIp");
clang := GetSysInfo("CtrlLang");
sysname := GetSysInfo("SystemName");
```

**Examples of returned strings:**

<table>
<thead>
<tr>
<th>Description</th>
<th>Variable</th>
<th>Return value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serial number</td>
<td>serial</td>
<td>11-12345</td>
</tr>
<tr>
<td>Software version</td>
<td>version</td>
<td>7.0.0+416</td>
</tr>
<tr>
<td>Software version name</td>
<td>versionname</td>
<td>7.0.0</td>
</tr>
<tr>
<td>Robot number</td>
<td>rtype</td>
<td>IRB 2400-16/1.5 Type A</td>
</tr>
<tr>
<td>Controller ID</td>
<td>cid</td>
<td>MyRobot</td>
</tr>
<tr>
<td>WAN IP address</td>
<td>lanip</td>
<td>192.168.8.103</td>
</tr>
<tr>
<td>Controller language</td>
<td>clang</td>
<td>en</td>
</tr>
<tr>
<td>Active system</td>
<td>sysname</td>
<td>MySystem</td>
</tr>
</tbody>
</table>

#### Return value

**Data type:** string

The return value is a string with serial number, software version, software version name, robot type, controller ID, WAN IP address, controller language, and system name. Read more about the return values in *Arguments on page 1175* below.
2.85 GetSysInfo - Get information about the system

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Continued

Arguments

GetSysInfo (\[\SerialNo\] | \[\SWVersion\] | \[\SWVersionName\] | \[\RobotType\] | \[\CtrlId\] | \[\LanIp\] | \[\CtrlLang\] | \[\SystemName\])

At least one of the arguments must be present.

\[\SerialNo\]  
**Serial Number**  
Data type: switch  
Returns the serial number.

\[\SWVersion\]  
**Software Version**  
Data type: switch  
Returns the version of the product RobotControl.

\[\SWVersionName\]  
**Software Version Name**  
Data type: switch  
Returns the version display name of RobotControl.

\[\RobotType\]  
Data type: switch  
Returns the robot type in the current or connected task. If the mechanical unit is not a TCP-robot, a dash (-) is returned.

\[\CtrlId\]  
**Controller ID**  
Data type: switch  
Returns the controller ID. Returns an empty string if no controller ID is specified. The string VC is returned if used on a virtual controller.

\[\LanIp\]  
**Lan Ip address**  
Data type: switch  
Returns the WAN IP address for the controller. The string VC is returned if used on a virtual controller. An empty string is returned if no WAN IP address is configured in the system.

\[\CtrlLang\]  
**Controller Language**  
Data type: switch  
Returns the language used on the controller.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>cs</td>
<td>Czech</td>
</tr>
<tr>
<td>zh</td>
<td>Chinese (simplified Chinese, mainland Chinese)</td>
</tr>
</tbody>
</table>
2 Functions

2.85 GetSysInfo - Get information about the system

<table>
<thead>
<tr>
<th>Return value</th>
<th>Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>da</td>
<td>Danish</td>
</tr>
<tr>
<td>nl</td>
<td>Dutch</td>
</tr>
<tr>
<td>en</td>
<td>English</td>
</tr>
<tr>
<td>fi</td>
<td>Finnish</td>
</tr>
<tr>
<td>fr</td>
<td>French</td>
</tr>
<tr>
<td>de</td>
<td>German</td>
</tr>
<tr>
<td>hu</td>
<td>Hungarian</td>
</tr>
<tr>
<td>it</td>
<td>Italian</td>
</tr>
<tr>
<td>ja</td>
<td>Japanese</td>
</tr>
<tr>
<td>ko</td>
<td>Korean</td>
</tr>
<tr>
<td>pl</td>
<td>Polish</td>
</tr>
<tr>
<td>pt</td>
<td>Portuguese (Brazilian Portuguese)</td>
</tr>
<tr>
<td>ro</td>
<td>Romanian</td>
</tr>
<tr>
<td>ru</td>
<td>Russian</td>
</tr>
<tr>
<td>sl</td>
<td>Slovenian</td>
</tr>
<tr>
<td>es</td>
<td>Spanish</td>
</tr>
<tr>
<td>sv</td>
<td>Swedish</td>
</tr>
<tr>
<td>tr</td>
<td>Turkish</td>
</tr>
</tbody>
</table>

\[\{\text{SystemName}\}\]

Data type: switch

The controller name will be mirrored into the system name.
The controller name is set in the installer.

Syntax

```
GetSysInfo '{'
  ['SerialNo]
  ['SWVersion]
  ['SWVersionName]
  ['RobotType]
  ['CtrlId]
  ['LanIp]
  ['CtrlLang]
  ['SystemName]'
```

A function with a return value of the data type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test the identity of the system</td>
<td>IsSysId - Test system identity on page 1228</td>
</tr>
</tbody>
</table>
2.86 GetTaskName - Gets the name and number of current task

Usage

GetTaskName is used to get the identity of the current program task, with its name and number.

It is also possible from some Non Motion Task to get the name and number of its connected Motion Task. For MultiMove System the system parameter Controller/Tasks/Use Mechanical Unit Group define the connected Motion Task and in a base system the main task is always the connected Motion Task from any other task.

Basic examples

The following examples illustrate the function GetTaskName.

Example 1

VAR string taskname;
...

taskname := GetTaskName();

The current task name is returned in the variable taskname.

Example 2

VAR string taskname;
VAR num taskno;
...

taskname := GetTaskName(TaskNo:=taskno);

The current task name is returned in the variable taskname. The integer identity of the task is stored in the variable taskno.

Example 3

VAR string taskname;
VAR num taskno;
...

taskname := GetTaskName(MecTaskNo:=taskno);

If current task is a Non Motion Task task, the name of the connected motion task is returned in the variable taskname. The numerical identity of the connected motion task is stored in the variable taskno.

If current task controls some mechanical units, current task name is returned in the variable taskname. The numerical identity of the task is stored in the variable taskno.

Return value

Data type: string

The name of the task in which the function is executed or the name of the connected motion task.

Arguments

GetTaskName ( [\TaskNo] | [\MecTaskNo] )

Continues on next page
2 Functions

2.86 GetTaskName - Gets the name and number of current task

RobotWare - OS
Continued

[\TaskNo]

Data type: num

Return current task name (same functionality if none of the switch \TaskNo or \MecTaskNo is used). Also get the identity of the current task represented as an integer value. The numbers returned will be in the range 1-20.

[\MecTaskNo]

Data type: num

Return connected motion task name or current motion task name. Also get the identity of connected or current motion task represented as an integer value. The numbers returned will be in the range 1-20.

Syntax

GetTaskName '('
   [ \TaskNo ':=' ] < variable (VAR) of num >
   [ \MecTaskNo ':=' ] < variable (VAR) of num > ')

A function with a return value of the data type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check if task run some TCP robot</td>
<td>TaskRunRob - Check if task controls some robot on page 1374</td>
</tr>
<tr>
<td>Multitasking</td>
<td>Technical reference manual - RAPID Overview, section RAPID Overview - RAPID summary Multitasking</td>
</tr>
<tr>
<td></td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Multitasking</td>
</tr>
</tbody>
</table>
2.87 GetTime - Reads the current time as a numeric value

Usage

GetTime is used to read a specified component of the current system time as a numeric value.

GetTime can be used to:

• have the program perform an action at a certain time
• perform certain activities on a weekday
• abstain from performing certain activities on the weekend
• respond to errors differently depending on the time of day.

Basic examples

The following example illustrates the function GetTime.

See also More examples on page 1180.

Example 1

```plaintext
hour := GetTime(\Hour);
```

The current hour is stored in the variable `hour`.

Return value

Data type: `num`

One of the four time components specified below.

Argument

```
GetTime ( [\WDay] | [\Hour] | [\Min] | [\Sec] )
```

\WDay

Data type: `switch`

Return the current weekday. Range: 1 to 7 (Monday to Sunday).

\Hour

Data type: `switch`

Return the current hour. Range: 0 to 23.

\Min

Data type: `switch`

Return the current minute. Range: 0 to 59.

\Sec

Data type: `switch`

Return the current second. Range: 0 to 59.

One of the arguments must be specified, otherwise program execution stops with an error message.
More examples

More examples of the function \texttt{GetTime} are illustrated below.

Example 1

\begin{verbatim}
weekday := GetTime(WDay);
hour := GetTime(Hour);
IF weekday < 6 AND hour >6 AND hour < 16 THEN
    production;
ELSE
    maintenance;
ENDIF
\end{verbatim}

If it is a weekday and the time is between 7:00 and 15:59 the robot performs production. At all other times, the robot is in the maintenance mode.

Syntax

\begin{verbatim}
GetTime '('
    ['\/ WDay ]
| ['\/ Hour ]
| ['\/ Min ]
| ['\/ Sec ] ')
\end{verbatim}

A function with a return value of the type \texttt{num}.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time and date instructions</td>
<td>\textit{Technical reference manual - RAPID Overview}, section \textit{RAPID summary - System &amp; time}</td>
</tr>
<tr>
<td>Setting the system clock</td>
<td>\textit{Operating manual - OmniCore}, section \textit{Changing FlexPendant settings}</td>
</tr>
</tbody>
</table>
2.88 GetTorqueMargin - Reads the least torque margin

Usage

GetTorqueMargin is used to read the least torque margin since ResetTorqueMargin was executed and can be used on both robot and external axes.

Basic examples

The following examples illustrate the function GetTorqueMargin.

Example 1

```plaintext
VAR num torque_margin;
ResetTorqueMargin \AxisNo:=5;
! Insert Program Here
! ...
! ...
torque_margin := GetTorqueMargin (5);
```

The least torque margin, since the last execution of ResetTorqueMargin 5, from the axis 5 of the robot is stored in torque_margin.

Example 2

```plaintext
VAR num torque_margin1;
VAR num torque_margin2;
VAR num torque_margin3;

ResetTorqueMargin \AxisNo:=5;
! Insert Program Here
! ...
! ...
torque_margin1 := GetTorqueMargin (5);
ResetTorqueMargin 5;
! Change arm config
! Insert Program Here
! ...
! ...
torque_margin2 := GetTorqueMargin (5);
ResetTorqueMargin 5;
! Change arm config
! Insert Program Here
! ...
! ...
torque_margin3 := GetTorqueMargin (5);

! compare torque_margin1, torque_margin2, torque_margin3 etc
```

Return value

Data type: num

The least torque margin in % available torque since ResetTorqueMargin was executed.
2 Functions

2.88 GetTorqueMargin - Reads the least torque margin

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Continued

Arguments

GetTorqueMargin [\MecUnit ] AxisNo

[\MecUnit ]

Data type: mecunit
The name of the mechanical unit for which an axis is to be read. If this argument is omitted, the axis for the connected robot is read.

AxisNo

Data type: num
The number of the axis to be read (1 - 6).

Program execution

The function reads the least motor torque from the last ResetTorqueMargin.
The motor torque margin can also be read by the test signal number 4040. (This signal always shows the current torque margin.)

Limitations

When external forces affect the robot, care need to be taken not to overstress the structure. This method only reads the torque value on the motors.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

ERR_AXIS_PAR Parameter axis in function is wrong.

Syntax

GetTorqueMargin '('
[ [ '"' MechUnit ':="' ] < variable (VAR) of mecunit > '','
[ [ '"' AxisNo ':="' < expression (IN) of num > ] ')'

A function with a return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset torque margin</td>
<td>ResetTorqueMargin - Reset least torque margin on page 513</td>
</tr>
</tbody>
</table>
2.89 GetTSPStatus - Get current task selection panel status

Usage

GetTSPStatus is used to check if a task is checked or unchecked in the Task Selection Panel on the FlexPendant.

Basic examples

The following example illustrates the function GetTSPStatus.

Example 1

```
VAR tsp_status tspstatus;
...
tspstatus:=GetTSPStatus("MYTASK");
IF tspstatus >= TSP_NORMAL_UNCHECKED AND tspstatus <=
   TSP_SEMISTATIC_UNCHECKED THEN
  TPWrite "Task MYTASK is unchecked in the Task Selection Panel";
ELSEIF tspstatus >= TSP_NORMAL_CHECKED THEN
  TPWrite "Task MYTASK is checked in the Task Selection Panel";
ELSE
  TPWrite "Task MYTASK is unchecked in TSP due to execution in service routine";
ENDIF
```

Check if program task MYTASK is checked or unchecked in the Task Selection Panel on the FlexPendant.

Return value

Data type: tsp_status
The current task selection panel status.

Arguments

GetTSPStatus ( TaskRef | TaskName )

TaskRef

Data type: taskid
The program task identity of the task that should be checked.
The predefined variables of the data type taskid is available for all program tasks in the system.
The variable identity is “taskname”+“Id”, for example the variable identity for the T_ROB1 task is T_ROB1Id.

TaskName

Data type: string
The program task name of the task that should be checked.

Predefined data

The following predefined symbolic constants of type tsp_status can be used to check the return value:

```
CONST tsp_status TSP_UNCHECKED_RUN_SERV_ROUT := 10;
```

Continues on next page
2 Functions

2.89 GetTSPStatus - Get current task selection panel status

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Continued

```plaintext
CONST tsp_status TSP_NORMAL_UNCHECKED := 11;
CONST tsp_status TSP_STATIC_UNCHECKED := 12;
CONST tsp_status TSP_SEMISTATIC_UNCHECKED := 13;
CONST tsp_status TSP_NORMAL_CHECKED := 14;
CONST tsp_status TSP_STATIC_CHECKED := 15;
CONST tsp_status TSP_SEMISTATIC_CHECKED := 16;
```

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

| ERR_TASKNAME       | The program task name in argument \TaskName cannot be found in the system. |

Syntax

```plaintext
GetTSPStatus '('
  [ TaskRef ':=' ] <variable (VAR) of taskid>
  |
  [ TaskName ':=' ] <expression (IN) of string> ')'

A function with a return value of the data type tsp_status.
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task selection panel status</td>
<td>tsp_status - Task selection panel status on page 1622</td>
</tr>
<tr>
<td>Check if a normal task is active</td>
<td>TasksIsActive - Check if a normal task is active on page 1377</td>
</tr>
</tbody>
</table>
2.90 GetUASUserName - Get user name of logged in user

**Usage**

GetUASUserName is used to get the user name of the user currently logged in from the FlexPendant.

**Basic examples**

The following example illustrates the function GetUASUserName.

**Example 1**

```plaintext
VAR string strUser;
...
strUser := GetUASUserName();
```

The user name of the currently logged in user is returned in the variable `strUser`.

**Return value**

**Data type:** `string`

The user name of the currently logged in user.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no user logged in on the FlexPendant, i.e no FlexPendant is currently in use.</td>
</tr>
</tbody>
</table>

**More examples**

The following example illustrates the function GetUASUserName.

See also More examples on page 1185.

**Example 1**

```plaintext
VAR string user_name:="No user";
...
IF UIClientExist() = TRUE THEN
    user_name:=GetUASUserName();
ENDIF
```

The user name of the currently logged in user is returned in the variable `user_name`. If running without any FlexPendant, the `user_name` contains the string "No user".

**Syntax**

```
GetUASUserName('(' ')')
```

A function with a return value of the data type `string`.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>User Authorization System (UAS)</td>
<td>Operating manual - RobotStudio</td>
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</tbody>
</table>

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2.90 GetUASUserName - Get user name of logged in user

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<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check if user client exists</td>
<td><code>UIClientExist - Exist User Client on page 1410</code></td>
</tr>
</tbody>
</table>
2.91 GInput - Read value of group input signal

Usage

GInput is used to read the current value of a group of digital input signals.

Note

Note that the function GInput is a legacy function that no longer has to be used. See the examples for an alternative and recommended way of programming.

Basic examples

The following example illustrates the function GInput.

Example 1

IF GInput(gi2) = 5 THEN ...
...
IF gi2 = 5 THEN ...

If the current value of the signal gi2 is equal to 5, then ...

Return value

Data type: num

The current value of the signal (a positive integer).

The values of each signal in the group are read and interpreted as an unsigned binary number. This binary number is then converted to an integer.

The value returned lies within a range that is dependent on the number of signals in the group.

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>0-3</td>
</tr>
<tr>
<td>3</td>
<td>0-7</td>
</tr>
<tr>
<td>4</td>
<td>0-15</td>
</tr>
<tr>
<td>5</td>
<td>0-31</td>
</tr>
<tr>
<td>6</td>
<td>0-63</td>
</tr>
<tr>
<td>7</td>
<td>0-127</td>
</tr>
<tr>
<td>8</td>
<td>0-255</td>
</tr>
<tr>
<td>9</td>
<td>0-511</td>
</tr>
<tr>
<td>10</td>
<td>0-1023</td>
</tr>
<tr>
<td>11</td>
<td>0-2047</td>
</tr>
<tr>
<td>12</td>
<td>0-4095</td>
</tr>
<tr>
<td>13</td>
<td>0-8191</td>
</tr>
<tr>
<td>14</td>
<td>0-16383</td>
</tr>
<tr>
<td>15</td>
<td>0-32767</td>
</tr>
<tr>
<td>16</td>
<td>0-65535</td>
</tr>
</tbody>
</table>

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2 Functions

2.91 GInput - Read value of group input signal

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Continued

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>0-131071</td>
</tr>
<tr>
<td>18</td>
<td>0-262143</td>
</tr>
<tr>
<td>19</td>
<td>0-524287</td>
</tr>
<tr>
<td>20</td>
<td>0-1048575</td>
</tr>
<tr>
<td>21</td>
<td>0-2097151</td>
</tr>
<tr>
<td>22</td>
<td>0-4194303</td>
</tr>
<tr>
<td>23</td>
<td>0-8388607</td>
</tr>
</tbody>
</table>

Arguments

GInput (Signal)

Signal

Data type: signalgi

The name of the signal group to be read.

Syntax

GInput '('
     [Signal ':='] <variable (VAR) of signalgi>'')'

A function with a return value of data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read value of group input signal with more than 23 bits</td>
<td>GInputDnum - Read value of group input signal on page 1189</td>
</tr>
<tr>
<td>Input/Output instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Input and Output Signals</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - I/O principles</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
2 Functions

2.92 GInputDnum - Read value of group input signal

RobotWare - OS

2.92 GInputDnum - Read value of group input signal

Usage

GInputDnum is used to read the current value of a group of digital input signals larger than 23 bits.

Basic examples

The following examples illustrate the function GInputDnum.

Example 1

IF GInputDnum(gi2) = 55 THEN ...

If the current value of the signal gi2 is equal to 55, then ...

Example 2

IF GInputDnum(gi2) = 4294967295 THEN ...

If the current value of the signal gi2 is equal to 4294967295, then ...

Return value

Data type: dnum

The current value of the signal (a positive integer).

The values of each signal in the group are read and interpreted as an unsigned binary number. This binary number is then converted to an integer.

The value returned lies within a range that is dependent on the number of signals in the group.

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>0-3</td>
</tr>
<tr>
<td>3</td>
<td>0-7</td>
</tr>
<tr>
<td>4</td>
<td>0-15</td>
</tr>
<tr>
<td>5</td>
<td>0-31</td>
</tr>
<tr>
<td>6</td>
<td>0-63</td>
</tr>
<tr>
<td>7</td>
<td>0-127</td>
</tr>
<tr>
<td>8</td>
<td>0-255</td>
</tr>
<tr>
<td>9</td>
<td>0-511</td>
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<tr>
<td>10</td>
<td>0-1023</td>
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<tr>
<td>11</td>
<td>0-2047</td>
</tr>
<tr>
<td>12</td>
<td>0-4095</td>
</tr>
<tr>
<td>13</td>
<td>0-8191</td>
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<tr>
<td>14</td>
<td>0-16383</td>
</tr>
<tr>
<td>15</td>
<td>0-32767</td>
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<td>16</td>
<td>0-65535</td>
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<tr>
<td>17</td>
<td>0-131071</td>
</tr>
<tr>
<td>18</td>
<td>0-262143</td>
</tr>
</tbody>
</table>

Continues on next page
### 2 Functions

#### 2.92 GInputDnum - Read value of group input signal

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**Continued**

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>0-524287</td>
</tr>
<tr>
<td>20</td>
<td>0-1048575</td>
</tr>
<tr>
<td>21</td>
<td>0-2097151</td>
</tr>
<tr>
<td>22</td>
<td>0-4194303</td>
</tr>
<tr>
<td>23</td>
<td>0-8388607</td>
</tr>
<tr>
<td>24</td>
<td>0-16777215</td>
</tr>
<tr>
<td>25</td>
<td>0-33554431</td>
</tr>
<tr>
<td>26</td>
<td>0-67108863</td>
</tr>
<tr>
<td>27</td>
<td>0-134217727</td>
</tr>
<tr>
<td>28</td>
<td>0-268435455</td>
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<td>29</td>
<td>0-536870911</td>
</tr>
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</tr>
<tr>
<td>31</td>
<td>0-2147483647</td>
</tr>
<tr>
<td>32</td>
<td>0-4294967295</td>
</tr>
</tbody>
</table>

#### Arguments

**GInputDnum (Signal)**

**Signal**

*Data type: signalgi*

The name of the signal group to be read.

#### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

#### Syntax

**GInputDnum '('

* [ Signal ' := ' ] < variable (VAR) of signalgi >')'**

A function with a return value of data type **dnum**.

#### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read value of group input signal</td>
<td><strong>GInput - Read value of group input signal on page 1187</strong></td>
</tr>
</tbody>
</table>

**Continues on next page**
### 2 Functions

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/Output instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Input and Output Signals</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - I/O principles</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
2 Functions

2.93 GOutput - Reads the value of a group of digital output signals

Usage

GOutput is used to read the current value of a group of digital output signals.

Basic examples

The following example illustrates the function GOutput.

Example 1

IF GOutput(go2) = 5 THEN ...

If the current value of the signal go2 is equal to 5, then ...

Return value

Data type: num

The current value of the signal (a positive integer).

The values of each signal in the group are read and interpreted as an unsigned binary number. This binary number is then converted to an integer.

The value returned lies within a range that is dependent on the number of signals in the group.

<table>
<thead>
<tr>
<th>No. of signals</th>
<th>Permitted value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>0-3</td>
</tr>
<tr>
<td>3</td>
<td>0-7</td>
</tr>
<tr>
<td>4</td>
<td>0-15</td>
</tr>
<tr>
<td>5</td>
<td>0-31</td>
</tr>
<tr>
<td>6</td>
<td>0-63</td>
</tr>
<tr>
<td>7</td>
<td>0-127</td>
</tr>
<tr>
<td>8</td>
<td>0-255</td>
</tr>
<tr>
<td>9</td>
<td>0-511</td>
</tr>
<tr>
<td>10</td>
<td>0-1023</td>
</tr>
<tr>
<td>11</td>
<td>0-2047</td>
</tr>
<tr>
<td>12</td>
<td>0-4095</td>
</tr>
<tr>
<td>13</td>
<td>0-8191</td>
</tr>
<tr>
<td>14</td>
<td>0-16383</td>
</tr>
<tr>
<td>15</td>
<td>0-32767</td>
</tr>
<tr>
<td>16</td>
<td>0-65535</td>
</tr>
<tr>
<td>17</td>
<td>0-131071</td>
</tr>
<tr>
<td>18</td>
<td>0-262143</td>
</tr>
<tr>
<td>19</td>
<td>0-524287</td>
</tr>
<tr>
<td>20</td>
<td>0-1048575</td>
</tr>
<tr>
<td>21</td>
<td>0-2097151</td>
</tr>
</tbody>
</table>

Continues on next page
2.93 GOutput - Reads the value of a group of digital output signals

<table>
<thead>
<tr>
<th>No. of signals</th>
<th>Permitted value</th>
</tr>
</thead>
<tbody>
<tr>
<td>22</td>
<td>0-4194303</td>
</tr>
<tr>
<td>23</td>
<td>0-8388607</td>
</tr>
</tbody>
</table>

Arguments

```
GOutput (Signal)
```

**Signal**

**Data type:** signalgo

The name of the signal group to be read.

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

**Syntax**

```
GOutput '(' [ Signal ':=' ] < variable (VAR) of signalgo > ')'
```

A function with a return value of data type num.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set an output signal group</td>
<td>SetGO - Changes the value of a group of digital output signals on page 598</td>
</tr>
<tr>
<td>Read a group of output signals</td>
<td>GOutputDnum - Read value of group output signal on page 1194</td>
</tr>
<tr>
<td>Read a group of input signals</td>
<td>GInputDnum - Read value of group input signal on page 1189</td>
</tr>
<tr>
<td>Input/Output instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Input and Output Signals</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - I/O Principles</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
2 Functions

2.94 GOutputDnum - Read value of group output signal

Usage

GOutputDnum is used to read the current value of a group of digital output signals larger than 23 bits.

Basic examples

The following examples illustrate the function GOutputDnum.

Example 1

IF GOutputDnum(go2) = 55 THEN ... 
If the current value of the signal go2 is equal to 55, then ...

Example 2

IF GOutputDnum(go2) = 4294967295 THEN ... 
If the current value of the signal go2 is equal to 4294967295, then ...

Return value

Data type: dnum

The current value of the signal (a positive integer).

The values of each signal in the group are read and interpreted as an unsigned binary number. This binary number is then converted to an integer.

The value returned lies within a range that is dependent on the number of signals in the group.

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>0-3</td>
</tr>
<tr>
<td>3</td>
<td>0-7</td>
</tr>
<tr>
<td>4</td>
<td>0-15</td>
</tr>
<tr>
<td>5</td>
<td>0-31</td>
</tr>
<tr>
<td>6</td>
<td>0-63</td>
</tr>
<tr>
<td>7</td>
<td>0-127</td>
</tr>
<tr>
<td>8</td>
<td>0-255</td>
</tr>
<tr>
<td>9</td>
<td>0-511</td>
</tr>
<tr>
<td>10</td>
<td>0-1023</td>
</tr>
<tr>
<td>11</td>
<td>0-2047</td>
</tr>
<tr>
<td>12</td>
<td>0-4095</td>
</tr>
<tr>
<td>13</td>
<td>0-8191</td>
</tr>
<tr>
<td>14</td>
<td>0-16383</td>
</tr>
<tr>
<td>15</td>
<td>0-32767</td>
</tr>
<tr>
<td>16</td>
<td>0-65535</td>
</tr>
<tr>
<td>17</td>
<td>0-131071</td>
</tr>
<tr>
<td>18</td>
<td>0-262143</td>
</tr>
</tbody>
</table>

Continues on next page
2 Functions

2.94 GOutputDnum - Read value of group output signal

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Continued

<table>
<thead>
<tr>
<th>Number of signals</th>
<th>Allowed value</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>0-524287</td>
</tr>
<tr>
<td>20</td>
<td>0-1048575</td>
</tr>
<tr>
<td>21</td>
<td>0-2097151</td>
</tr>
<tr>
<td>22</td>
<td>0-4194303</td>
</tr>
<tr>
<td>23</td>
<td>0-8388607</td>
</tr>
<tr>
<td>24</td>
<td>0-16777215</td>
</tr>
<tr>
<td>25</td>
<td>0-33554431</td>
</tr>
<tr>
<td>26</td>
<td>0-67108863</td>
</tr>
<tr>
<td>27</td>
<td>0-134217727</td>
</tr>
<tr>
<td>28</td>
<td>0-268435455</td>
</tr>
<tr>
<td>29</td>
<td>0-536870911</td>
</tr>
<tr>
<td>30</td>
<td>0-1073741823</td>
</tr>
<tr>
<td>31</td>
<td>0-2147483647</td>
</tr>
<tr>
<td>32</td>
<td>0-4294967295</td>
</tr>
</tbody>
</table>

Arguments

GOutputDnum {Signal}

Signal

Data type: signalgo

The name of the signal group to be read.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Syntax

GOutputDnum '('
   [ Signal ' := ' ] < variable (VAR) of signalgo > ')

A function with a return value of data type dnum.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set an output signal group</td>
<td>SetGO - Changes the value of a group of digital output signals on page 5981</td>
</tr>
</tbody>
</table>

Continues on next page
## 2 Functions

### 2.94 GOutputDnum - Read value of group output signal

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Continued

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/Output instructions</td>
<td>Technical reference manual - RAPID overview, section RAPID Summary - Input and Output Signals</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID overview, section Motion and I/O Principles</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
## 2.95 HexToDec - Convert from hexadecimal to decimal

### Usage

HexToDec is used to convert a number specified in a readable string in the base 16 to the base 10.

The input string should be constructed from the character set [0-9,A-F,a-f].

This routine handle numbers from 0 up to 9223372036854775807dec or 7FFFFFFFFFFFFFFF hex.

### Basic examples

The following example illustrates the function HexToDec.

**Example 1**

```plaintext
VAR string str;
str := HexToDec("5F5E0FF");
The variable str is given the value "99999999".
```

### Return value

**Data type:** string

The string converted to a decimal representation of the given number in the input parameter string.

### Arguments

**HexToDec ( Str )**

**Str**

**String**

**Data type:** string

The string to convert.

### Syntax

```
HexToDec('('
    [ Str := ' ] <expression (IN) of string> ')
```

A function with a return value of the data type string.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>String functions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - String functions</td>
</tr>
<tr>
<td>Definition of string</td>
<td>string - Strings on page 1594</td>
</tr>
<tr>
<td>String values</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Basic elements</td>
</tr>
</tbody>
</table>
2 Functions

2.96 IndInpos - Independent axis in position status

**Independent Axis**

### Usage

IndInpos is used to test whether an independent axis has reached the selected position.

### Basic examples

The following example illustrates the function IndInpos.

**Example 1**

```rapid
IndAMove Station_A,1\ToAbsNum:=90,20;
WaitUntil IndInpos(Station_A,1) = TRUE;
WaitTime 0.2;
```

Wait until axis 1 of Station_A is in the 90 degrees position.

### Return value

**Data type:** bool

The table describes the return values from IndInpos:

<table>
<thead>
<tr>
<th>Return value</th>
<th>Axis status</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE</td>
<td>In position and has zero speed.</td>
</tr>
<tr>
<td>FALSE</td>
<td>Not in position and/or has not zero speed.</td>
</tr>
</tbody>
</table>

### Arguments

- **IndInpos ( MecUnit Axis )**
  - **MecUnit**
    - **Mechanical Unit**
    - **Data type:** mecunit
      - The name of the mechanical unit.
  - **Axis**
    - **Data type:** num
      - The number of the current axis for the mechanical unit (1-6).

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
<tr>
<td>ERR_AXIS_IND</td>
<td>The axis is not in independent mode.</td>
</tr>
</tbody>
</table>

### Limitations

An independent axis executed with the instruction IndCMove always returns the value FALSE, even when the speed is set to zero.
A wait period of 0.2 seconds should be added after the instruction, to ensure that the correct status has been achieved. This time period should be longer for external axes with poor performance.

Syntax

```
IndInpos '('
  [MecUnit ':='] <variable (VAR) of mecunit>',,'
  [Axis ':='] <expression (IN) of num>')'
```

A function with a return value of the data type `bool`.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent axes in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - Positioning during program execution</td>
</tr>
<tr>
<td>Other independent instruction and functions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion</td>
</tr>
<tr>
<td>Check the speed status for independent axes</td>
<td>IndSpeed - Independent speed status on page 1200</td>
</tr>
<tr>
<td>Activating independent joints</td>
<td>Technical reference manual - System parameters, topic Motion, type Arm</td>
</tr>
</tbody>
</table>
2 Functions

2.97 IndSpeed - Independent speed status

**Independent Axis**

### 2.97 IndSpeed - Independent speed status

#### Usage

IndSpeed is used to test whether an independent axis has reached the selected speed.

#### Basic examples

The following example illustrates the function IndSpeed.

**Example 1**

```plaintext
IndCMove Station_A, 2, 3.4;
WaitUntil IndSpeed(Station_A, 2 \InSpeed) = TRUE;
WaitTime 0.2;
```

Wait until axis 2 of Station_A has reached the speed 3.4 degrees/s.

#### Return value

**Data type**: bool

The table describes the return values from IndSpeed \IndSpeed:

<table>
<thead>
<tr>
<th>Return value</th>
<th>Axis status</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE</td>
<td>Has reached the selected speed.</td>
</tr>
<tr>
<td>FALSE</td>
<td>Has not reached the selected speed.</td>
</tr>
</tbody>
</table>

The table describes the return values from IndSpeed \ZeroSpeed:

<table>
<thead>
<tr>
<th>Return value</th>
<th>Axis status</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE</td>
<td>Zero speed.</td>
</tr>
<tr>
<td>FALSE</td>
<td>Not zero speed</td>
</tr>
</tbody>
</table>

#### Arguments

IndSpeed ( MecUnit Axis [ \InSpeed ] | [ \ZeroSpeed ] )

**MecUnit**

*Mechanical Unit*

**Data type**: mecunit

The name of the mechanical unit.

**Axis**

**Data type**: num

The number of the current axis for the mechanical unit (1-6).

[ \InSpeed ] **Data type**: switch

IndSpeed returns value TRUE if the axis has reached the selected speed otherwise FALSE.

[ \ZeroSpeed ] **Data type**: switch

Continues on next page
**IndSpeed** returns value **TRUE** if the axis has zero speed otherwise **FALSE**.

If both the arguments \InSpeed and \ZeroSpeed are omitted, an error message will be displayed.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable **ERRNO** will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_ACT</td>
<td>The axis is not activated.</td>
</tr>
<tr>
<td>ERR_AXIS_IND</td>
<td>The axis is not in independent mode.</td>
</tr>
</tbody>
</table>

### Limitation

The function **IndSpeed\InSpeed** will always return the value **FALSE** in the following situations:

- The robot is in manual mode with reduced speed.
- The speed is reduced using the **VelSet** instruction.
- The speed is reduced from the production window.

A wait period of 0.2 seconds should be added after the instruction to ensure that the correct status is obtained. This time period should be longer for external axes with poor performance.

### Syntax

```plaintext
IndSpeed '('
   [MecUnit ':='] <variable (VAR) of mecunit>,'
   [Axis ':='] <expression (IN) of num>
   ['\' InSpeed] | ['\' ZeroSpeed]')'
```

A function with a return value of the data type **bool**.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent axes in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - Positioning during program execution</td>
</tr>
<tr>
<td>Other independent instruction and functions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion</td>
</tr>
<tr>
<td>More examples</td>
<td>IndCMove - Independent continuous movement on page 198</td>
</tr>
<tr>
<td>Check the position status for independent axes</td>
<td>Indlinpos - Independent axis in position status on page 1198</td>
</tr>
<tr>
<td>Activating independent joints</td>
<td>Technical reference manual - System parameters, topic Motion, type Arm</td>
</tr>
</tbody>
</table>
2 Functions

2.98 IODeviceState - Get current state of I/O device

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2.98 IODeviceState - Get current state of I/O device

Usage

IODeviceState is used to find out the current state of an I/O device. It is physical state and logical state define the status for an I/O device.

Basic examples

The following examples illustrate the function IODeviceState.

Example 1

IF (IODeviceState("UNIT1" \\Phys)=IO_DEVICE_PHYS_STATE_ACCESSIBLE)
    THEN
    ! Possible to access some signal on the I/O device
    ELSE
    ! Read/Write some signal on the I/O device result in error
    ENDIF

Test is done to see if the I/O device UNIT1 is up and running.

Example 2

IF (IODeviceState("UNIT1" \Logic)=IO_DEVICE_LOG_STATE_DEACTIVATED)
    THEN
    ! Device is deactivated by user from RAPID or FlexPendant
    ELSE
    ! Device is enabled.
    ENDIF

Test is done to see if the I/O device UNIT1 is deactivated.

Return value

Data type: iodevice_state

The return value has different values depending on if the optional arguments \Phys or \Logic is used. If neither \Phys or \Logic is used, the physical state is returned.

\Phys

The state of the I/O device as defined in the table below when using optional argument \Phys.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>IO_DEVICE_PHYS_STATE_INIT</td>
<td>The I/O device is created, no communication with the I/O device.</td>
</tr>
<tr>
<td>2</td>
<td>IO_DEVICE_PHYS_STATE_ACCESSIBLE</td>
<td>The communication with the I/O device is established.</td>
</tr>
<tr>
<td>3</td>
<td>IO_DEVICE_PHYS_STATE_REMOVED</td>
<td>No communication with the I/O device, it has been removed from the network.</td>
</tr>
<tr>
<td>4</td>
<td>IO_DEVICE_PHYS_STATE_DEACTIVATED</td>
<td>No communication with the I/O device, it has been deactivated by the user.</td>
</tr>
</tbody>
</table>

Continues on next page
The I/O device logical states describes the state a user can order the I/O device into. The state of the I/O device as defined in the table below when using optional argument `\Logic`.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>IO_DEVICE_LOG_STATE_DEACTIVATED</td>
<td>The I/O device is ordered to de-establish communication by user.</td>
</tr>
<tr>
<td>11</td>
<td>IO_DEVICE_LOG_STATE_ACTIVATED</td>
<td>The I/O device is ordered to establish communication by user.</td>
</tr>
</tbody>
</table>

### Arguments

`IODeviceState (DeviceName [\Phys] | [\Logic])`

**DeviceName**

Data type: `string`

The name of the I/O device to be checked (with same name as configured).

**[\Phys]**

*Physical*

Data type: `switch`

If using this parameter the physical state of the I/O device is read.

**[\Logic]**

*Logical*

Data type: `switch`

If using this parameter the logical state of the I/O device is read.

### Syntax

```c
IODeviceState '('
   [DeviceName ':='] <expression (IN) of string>
   ['\ Phys] | ['\ Logic']')'
```

A function with a return value of the data type `iodevice_state`.

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## 2 Functions

### 2.98 IODeviceState - Get current state of I/O device

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<td><em>Technical reference manual - System parameters</em></td>
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</table>
# 2.99 IONetworkState - Get current state of I/O network

## Usage

IONetworkState is used to read the state of a certain I/O network. Its physical state and logical state define the status for an I/O network.

## Basic examples

The following examples illustrate the instruction IONetworkState:

**Example 1**

```plaintext
VAR ionetwork_state nwstate;

nwstate:=IONetworkState("IBS" \Phys);
TEST nwstate
CASE IO_NETWORK_PHYS_STATE_ACCESSIBLE:
  ! Possible to access the signals on the IBS network
DEFAULT:
  ! Actions for not up and running IBS network
ENDTEST
```

The instruction returns the physical I/O network state of IBS in the `nwstate` variable of type `ionetwork_state`.

**Example 2**

```plaintext
VAR ionetwork_state nwstate;

nwstate:=IONetworkState("IBS" \Logic);
TEST nwstate
CASE IO_NETWORK_LOG_STATE_ACTIVATED:
  ! The IBS network is started
DEFAULT:
  ! Actions for stopped IBS network
ENDTEST
```

The instruction returns the logical I/O network state of IBS in the `nwstate` variable of type `ionetwork_state`.

## Return value

**Data type**: `ionetwork_state`

The return value has different values depending on if the optional arguments `\Phys` or `\Logic` is used. If neither `\Phys` or `\Logic` is used, the physical state is returned.

**\Phys**

The I/O network physical state describes the state that the fieldbus driver can order the bus into. The state of the I/O network is defined in the table below when using optional argument `\Phys`.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>IO_NETWORK_PHYS_STATE_STOPPED</td>
<td>The communication on the network is stopped.</td>
</tr>
</tbody>
</table>

Continues on next page
The communication on the network is established.

Recoverable or unrecoverable error discovered on the network.

The I/O network logical states describe the state a user can order the network into. The state of the I/O network is defined in the table below when using optional argument `\Logic`.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>IO_NETWORK_LOG_STATE_DEACTIVATED</td>
<td>The network is NOT ordered to its running operation mode. Any trouble with the network hardware or communication is reported.</td>
</tr>
<tr>
<td>11</td>
<td>IO_NETWORK_LOG_STATE_ACTIVATED</td>
<td>The network is ordered to its running operation mode. Any trouble with the network hardware or communication is reported.</td>
</tr>
</tbody>
</table>

**Arguments**

IONetworkState (NetworkName [\Phys] | [\Logic])

NetworkName

Data type: string

The name of I/O network to get state about.

[\Phys]

Physical

Data type: switch

If using this parameter the physical state of the I/O network is read.

[\Logic]

Logical

Data type: switch

If using this parameter the logical state of the I/O network is read.

**Error handling**

The following recoverable errors can be generated. The errors can be handled in an ERROR handler. The system variable `ERNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NAME_INVALID</td>
<td>The I/O network name does not exist.</td>
</tr>
</tbody>
</table>
Syntax

IONetworkState '('
[NetworkName ':='] <expression (IN) of string>
['\' Phys] | ['\' Logic'])'

A function with a return value of the data type ionetwork_state.

Related information

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2 Functions

2.100 IsBrakeCheckActive - Test if brake check is running

RobotWare - OS

2.100 IsBrakeCheckActive - Test if brake check is running

Usage

IsBrakeCheckActive is used to test if there is an ongoing brake test, i.e. if any of the CyclicBrakeCheck or BrakeCheck procedures are active (executing or stopped) on any execution level.

Basic examples

The following example illustrates the function IsBrakeCheckActive.

Example 1

WHILE IsBrakeCheckActive() = TRUE THEN
    WaitTime 1;
ENDWHILE

... 

Test to see if a brake test routine is active. If it is active, then wait until it is ready.

Return value

Data type: bool

The function returns TRUE if there is an ongoing brake test.

Syntax

IsBrakeCheckActive '(' ')'

A function with a return value of the data type bool.

Related information

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</table>
2.101 IsCollFree - Checks if position would collide

Usage

IsCollFree is used to test whether the robot would collide if positioned in a joint position, provided as an argument to the function. In MultiMove systems, several joint positions for different robots can be provided.

Basic examples

The following example illustrates the function IsCollFree.

Example 1

IF IsCollFree(testpos) THEN
  MoveAbsJ testpos, v50, fine, tool1;
ENDIF

Checks if the position (jointtarget) testpos is a collision free position before moving there.

Example 2

IF IsCollFree(testpos1 \Rob2Pos:=testpos2 \Rob3Pos:=testpos3) THEN
  TPWRITE "No collisions"
ENDIF

Assumed that the calling RAPID task controls Rob1. Checks if the positions testpos1 for Rob1, testpos2 for Rob2 and testpos3 for Rob3 will result in a collision or not.

Return value

Data type: bool

The function returns TRUE if the specified joint positions will not result in a collision, otherwise FALSE.

Arguments

IsCollFree ThisRobotPos [\Rob1Pos] [\Rob2Pos] [\Rob3Pos] [\Rob4Pos]

ThisRobotPos

Data type: jointtarget

The position that is checked whether it is collision free or not. For the robot controlled by the calling RAPID task.

Rob1Pos

Data type: jointtarget

Checking if collision when also Rob1 has position Rob1Pos in MultiMove systems. Cannot be set if the calling RAPID task controls Rob1, since then ThisRobotPos specifies the position of that robot.

Rob2Pos

Data type: jointtarget

Continues on next page
Checking if collision when also Rob2 has position \texttt{Rob2Pos} in \textit{MultiMove} systems. Cannot be set if the calling RAPID task controls Rob2, since then \texttt{ThisRobotPos} specifies the position of that robot.

\textbf{Rob3Pos}

\textbf{Data type: \texttt{jointtarget}}

Checking if collision when also Rob3 has position \texttt{Rob3Pos} in \textit{MultiMove} systems. Cannot be set if the calling RAPID task controls Rob3, since then \texttt{ThisRobotPos} specifies the position of that robot.

\textbf{Rob4Pos}

\textbf{Data type: \texttt{jointtarget}}

Checking if collision when also Rob4 has position \texttt{Rob4Pos} in \textit{MultiMove} systems. Cannot be set if the calling RAPID task controls Rob4, since then \texttt{ThisRobotPos} specifies the position of that robot.

\section*{Limitations}

- If \textit{MultiMove} system and an optional argument is not provided, the function will use the measured position of the robot. To get reliable results, the robots not provided in \texttt{IsCollFree} should be standing still.

- Does not check if the movement to the position provided will result in a collision. As in Example 1 above, the position \texttt{testpos} can be collision free, but the movement towards that position can result in a collision.

\section*{Syntax}

\begin{verbatim}
IsCollFree '('
[ ThisRobotPos ':=' ] < expression (IN) of jointtarget > ','
[ '"' Rob1Pos ':=' < expression (IN) of jointtarget > ]
[ '"' Rob2Pos ':=' < expression (IN) of jointtarget > ]
[ '"' Rob3Pos ':=' < expression (IN) of jointtarget > ]
[ '"' Rob4Pos ':=' < expression (IN) of jointtarget > ]
')'
\end{verbatim}

A function with a return value of the data type \texttt{bool}.

\section*{Related information}

\begin{tabular}{|l|l|}
\hline
For information about \hspace{1cm} & See \\
\hline
Collision prediction \hspace{1cm} & \textit{Application manual - Controller software Omni-Core} \\
\hline
\end{tabular}
2.102 IsCyclicBool - Checks if a persistent variable is a Cyclic bool

**Usage**

IsCyclicBool is used to test if a persistent boolean is a Cyclic bool or not, i.e. if a logical condition has been connected to the persistent boolean variable with the instruction SetupCyclicBool.

**Basic examples**

The following examples illustrate the function IsCyclicBool.

**Example 1**

```plaintext
PERS bool cyclicflag1;

PROC main()
  TPWrite "cyclicflag1 is a cyclic bool: 
  \"\Bool:=IsCyclicBool(cyclicflag1);
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  TPWrite "cyclicflag1 is a cyclic bool: 
  \"\Bool:=IsCyclicBool(cyclicflag1);
  ...

The text cyclicflag1 is a cyclic bool: FALSE is first written on the FlexPendant. After execution of SetupCyclicBool the persistent boolean variable is a Cyclic bool, and the second text will be cyclicflag1 is a cyclic bool: TRUE.
```

**Example 2**

```plaintext
TASK PERS bool cyclicflag1;

PROC main()
  SetupCyclicBool cyclicflag1, di1=1 AND do2=1;
  TPWrite "cyclicflag1 is a cyclic bool: " 
  \Bool:=IsCyclicBool("cyclicflag1");
  ...

Using a text string as input to specify the cyclic bool name in IsCyclicBool function. The text written to the FlexPendant will be cyclicflag1 is a cyclic bool: TRUE.
```

**Example 3**

```plaintext
  ... 
  TPWrite "cyclicflag1 is a cyclic bool: " 
  \Bool:=IsCyclicBool("cyclicflag1", \TaskName:="T_ROB1");
  ...

Using a text string as input to specify the cyclic bool name in IsCyclicBool function. The text written to the FlexPendant will be cyclicflag1 is a cyclic bool: TRUE if the cyclicflag1 has been connected to a logical condition with instruction SetupCyclicBool in T_ROB1 RAPID task, otherwise the text written to the FlexPendant will be cyclicflag1 is a cyclic bool: FALSE.
```

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2 Functions

2.102 IsCyclicBool - Checks if a persistent variable is a Cyclic bool

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Continued

Return value

Data type: bool
The function will return TRUE if a logical condition has been connected to the persistent boolean with instruction SetupCyclicBool, otherwise FALSE.

Arguments

IsCyclicBool (Flag | Name [\TaskRef] | [\TaskName])

Flag

Data type: bool
The persistent boolean variable that should be checked.

Name

Data type: string
The name of the persistent boolean variable that should be checked.

[\TaskRef]

Task Reference

Data type: taskid
The program task identity where the SetupCyclicBool instruction has been executed. This argument should only be used for a Cyclic bool that is declared as TASK PERS and when using IsCyclicBool function from a RAPID task that has not connected the logical condition to the persistent boolean variable with SetupCyclicBool instruction.

For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be “taskname”+“Id”, for example, for the T_ROB1 task the variable identity will be T_ROB1Id.

[\TaskName]

Data type: string
The program task name where the SetupCyclicBool instruction has been executed. This argument should only be used for a Cyclic bool that is declared as TASK PERS and when using IsCyclicBool function from a RAPID task that has not connected the logical condition to the persistent boolean variable with SetupCyclicBool instruction.

If none of the arguments \TaskRef or \TaskName are specified then the current task is used.

Program execution

The names of the Cyclic bools are stored in the system as a character string. For a PERS bool m1 the name stored is m1. For a TASK PERS bool m2 the name will be "T_ROB1/m2" if the setup is done with instruction SetupCyclicBool in RAPID task T_ROB1.

If the function is used with argument Flag or Name it checks first if the persistent name exist in the list of Cyclic bools to see if it is a PERS declared variable that has been connected to a condition with SetupCyclicBool. If it did not find any

Continues on next page
Cyclic bool with that name, it also test if it is a TASK PERS with adding current executing task before the name of the persistent name ("T_ROB1/name").

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TASKNAME</td>
<td>The program task name in argument \TaskName cannot be found in the system.</td>
</tr>
</tbody>
</table>

Syntax

```plaintext
IsCyclicBool '('
    [ [ Flag ':=' ] <persistent (PERS) of bool> |
    [ [ Name ':=' ] <expression (IN) of string> ','
    ['\' TaskRef ':=' <variable (VAR) of taskid>]
    [\' TaskName ':=' <expression (IN) of string> ] ')'
```

A function with a return value of the data type bool.

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2 Functions

2.103 IsFile - Check the type of a file

IsFile function obtains information about the named file or directory and checks whether it is the same as the specified type. If no type is specified, only an existence check is performed.

The path argument specifies the file. Read, write or execute permission for the named file is not required, but all directories listed in the path name leading to the file must be searchable.

Basic examples

The following example illustrates the function IsFile.

See also More examples on page 1215.

Example 1

PROC printFT(string filename)
  IF IsFile(filename \Directory) THEN
    TWrite filename+' is a directory';
    RETURN;
  ENDIF
  IF IsFile(filename \Fifo) THEN
    TWrite filename+' is a fifo file';
    RETURN;
  ENDIF
  IF IsFile(filename \RegFile) THEN
    TWrite filename+' is a regular file';
    RETURN;
  ENDIF
  IF IsFile(filename \BlockSpec) THEN
    TWrite filename+' is a block special file';
    RETURN;
  ENDIF
  IF IsFile(filename \CharSpec) THEN
    TWrite filename+' is a character special file';
    RETURN;
  ENDIF
ENDPROC

This example prints out the filename and the type of the specified file on the FlexPendant.

Return value

Data type: bool

The function will return TRUE if the specified type and actual type match, otherwise FALSE. When no type is specified, it returns TRUE if the file exists and otherwise FALSE.
Arguments


Path

Data type: string
The file specified with a full or relative path.

[ \Directory ]

Data type: switch
Is the file a directory.

[ \Fifo ]

Data type: switch
Is the file a fifo file.

[ \RegFile ]

Data type: switch
Is the file a regular file, that is, a normal binary, ISO 8859-1 (Latin-1) or UTF8 file.

[ \BlockSpec ]

Data type: switch
Is the file a block special file.

[ \CharSpec ]

Data type: switch
Is the file a character special file.

Program execution

This function returns a bool that specifies match or not.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
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<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The file does not exist and there is a type specified.</td>
</tr>
</tbody>
</table>

More examples

More examples of the function IsFile are illustrated below.

Example 1

This example implements a generic traverse of a directory structure function.

PROC searchdir(string dirname, string actionproc)
VAR dir directory;
VAR string filename;
IF IsFile(dirname \Directory) THEN
  OpenDir(directory, dirname);
2 Functions

2.103 IsFile - Check the type of a file

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Continued

WHILE ReadDir(directory, filename) DO
  ! .. and . is the parent and resp. this directory
  IF filename <> ".." AND filename <> "." THEN
    searchdir dirname+"/"+filename, actionproc;
  ENDIF
ENDWHILE
CloseDir directory;
ELSE
  %actionproc% dirname;
ENDIF
ERROR
RAISE;
ENDPROC

PROC listfile(string filename)
  TPWrite filename;
ENDPROC

PROC main()
  ! Execute the listfile routine for all files found under the
  ! tree of HOME:
  searchdir "HOME:","listfile";
ENDPROC

This program traverses the directory structure under the "HOME:" and for each file
found, it calls the listfile procedure. The searchdir is the generic part that
knows nothing about the start of the search or which routine should be called for
each file. It uses IsFile to check whether it has found a subdirectory or a file and
it uses the late binding mechanism to call the procedure specified in actionproc
for all files found. The actionproc routine should be a procedure with one
parameter of the type string.

Limitations

This function is not possible to use against field buses.

If using against FTP or NFS mounted discs, the file existence or type information
is not always updated. To get correct information an explicit order may be needed
against the search path (with instruction Open) before using IsFile.

Syntax

Isfile '('
  [ Path ':=' ] < expression (IN) of string>
  [ '\' Directory ]
  | [ '\' Fifo ]
  | [ '\' RegFile ]
  | [ '\' BlockSpec ]
  | [ '\' CharSpec ] ')

A function with a return value of the data type bool.
### 2 Functions

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</table>
2 Functions

2.104 IsLeadThrough - Check lead-through status

YuMi

2.104 IsLeadThrough - Check lead-through status

Usage

IsLeadThrough is used to get information about the lead-through status for a TCP robot.

Basic examples

The following examples illustrate the function IsLeadThrough.

Example 1

VAR bool leadthrough:=FALSE;
leadthrough:=IsLeadThrough();

Checks if lead-through is set for the active TCP robot in this task. For example, if executed in RAPID task T_ROB_L it checks if lead-through is set for the TCP robot ROB_L.

Example 2

VAR bool leadthrough:=FALSE;
leadthrough:=IsLeadThrough(MechUnit:=ROB_R);

Checks if lead-through is set for the TCP robot ROB_R.

Example 3

VAR bool leadthrough:=FALSE;
leadthrough:=IsLeadThrough(MechUnit:=ROB_R Active);

Checks if lead-through is active for the TCP robot ROB_R.

Example 4

SetLeadThrough \On \NoStopMove;
TPWrite "Set: "+ValToStr(IsLeadThrough(MechUnit:=ROB_R \Set));
TPWrite "Active: "+ValToStr(IsLeadThrough(MechUnit:=ROB_R \Active));
.. StopMove;
TPWrite "Set: "+ValToStr(IsLeadThrough(MechUnit:=ROB_R \Set));
TPWrite "Active: "+ValToStr(IsLeadThrough(MechUnit:=ROB_R \Active));

Checks if lead-through is set and active for the TCP robot ROB_R. The lead-through is not active until a StopMove instruction has been executed or the program execution has been stopped.

The print out will be:
Set: TRUE
Active: FALSE
Set: TRUE
Active: TRUE

Return value

Data type: bool

Continues on next page
2.104 IsLeadThrough - Check lead-through status

**YuMi**

Continued

**Arguments**

\IsLeadThrough \( \MechUnit \ \Active \ | \ \Set \)

\MechUnit

*Mechanical unit*

Data type: mecunit

The name of the TCP robot.

The argument \MechUnit is optional. If it is omitted, the check will be done for the mechanical unit represented by the predefined RAPID variable ROB_ID, which is a reference to the TCP robot in the current program task.

If \MechUnit is omitted and IsLeadThrough is used from a non-motion task, the check will be done for the TCP robot in the connected motion task.

\Active

Data type: switch

TRUE if lead-through has been activated.

FALSE if lead-through has been deactivated with SetLeadThrough \( \Off \).

FALSE can also be returned if a SetLeadThrough \( \On \ \NoStopMove \) has been executed. It is the StopMove order, or stop of program execution that activates lead-through.

\Set

Data type: switch

TRUE if lead-through has been set.

FALSE if lead-through has been reset.

If neither of the switches are used, the default behavior is \Set.

**Limitations**

The mechanical unit has to be a TCP robot.

The function IsLeadThrough can only be used for YuMi and GoFa robots.

**Syntax**

\IsLeadThrough '{'

["'\MechUnit ':=" < variable (VAR) of mecunit> ",'"]

["'\Active] | ["'\Set']"

A function with a return value of the data type bool.

**Related information**

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2 Functions

2.105 IsMechUnitActive - Is mechanical unit active

RobotWare - OS

2.105 IsMechUnitActive - Is mechanical unit active

Usage

IsMechUnitActive (Is Mechanical Unit Active) is used to check whether a mechanical unit is activated or not.

Basic examples

The following example illustrates the function IsMechUnitActive.

Example 1

IF IsMechUnitActive(SpotWeldGun)
CloseGun SpotWeldGun;

If the mechanical unit SpotWeldGun is active, the routine CloseGun will be invoked in which the gun is closed.

Return value

Data type: bool
The function returns:
• TRUE, if the mechanical unit is active
• FALSE, if the mechanical unit is deactivated

Arguments

IsMechUnitActive ( MechUnit )

MechUnit

Mechanical Unit
Data type: mecunit
The name of the mechanical unit.

Syntax

IsMechUnitActive '('
[ MechUnit ':='] < variable (VAR) of mecunit > ' )'

A function with a return value of the data type bool.

Related information

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2.106 IsPers - Is persistent

Usage

IsPers is used to test if a data object is a persistent variable or not.

Basic examples

The following example illustrates the function IsPers.

Example 1

PROC procedure1 (INOUT num parameter1)
  IF IsVar(parameter1) THEN
    ! For this call reference to a variable
    ...
  ELSEIF IsPers(parameter1) THEN
    ! For this call reference to a persistent variable
    ...
  ELSE
    ! Should not happen
    EXIT;
  ENDIF
ENDPROC

The procedure procedure1 will take different actions depending on whether the actual parameter parameter1 is a variable or a persistent variable.

Return value

Data type: bool
TRUE if the tested actual INOUT parameter is a persistent variable. FALSE if the tested actual INOUT parameter is not a persistent variable.

Arguments

IsPers (DatObj)

DatObj
Data Object
Data type: anytype
The name of the formal INOUT parameter.

Syntax

IsPers '('
[ DatObj ':= ' ] < var or pers (INOUT) of anytype > ')'

A function with a return value of the data type bool.

Related information

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</table>
2.107 IsStopMoveAct - Is stop move flags active

**Usage**

IsStopMoveAct is used to get the status of the stop move flags for a current or connected motion task.

**Basic examples**

The following examples illustrate the function IsStopMoveAct.

**Example 1**

```plaintext
stopflag2 := IsStopMoveAct(\FromNonMoveTask);
```

`stopflag2` will be TRUE if the stop move flag from non-motion tasks is set in current or connected motion task, else it will be FALSE.

**Example 2**

```plaintext
IF IsStopMoveAct(\FromMoveTask) THEN
  StartMove;
ENDIF
```

If the stop move flag from motion task is set in the current motion task, it will be reset by the `StartMove` instruction.

**Return value**

Data type: bool

The return value will be TRUE if the selected stop move flag is set, else the return value will be FALSE.

**Arguments**

`IsStopMoveAct ( [\FromMoveTask] | [\FromNonMoveTask] )`

- `[\FromMoveTask]`
  
  **Data type:** switch
  
  FromMoveTask is used to get the status of the stop move flag of type private motion task.
  
  This type of stop move flag can only be set by:
  
  - The motion task itself with instruction `StopMove`
  - After leaving the RestoPath level in the program
  - At execution in an asynchronous error handler for process- or motion errors before any `StorePath` and after any `RestoPath`

- `[\FromNonMoveTask]`
  
  **Data type:** switch
  
  FromNonMoveTask is used to get the status of the stop move flag of type any non-motion tasks. This type of stop move flag can only be set by any non-motion task in connected or all motion tasks with the instruction `StopMove`.

Continues on next page
2 Functions

2.107 IsStopMoveAct - Is stop move flags active

Syntax

\[ \text{IsStopMoveAct ('} \]
\[ \text{[}' FromMoveTask] \]
\[ \text{[}' FromNonMoveTask] ')'] \]

A function with a return value of the data type bool.

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2.108 IsStopStateEvent - Test whether moved program pointer

Usage

IsStopStateEvent returns information about the movement of the Program Pointer (PP) in current program task.

Basic examples

The following example illustrates the function IsStopStateEvent.

Example 1

IF IsStopStateEvent ([PPMoved]) = TRUE THEN
  ! PP has been moved during the last program stop
ELSE
  ! PP has not been moved during the last program stop
ENDIF

IF IsStopStateEvent ([PPToMain]) THEN
  ! PP has been moved to main routine during the last program stop
ENDIF

Return value

Data type: bool

Status if and how PP has been moved during the last stop state.

TRUE if PP has been moved during the last stop.

FALSE if PP has not been moved during the last stop.

If PP has been moved to the main routine, both \PPMoved and \PTOMain will return TRUE.

If PP has been moved to a routine, both \PPMoved and \PTOMain will return TRUE.

If PP has been moved within a list of a routine, \PPMoved will return TRUE and \PTOMain will return FALSE.

After calling a service routine (keep execution context in main program sequence) \PPMove will return FALSE and \PTOMain will return FALSE.

Arguments

IsStopStateEvent ([\PPMoved] | [\PTOMain])

[ [\PPMoved] ]

Data type: switch

Test whether PP has been moved.

[ [\PTOMain] ]

Data type: switch

Test whether PP has been moved to main or to a routine.
2 Functions

2.108 IsStopStateEvent - Test whether moved program pointer

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Continued

Limitations

This function in most cases cannot be used during forward or backward execution because the system is in stop state between every single step.

Syntax

```
IsStopStateEvent '('
    ['\'' PPMoved] | ['\'' PPToMain] '')
```

A function with a return value of the data type bool.

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2 Functions

2.109 IsSyncMoveOn - Test if in synchronized movement mode

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2.109 IsSyncMoveOn - Test if in synchronized movement mode

Usage

IsSyncMoveOn is used to test if the current program task of type Motion Task is in synchronized movement mode or not.

It is also possible from some Non Motion Task to test if the connected Motion Task is in synchronized movement mode or not. The system parameter Controller/Tasks/Use Mechanical Unit Group define the connected Motion Task.

When the Motion Task is executing at StorePath level IsSyncMoveOn will test if the task is in synchronized mode on that level, independently of the synchronized mode on the original level.

The instruction IsSyncMoveOn is usually used in a MultiMove system with option Coordinated Robots but can be used in any system and in any program task.

Basic examples

The following example illustrates the function IsSyncMoveOn.

Example 1

Program example in task T_ROB1

```rapid
PERS tasks task_list(2) := [ "T_ROB1"], ["T_ROB2"];
VAR syncident sync1;
VAR syncident sync2;
VAR syncident sync3;

PROC main()
...
MoveL p_zone, vmax, z50, tcp1;
WaitSyncTask sync1, task_list;
MoveL p_fine, v1000, fine, tcp1;
syncmove;
...
ENDPROC

PROC syncmove()
SyncMoveOn sync2, task_list;
MoveL * \ID:=10, v100, z10, tcp1 \WOBJ:= rob2_obj;
MoveL * \ID:=20, v100, fine, tcp1 \WOBJ:= rob2_obj;
SyncMoveOff sync3;
UNDO
SyncMoveUndo;
ENDPROC

Program example in task BCK1

PROC main()
...
IF IsSyncMoveOn() THEN
  ! Connected Motion Task is in synchronized movement mode
ELSE
  ! Connected Motion Task is in independent mode
```

Continues on next page
At the execution time of `IsSyncMoveOn`, in the background task BCK1, we test if the connected motion task at that moment is in synchronized movement mode or not.

**Return value**

Data type: `bool`

- `TRUE` if current or connected program task is in synchronized movement mode at the moment, otherwise `FALSE`.

**Program execution**

Test if current or connected program task is in synchronized movement mode at the moment or not. If the `MotionTask` is executing at `StorePath` level, the `SyncMoveOn` will test if the task is in synchronized movement on the `StorePath` level, not on the original level.

**Syntax**

```
IsSyncMoveOn '()''
```

A function with a return value of the data type `bool`.

**Related information**

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2 Functions

2.110 IsSysId - Test system identity

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2.110 IsSysId - Test system identity

Usage

IsSysId (System Identity) can be used to test the system identity using the system serial number.

Basic examples

The following example illustrates the function IsSysId.

Example 1

IF NOT IsSysId("6400-1234") THEN
    ErrWrite "System identity fault", "Faulty system identity for this program";
    EXIT;
ENDIF

The program is made for a special robot system with serial number 6400-1234 and cannot be used by another robot system.

Return value

Data type: bool

TRUE = The robot system serial number is the same as specified in the test.
FALSE = The robot system serial number is not the same as specified in the test.

Arguments

IsSysId (SystemId)

SystemId

Data type: string

The robot system serial number, marking the system identity.

Syntax

IsSysId '('
    [ SystemId ':=' ] < expression (IN) of string> ')

A function with a return value of the data type bool.

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2.111 IsVar - Is variable

Usage

IsVar is used to test whether a data object is a variable or not.

Basic examples

The following example illustrates the function IsVar.

Example 1

PROC procedure1 (INOUT num parameter1)
IF IsVAR(parameter1) THEN
! For this call reference to a variable
...
ELSEIF IsPers(parameter1) THEN
! For this call reference to a persistent variable
...
ELSE
! Should not happen
EXIT;
ENDIF
ENDPROC

The procedure procedure1 will take different actions, depending on whether the actual parameter parameter1 is a variable or a persistent variable.

Return value

Data type: bool
TRUE if the tested actual INOUT parameter is a variable. FALSE if the tested actual INOUT parameter is not a variable.

Arguments

IsVar (DatObj)

DatObj

Data Object
Data type: anytype
The name of the formal INOUT parameter.

Syntax

IsVar '('
[ DatObj ':=' ] < var or pers (INOUT) of anytype > ')' 

A function with a return value of the data type bool.

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</table>
2 Functions

2.112 Max - Get the largest of two values

Usage

Max returns the largest of two arguments.

Basic examples

The following example illustrates the function Max.

Example 1

```plaintext
reg1 := Max(reg2, reg3)
```

reg1 is assigned the largest value of reg2 and reg3.

Return value

Data type: num

Returns the largest of the two arguments.

Arguments

Max (A, B)

A

Data type: num
First numeric value.

B

Data type: num
Second numeric value.

Syntax

```plaintext
Max '('
[A ':='] < expression (IN) of num >','
[B ':='] < expression (IN) of num >')'
```

A function with a return value of the data type num.

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</table>
2.113 MaxExtLinearSpeed - Maximum additional axis speed

Usage
MaxExtLinearSpeed (Maximum Additional Axis Linear Speed) returns the maximum linear speed for the additional axes in the current motion task.

Basic examples
The following example illustrates the function MaxExtLinearSpeed.

Example 1
TPWrite "Max. Linear speed in mm/s for my axis=\"\Num:=
MaxExtLinearSpeed ();

The message Max. Linear speed in mm/s for my axis = 5000 is written on the FlexPendant (value depends on the configuration).

Return value
Data type: num
Returns the maximum \(v_{\text{max}}\) linear speed in mm/s for the additional axes in this task.

Syntax
MaxExtLinearSpeed '(' ')'
A function with a return value of the data type num.

Related information

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2 Functions

2.114 MaxExtReorientSpeed - Maximum additional axis rotational speed

Usage

MaxExtReorientSpeed (Maximum Additional Axis Rotational Speed) returns the maximum rotational speed for the additional axes in the current motion task.

Basic examples

The following example illustrates the function MaxExtReorientSpeed.

Example 1

TPWrite "Max. Rotational speed in deg/s for my axis=
\Num:= MaxExtReorientSpeed ();

The message Max. Rotational speed in deg/s for my axis = 1000 is written on the FlexPendant (value depends on the configuration).

Return value

Data type: num

Returns the maximum \(v_{\text{max}}\) rotational speed in deg/s for the additional axes in this task.

Syntax

MaxExtReorientSpeed '()' '()

A function with a return value of the data type num.

Related information

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2.115 MaxRobReorientSpeed - Maximum reorient speed of robot

Usage

MaxRobReorientSpeed (Maximum Robot Reorient Speed) returns the maximum TCP reorient speed for the robot.

Basic examples

The following example illustrates the function MaxRobReorientSpeed.

Example 1

TPWrite "TCP Reorient Max Speed in deg/s for my robot=\"\Num:=MaxRobReorientSpeed ();

The message TCP Reorient Max Speed in deg/s for my robot = 500 is written on the FlexPendant (value depends on the configuration).

Return value

Data type: num

Returns the maximum \(v_{\text{max}}\) TCP reorient speed in deg/s for the used robot and normal practical TCP values.

If extremely large TCP values are used in the tool frame, you can create your own speeddata with lower TCP reorient speed than returned by MaxRobReorientSpeed.

Syntax

\[
\text{MaxRobReorientSpeed } (') (')
\]

A function with a return value of the data type num.

Related information

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2 Functions

2.116 MaxRobSpeed - Maximum robot speed

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2.116 MaxRobSpeed - Maximum robot speed

Usage

MaxRobSpeed (Maximum Robot Speed) returns the maximum TCP speed for the robot.

Basic examples

The following example illustrates the function MaxRobSpeed.

Example 1

TPWrite "Max. TCP speed in mm/s for my robot=":\Num:=MaxRobSpeed();

The message Max. TCP speed in mm/s for my robot = 7000 is written on the FlexPendant (value depends on the configuration).

Return value

Data type: num

Returns the maximum (vmax) TCP speed in mm/s for the used robot and normal practical TCP values.

If extremely large TCP values are used in the tool frame, you can create your own speeddata with bigger TCP speed than returned by MaxRobSpeed and use VelSet to allow larger speed.

Syntax

MaxRobSpeed '()' '('

A function with a return value of the data type num.

Related information

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2.117 Min - Get the smallest of two values

Usage
Min returns the smallest of two arguments.

Basic examples
The following example illustrates the function Min.

Example 1

```
reg1 := Min(reg2, reg3)
```

reg1 is assigned the smallest value of reg2 and reg3.

Return value
Data type: num
Returns the smallest of the two arguments.

Arguments
Min (A, B)

A
Data type: num
First numeric value.

B
Data type: num
Second numeric value.

Syntax
```
Min '('
[A ':='] < expression (IN) of num >','
[B ':='] < expression (IN) of num >')'
```

A function with a return value of the data type num.

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2 Functions

2.118 MirPos - Mirroring of a position

**Usage**

MirPos (Mirror Position) is used to mirror the translation and rotation parts of a position.

**Basic examples**

The following example illustrates the function MirPos.

**Example 1**

```rapid
CONST robtarget p1:= [...];
VAR robtarget p2;
PERS wobjdata mirror:= [...]);
...
p2 := MirPos(p1, mirror);
```

*p1* is a robtarget storing a position of the robot and an orientation of the tool. This position is mirrored in the xy-plane of the frame defined by *mirror*, relative to the world coordinate system. The result is new robtarget data, which is stored in *p2*.

**Return value**

Data type: robtarget

The new position which is the mirrored position of the input position.

**Arguments**

MirPos (Point MirPlane [\WObj] [\MirY])

**Point**

Data type: robtarget

The input robot position. The orientation part of this position defines the current orientation of the tool coordinate system.

**MirPlane**

Mirror Plane

Data type: wobjdata

The work object data defining the mirror plane. The mirror plane is the xy-plane of the object frame defined in MirPlane. The location of the object frame is defined relative to the user frame (also defined in MirPlane) which in turn is defined relative to the world frame.

[\WObj]

**Work Object**

Data type: wobjdata

The work object data defining the object frame and user frame relative to which the input position Point is defined. If this argument is left out the position is defined relative to the World coordinate system.

**NOTE!**
If the position is created with an active work object, this work object must be referred to in the argument.

\[ \text{MirY} \]

Mirror Y

Data type: switch

If this switch is left out, which is the default behavior, the tool frame will be mirrored with regards to the x-axis and the z-axis. If the switch is specified the tool frame will be mirrored with regards to the y-axis and the z-axis.

Limitations

No recalculation is done of the robot configuration part of the input robtarget data. If a coordinate frame is used, the coordinated unit has to be situated in the same task as the robot.

Syntax

```
MirPos '('
   [ Point ' := ' ] < expression (IN) of robtarget> ','
   [ MirPlane ' := ' ] <expression (IN) of wobjdata> ','
   [''' WObj ' := ' <expression (IN) of wobjdata> ]
   [''' MirY ] ''')
```

A function with a return value of the data type robtarget.

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2 Functions

2.119 MOD - Evaluates an integer modulo

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2.119 MOD - Evaluates an integer modulo

Usage

MOD is a conditional expression used to evaluate the modulo, the remainder, of a division of integers.

Basic examples

The following examples illustrate the function MOD.

Example 1

reg1 := 14 MOD 4;

The return value is 2 because 14 divided by 4 gives the modulo 2.

Example 2

VAR dnum mydnum1 := 11;
VAR dnum mydnum2 := 5;
VAR dnum mydnum3;
...
mydnum3 := mydnum1 MOD mydnum2;

The return value is 1 because 11 divided by 5 gives the modulo 2.

Return value

Data type: num, dnum

Returns the modulo, the remainder, of a division of integers.

Syntax

<expression of num> MOD <expression of num>

A function with a return value of data type num.

<expression of dnum> MOD <expression of dnum>

A function with a return value of data type dnum.

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</table>
2.120 ModExist - Check if program module exist

Usage

ModExist (Module Exist) is used to check whether a given module exists or not in the program task.
Searching is first done for loaded modules and afterward, if none is found, for installed modules.

Basic examples

The following example illustrates the function ModExist.

Example 1

VAR bool mod_exist;
mod_exist:=ModExist ("MyModule");

If module MyModule exists within the task, the function will return TRUE. If not, the function will return FALSE.

Return value

Data type: bool
TRUE if the module was found, FALSE if not.

Arguments

ModExist (ModuleName)

ModuleName

Data type: string
Name of the module to search for.

Syntax

ModExist '('
   [ ModuleName ':='] < expression (IN) of string >')'

A function with a return value of the data type bool.

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2 Functions

2.121 ModTimeDnum - Get file modify time for the loaded module

Usage

ModTimeDnum (Modify Time) is used to retrieve the last file modification time for the loaded module. The module is specified by its name and must be in the task memory. The time is measured in seconds since 00:00:00 GMT, Jan. 1 1970. The time is returned as a dnum and optionally also as a stringdig.

Basic examples

The following example illustrates the function ModTimeDnum.

See also More examples on page 1241.

Example 1

MODULE mymod
  VAR dnum mytime;
  PROC printMyTime()
    mytime := ModTimeDnum("mymod");
    TPWrite "My time is "+ValToStr(mytime);
  ENDPROC
ENDMODULE

Return value

Data type: dnum
The time measured in seconds since 00:00:00 GMT, Jan. 1 1970.

Arguments

ModTimeDnum ( Object )

Object

Data type: string
The name of the module.

Program execution

This function returns a numeric value that specifies the last time a file was modified before it was loaded as a program module in the system.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

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<tr>
<td>ERR_MOD_NOT_LOADED</td>
<td>No module with specified name is in the program task.</td>
</tr>
</tbody>
</table>
More examples

More examples of the function ModTimeDnum are illustrated below.

Example 1

```plaintext
IF FileTimeDnum ("HOME:/mymod.mod" \\ModifyTime) > ModTimeDnum ("mymod") THEN
  UnLoad "HOME:/mymod.mod";
  Load \Dynamic, "HOME:/mymod.mod";
ENDIF
```

This program reloads a module if the source file is newer. It uses the ModTimeDnum to retrieve the latest modify time for the specified module, and compares it to the FileTimeDnum ("HOME:/mymod.mod" \\ModifyTime) at the source. Then, if the source is newer, the program unloads and loads the module again.

Limitations

This function will always return 0 if used on a module that is encoded or installed shared.

Syntax

```plaintext
ModTimeDnum '('
  [Object ':='] <expression (IN) of string>
A function with a return value of the data type dnum.
```

Related information

<table>
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<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retrieve time information about a file</td>
<td>FileTimeDnum - Retrieve time information about a file on page 1146</td>
</tr>
</tbody>
</table>
2 Functions

2.122 MotionPlannerNo - Get connected motion planner number

RobotWare - OS

2.122 MotionPlannerNo - Get connected motion planner number

Usage

MotionPlannerNo returns the connected motion planner number. If executing MotionPlannerNo in a motion task, it returns its planner number. Else if executing MotionPlannerNo in a non-motion task it returns the connected motion planner number according to the setup in the system parameters.

Basic examples

The following example illustrates the function MotionPlannerNo.

Example 1

!Motion task T_ROB1
PERS string buffer{6} := ["", ",", ",", ",", "];
VAR num motion_planner;

PROC main()
...
  MoveL point, v1000, fine, tcp1;
  motion_planner := MotionPlannerNo();
  buffer{motion_planner} := "READY";
...
ENDPROC

!Background task BCK1
PERS string buffer{6};
VAR num motion_planner;
VAR string status;

PROC main()
...
  motion_planner := MotionPlannerNo();
  status := buffer{motion_planner};
...
ENDPROC

!Motion T_ROB2
PERS string buffer{6};
VAR num motion_planner;

PROC main()
...
  MoveL point, v1000, fine, tcp1;
  motion_planner := MotionPlannerNo();
  buffer{motion_planner} := "READY";
...
ENDPROC

!Background task BCK2
PERS string buffer{6};
2.122 MotionPlannerNo - Get connected motion planner number

RobotWare - OS

Continued

VAR num motion_planner;
VAR string status;
PROC main()
...
motion_planner := MotionPlannerNo();
status := buffer(motion_planner);
...
ENDPROC

Use the function `MotionPlannerNo` to find out which motion planner number is connected to the task. The exact same code can be implemented in all motion tasks and background tasks. Then each background task can check the status for their connected motion task.

Return value

Data type: `num`

The number of the connected motion planner. For non-motion tasks, the motion planner number of the associated mechanical unit will be returned.

The return value range is 1 ... 6.

Syntax

`MotionPlannerNo '(' ')')`

A function with a return value of the data type `num`.

Related information

<table>
<thead>
<tr>
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<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
</tbody>
</table>
2 Functions

2.123 NonMotionMode - Read the Non-Motion execution mode

RobotWare - OS

2.123 NonMotionMode - Read the Non-Motion execution mode

Usage

NonMotionMode (Non-Motion Execution Mode) is used to read the current Non-Motion execution mode of the program task. Non-motion execution mode is selected or removed from the FlexPendant under the menu ABB\Control Panel\Supervision.

Basic examples

The following example illustrates the function NonMotionMode.

Example 1

IF NonMotionMode() = TRUE THEN
    ...
ENDIF

The program section is executed only if the robot is in Non-Motion execution mode.

Return value

Data type: bool

The current Non-motion mode as defined in the table below.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>FALSE</td>
<td>Non-Motion execution is not used</td>
</tr>
<tr>
<td>1</td>
<td>TRUE</td>
<td>Non-Motion execution is used</td>
</tr>
</tbody>
</table>

Arguments

NonMotionMode ( [ \Main] )

[ \Main ]

Data type: switch

Return current running mode for connected motion task. Used in a multi-tasking system to get the current running mode for the actual task, if it is a motion task or connected motion task, if function NonMotionMode is executed in a nonmotion task.

If this argument is omitted, the return value always mirrors the current running mode for the program task that executes the function NonMotionMode.

Note that the execution mode is connected to the system and not any task. This means that all tasks in a system will give the same return value from NonMotionMode.

Syntax

NonMotionMode ' ( ' [ ' \Main ' ] ' ) '  

A function with a return value of the data type bool.

Continues on next page
## Related information

<table>
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<tr>
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<th>See</th>
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</thead>
<tbody>
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<td>OpMode - Read the operating mode on page 1254</td>
</tr>
</tbody>
</table>

2.123 NonMotionMode - Read the Non-Motion execution mode

RobotWare - OS

Continued
2.124 NOT - Inverts a logical value

Usage

NOT is a conditional expression used to invert a logical value (true/false).

Basic examples

The following examples illustrate the conditional expression NOT.

Example 1

VAR bool mybool;
mybool := NOT mybool;

If mybool is TRUE, the return value is FALSE.
If mybool is FALSE, the return value is TRUE.

Example 2

VAR bool a;
VAR bool b;
VAR bool c;
... 
c := a AND (NOT b);

The return value c is TRUE if a is TRUE and b is FALSE

Return value

Data type: bool

Returns the inverted value.

Syntax

NOT <logical term>

Related information

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<thead>
<tr>
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<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
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<td>OR - Evaluates a logical value on page 1255</td>
</tr>
<tr>
<td>XOR</td>
<td>XOR - Evaluates a logical value on page 1463</td>
</tr>
<tr>
<td>Expressions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.125 NOrient - Normalize orientation

Usage

NOrient (Normalize Orientation) is used to normalize un-normalized orientation (quaternion).

Description

An orientation must be normalized, that is, the sum of the squares must equal 1:

\[ q_1^2 + q_2^2 + q_3^2 + q_4^2 = 1 \]

If the orientation is slightly un-normalized, it is possible to normalize it. The normalization error is the absolute value of the sum of the squares of the orientation components. The orientation is considered to be slightly un-normalized if the normalization error is greater than 0.00001 and less than 0.1. If the normalization error is greater than 0.1 the orient is unusable.

\[ \text{normerr} = \text{ABS}(\sqrt{q_1^2 + q_2^2 + q_3^2 + q_4^2} - 1) \]

<table>
<thead>
<tr>
<th>normerr</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt; 0.1</td>
<td>Unusable</td>
</tr>
<tr>
<td>&gt; 0.00001 AND &lt;= 0.1</td>
<td>Slightly un-normalized</td>
</tr>
<tr>
<td>&lt;= 0.00001</td>
<td>Normalized</td>
</tr>
</tbody>
</table>

Basic examples

The following example illustrates the function NOrient.

Example 1

We have a slightly un-normalized position (0.707170, 0, 0, 0.707170)

\[ \text{normerr} = \text{ABS}(\sqrt{0.707170^2 + 0^2 + 0^2 + 0.707170^2} - 1) = 0.0000894 \]

0.0000894 > 0.00001 \( \Rightarrow \) unnormalized

VAR orient unnormorient := [0.707170, 0, 0, 0.707170];
VAR orient normorient;
...
...
normorient := NOrient(unnormorient);

The normalization of the orientation (0.707170, 0, 0, 0.707170) becomes (0.707107, 0, 0, 0.707107).

Return value

Data type: orient
The normalized orientation.
2 Functions

2.125 NOrient - Normalize orientation

RobotWare - OS
Continued

Arguments

NOrient (Rotation)

Rotation

Data type: orient

The orientation to be normalized.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ORIENT_VALUE</td>
<td>Wrong orientation value in NOrient function.</td>
</tr>
</tbody>
</table>

Syntax

NOrient '('
[Rotation ':='] <expression (IN) of orient> ')

A function with a return value of the data type orient.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Mathematics</td>
</tr>
</tbody>
</table>
2.126 NumToDnum - Converts num to dnum

Usage

NumToDnum converts a num to a dnum.

Basic examples

The following example illustrates the function NumToDnum.

Example 1

VAR num mynum:=55;
VAR dnum mydnum:=0;
mydnum:=NumToDnum(mynum);

The num value 55 is returned by the function as the dnum value 55.

Return value

Data type: dnum

The return value of type dnum will have the same value as the input value of type num.

Arguments

NumToDnum (Value)

Value

Data type: num

The numeric value to be converted.

Syntax

NumToDnum '('
   [ Value ':= ' ] < expression (IN) of num > ')

A function with a return value of the data type dnum.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>Dnum data type</td>
<td>dnum - Double numeric values on page 1493</td>
</tr>
</tbody>
</table>
2 Functions

2.127 NumToStr - Converts numeric value to string

RobotWare - OS

2.127 NumToStr - Converts numeric value to string

Usage

NumToStr (Numeric To String) is used to convert a numeric value to a string.

Basic examples

The following examples illustrate the function NumToStr.

Example 1

VAR string str;
str := NumToStr(0.38521,3);
The variable str is given the value "0.385".

Example 2

reg1 := 0.38521;
str := NumToStr(reg1, 2\Exp);
The variable str is given the value "3.85E-01".

Example 3

reg1 := 0.38521;
str := NumToStr(reg1, 2\Compact);
The variable str is given the value "0.39".

Return value

Data type: string

The numeric value converted to a string with the specified number of decimals, with exponent if so requested. The numeric value is rounded if necessary. The decimal point is suppressed if no decimals are included.

Arguments

NumToStr (Val Dec [\Exp] | [\Compact])

Val

Value

Data type: num

The numeric value to be converted.

Dec

Decimals

Data type: num

Number of decimals or significant figures for Compact.

[\Exp]

Exponent

Data type: switch

To use exponent in return value.

Continues on next page
Compact

Data type: switch

To be used to get a short format in the return value.

Syntax

```
NumToStr '('
   [ Val ':=\' ] <expression (IN) of num>
   [ Dec ':=\' ] <expression (IN) of num>
   ['\' Exp ] | ['\' Compact ']')
```

A function with a return value of the data type string.

Related information

<table>
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<tr>
<th>For information about</th>
<th>See</th>
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</thead>
<tbody>
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<tr>
<td>String values</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Basic elements</td>
</tr>
<tr>
<td>Convert a dnum numeric value to a string</td>
<td>DnumToStr - Converts numeric value to string on page 1130</td>
</tr>
</tbody>
</table>
2 Functions

2.128 Offs - Displaces a robot position

RobotWare - OS

2.128 Offs - Displaces a robot position

Usage

Offs is used to add an offset in the object coordinate system to a robot position.

Basic examples

The following examples illustrate the function Offs.

See also More examples on page 1252.

Example 1

MoveL Offs(p2, 0, 0, 10), v1000, z50, tool1;

The robot is moved to a point 10 mm from the position p2 (in the z-direction).

Example 2

p1 := Offs (p1, 5, 10, 15);

The robot position p1 is displaced 5 mm in the x-direction, 10 mm in the y-direction and 15 mm in the z-direction.

Return value

Data type: robtarget

The displaced position data.

Arguments

Offs (Point XOffset YOffset ZOffset)

Point

Data type: robtarget

The position data to be displaced.

XOffset

Data type: num

The displacement in the x-direction, in the object coordinate system.

YOffset

Data type: num

The displacement in the y-direction, in the object coordinate system.

ZOffset

Data type: num

The displacement in the z-direction, in the object coordinate system.

More examples

More examples of the function Offs are illustrated below.

Example 1

PROC pallet (num row, num column, num distance, PERS tooldata tool,
PERS wobjdata wobj)

VAR robtarget palletpos:=[[0, 0, 0], [1, 0, 0, 0], [0, 0, 0, 0],
[9E9, 9E9, 9E9, 9E9, 9E9, 9E9]];

Continues on next page
A routine for picking parts from a pallet is made. Each pallet is defined as a work object (see figure below). The part to be picked (row and column) and the distance between the parts are given as input parameters. Incrementing the row and column index is performed outside the routine.

The figure shows the position and orientation of the pallet is specified by defining a work object.

Syntax

```
Offs('('
    [Point':'='] <expression (IN) of robtarget> ','
    [XOffset':'='] <expression (IN) of num> ','
    [YOffset':'='] <expression (IN) of num> ','
    [ZOffset':'='] <expression (IN) of num> ')
```

A function with a return value of the data type `robtarget`.

Related information

<table>
<thead>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>Mathematical instructions and functions</td>
<td><code>Technical reference manual - RAPID Overview, section RAPID Summary - Mathematics</code></td>
</tr>
<tr>
<td>Positioning instructions</td>
<td><code>Technical reference manual - RAPID Overview, section RAPID summary - Motion</code></td>
</tr>
</tbody>
</table>
2 Functions

2.129 OpMode - Read the operating mode

RoboWare - OS

2.129 OpMode - Read the operating mode

Usage

OpMode(Operating Mode) is used to read the current operating mode of the system.

Basic examples

The following example illustrates the function OpMode.

Example 1

```c
TEST OpMode ()
CASE OP_AUTO:
    ...
CASE OP_MAN_PROG:
    ...
CASE OP_MAN_TEST:
    ...
DEFAULT:
    ...
ENDTEST
```

Different program sections are executed depending on the current operating mode.

Return value

Data type: symnum

The current operating mode as defined in the table below.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>OP_UNDEF</td>
<td>Undefined operating mode</td>
</tr>
<tr>
<td>1</td>
<td>OP_AUTO</td>
<td>Automatic operating mode</td>
</tr>
<tr>
<td>2</td>
<td>OP_MAN_PROG</td>
<td>Manual operating mode max. 250 mm/s</td>
</tr>
<tr>
<td>3</td>
<td>OP_MAN_TEST</td>
<td>Manual operating mode full speed, 100 %</td>
</tr>
</tbody>
</table>

Syntax

OpMode '(' ')'

A function with a return value of the data type symnum.

Related information

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<th>See</th>
</tr>
</thead>
<tbody>
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<td>Operating manual - OmniCore</td>
</tr>
<tr>
<td>Reading running mode</td>
<td>RunMode - Read the running mode on page 1325</td>
</tr>
</tbody>
</table>
2.130 OR - Evaluates a logical value

Usage

OR is a conditional expression used to evaluate a logical value (true/false).

Basic examples

The following examples illustrate the function OR.

Example 1

VAR num a;
VAR num b;
VAR bool c;
...
c := a>5 OR b=3;

The return value of c is TRUE if a is larger than 5 or b equals 3. Otherwise the return value is FALSE.

Example 2

VAR num mynum;
VAR string mystring;
VAR bool mybool;
VAR bool result;
...
result := mystring="Hello" OR mynum<15 AND mybool;

The return value of result is TRUE if mystring is "Hello". Or if both mynum is smaller than 15 and mybool is TRUE. Otherwise the return value is FALSE.

The AND statement is evaluated first, thereafter the OR statement. This is illustrated by the parentheses in the below row.

result := mystring="Hello" OR (mynum<15 AND mybool);

Return value

Data type: bool

The return value is TRUE if one or both of the conditional expressions are correct, otherwise the return value is FALSE.

Syntax

<expression of bool> OR <expression of bool>

A function with a return value of data type bool.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>XOR</td>
<td>XOR - Evaluates a logical value on page 1463</td>
</tr>
<tr>
<td>NOT</td>
<td>NOT - Inverts a logical value on page 1246</td>
</tr>
<tr>
<td>Expressions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2 Functions

2.131 OrientZYX - Builds an orient from Euler angles

RobotWare - OS

2.131 OrientZYX - Builds an orient from Euler angles

Usage

OrientZYX (Orient from Euler ZYX angles) is used to build an orient type variable out of Euler angles.

Basic examples

The following example illustrates the function OrientZYX.

Example 1

VAR num anglex;
VAR num angley;
VAR num anglez;
VAR pose object;
...
object.rot := OrientZYX(anglez, angley, anglex)

Return value

Data type: orient
The orientation made from the Euler angles.

Arguments

OrientZYX (ZAngle YAngle XAngle)

Note

The rotations will be performed in the following order:
1. rotation around the z axis
2. rotation around the new y axis
3. rotation around the new x axis

ZAngle

Data type: num
The rotation, in degrees, around the Z axis.

YAngle

Data type: num
The rotation, in degrees, around the Y axis.

XAngle

Data type: num
The rotation, in degrees, around the X axis.

Syntax

OrientZYX '('

[ZAngle ' := ' <expression (IN) of num> ','
[YAngle ' := ' <expression (IN) of num> ','
[XAngle ' := ' <expression (IN) of num> ')]

Continues on next page
A function with a return value of the data type \textit{orient}.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical instructions and functions</td>
<td>\textit{Technical reference manual - RAPID Overview}, section \textit{Mathematics}</td>
</tr>
</tbody>
</table>
2 Functions

2.132 ORobT - Removes the program displacement from a position

RobotWare - OS

2.132 ORobT - Removes the program displacement from a position

Usage

ORobT (Object Robot Target) is used to transform a robot position from the program displacement coordinate system to the object coordinate system and/or to remove an offset for the external axes.

Basic examples

The following example illustrates the function ORobT.

See also More examples on page 1259.

Example 1

VAR robtarget p10;
VAR robtarget p11;
VAR num wobj_diameter;

p10 := CRobT(Tool:=tool1 \WObj:=wobj_diameter);
p11 := ORobT(p10);

The current positions of the robot and the external axes are stored in p10 and p11. The values stored in p10 are related to the ProgDisp/ExtOffs coordinate system. The values stored in p11 are related to the object coordinate system without any program displacement and any offset on the external axes.

Return value

Data type: robtarget
The transformed position data.

Arguments

ORobT (OrgPoint [\InPDisp] | [\InEOffs])

OrgPoint

Original Point
Data type: robtarget
The original point to be transformed.

[\InPDisp]

In Program Displacement
Data type: switch
Returns the TCP position in the ProgDisp coordinate system, that is, removes external axes offset only.

[\InEOffs]

In External Offset
Data type: switch
Returns the external axes in the offset coordinate system, that is, removes program displacement for the robot only.

Continues on next page
More examples

More examples of how to use the function `ORobT` are illustrated below.

Example 1

```plaintext
p10 := ORobT(p10 \InEOffs);
```

The `ORobT` function will remove any program displacement that is active, leaving the TCP position relative to the object coordinate system. The external axes will remain in the offset coordinate system.

Example 2

```plaintext
p10 := ORobT(p10 \InPDisp);
```

The `ORobT` function will remove any offset of the external axes. The TCP position will remain in the `ProgDisp` coordinate system.

Syntax

```plaintext
ORobT '('
    [ OrgPoint ':=' ] < expression (IN) of robtarget>
    ['\ InPDisp'] | ['\ InEOffs'] ')'
```

A function with a return value of the data type `robtarget`.

Related information

<table>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
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<td>PDispOn - Activates program displacement on page 440</td>
</tr>
<tr>
<td></td>
<td>PDispSet - Activates program displacement using known frame on page 445</td>
</tr>
<tr>
<td>Definition of offset for external axes</td>
<td>EOffsOn - Activates an offset for additional axes on page 135</td>
</tr>
<tr>
<td></td>
<td>EOffsSet - Activates an offset for additional axes using known values on page 137</td>
</tr>
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<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - Coordinate systems</td>
</tr>
</tbody>
</table>
2 Functions

2.133 ParIdPosValid - Valid robot position for parameter identification

RobotWare - OS

2.133 ParIdPosValid - Valid robot position for parameter identification

Usage

ParIdPosValid (Parameter Identification Position Valid) checks whether the robot position is valid for the current parameter identification, such as load identification of tool or payload.

This instruction can only be used in the main task or, if in a MultiMove system, in motion tasks.

Basic examples

The following example illustrates the function ParIdPosValid.

Example 1

VAR jointtarget joints;
VAR bool valid_joints(12);

! Check if valid robot type
IF ParIdRobValid(TOOL_LOAD_ID) <> ROB_LOAD_VAL THEN
   EXIT;
ENDIF

! Read the current joint angles
joints := CJointT();

! Check if valid robot position
IF ParIdPosValid (TOOL_LOAD_ID, joints, valid_joints) = TRUE THEN
   ! Valid position for load identification
   ! Continue with LoadId
   ...
ELSE
   ! Not valid position for one or several axes for load identification
   ! Move the robot to the output data given in variable joints
   ! and do ParIdPosValid once again
   ...
ENDIF

Check whether robot position is valid before doing load identification of tool.

Return value

Data type: bool

TRUE if robot position is valid for current parameter identification.
FALSE if robot position is not valid for current parameter identification.

Arguments

ParIdPosValid (ParIdType Pos AxValid [\ConfAngle])

Continues on next page
2 Functions

2.133 ParIdPosValid - Valid robot position for parameter identification

RobotWare - OS
Continued

ParIdType

**Data type:** paridnum

Type of parameter identification as defined in table below

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TOOL_LOAD_ID</td>
<td>Identify tool load</td>
</tr>
<tr>
<td>2</td>
<td>PAY_LOAD_ID</td>
<td>Identify payload (Ref. instruction GripLoad)</td>
</tr>
<tr>
<td>3</td>
<td>IRBP_K</td>
<td>Identify External Manipulator IRBP K load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_L</td>
<td>Identify External Manipulator IRBP L load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_C</td>
<td>Identify External Manipulator IRBP C load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_C_INDEX</td>
<td>Identify External Manipulator IRBP C_INDEX load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_T</td>
<td>Identify External Manipulator IRBP T load</td>
</tr>
<tr>
<td>5</td>
<td>IRBP_R</td>
<td>Identify External Manipulator IRBP R load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_A</td>
<td>Identify External Manipulator IRBP A load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_B</td>
<td>Identify External Manipulator IRBP B load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_D</td>
<td>Identify External Manipulator IRBP D load</td>
</tr>
</tbody>
</table>

Pos

**Data type:** jointtarget

Variable specifies the actual joint angles for all robot and external axes. The variable is updated by ParIdPosValid according to the table below.

<table>
<thead>
<tr>
<th>Input axis joint value</th>
<th>Output axis joint value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Valid</td>
<td>Not changed</td>
</tr>
<tr>
<td>Not valid</td>
<td>Changed to suitable value</td>
</tr>
</tbody>
</table>

AxValid

**Data type:** bool

Array variable with 12 elements corresponding to 6 robot and 6 external axes. The variable is updated by ParIdPosValid according to the table below.

<table>
<thead>
<tr>
<th>Input axis joint value in Pos</th>
<th>Output status in AxValid</th>
</tr>
</thead>
<tbody>
<tr>
<td>Valid</td>
<td>TRUE</td>
</tr>
<tr>
<td>Not valid</td>
<td>FALSE</td>
</tr>
</tbody>
</table>
### Data type: num

Optional argument for specification of specific configuration angle +/- degrees to be used for parameter identification.

![Diagram showing configuration angle](image)

Default +90 degrees if this argument is not specified.

Min. + or - 30 degrees. Optimum + or - 90 degrees.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PID_RAISE_PP</td>
<td>An error occurs.</td>
</tr>
</tbody>
</table>

### Syntax

```plaintext
ParIdPosValid '('
    [ ParIdType ':=' ] <expression (IN) of paridnum> ','
    [ Pos ':=' ] <variable (VAR) of jointtarget> ','
    [ AxValid ':=' ] <array variable {*} (VAR) of bool>
    [ '\' ConfAngle ':=' <expression (IN) of num> ] ')'
```

A function with a return value of the data type `bool`.

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of parameter identification</td>
<td><code>paridnum - Type of parameter identification on page 1548</code></td>
</tr>
<tr>
<td>Valid robot type</td>
<td><code>ParIdRobValid - Valid robot type for parameter identification on page 1263</code></td>
</tr>
<tr>
<td>Load identification of tool or payload</td>
<td><code>LoadId - Load identification of tool or payload on page 270</code></td>
</tr>
<tr>
<td>Load identification of positioners (IRBP)</td>
<td><code>ManLoadIdProc - Load identification of IRBP manipulators on page 277</code></td>
</tr>
</tbody>
</table>
2.134 ParIdRobValid - Valid robot type for parameter identification

Usage

ParIdRobValid(\textit{Parameter Identification Robot Valid}) checks whether the robot or manipulator type is valid for the current parameter identification, such as load identification of tool or payload.

This instruction can only be used in the main task \texttt{T_ROB1} or, if in a \textit{MultiMove} system, in Motion tasks.

Basic examples

The following example illustrates the function \texttt{ParIdRobValid}.

Example 1

\begin{verbatim}
TEST ParIdRobValid (TOOL_LOAD_ID)
CASE ROB_LOAD_VAL:
  ! Possible to do load identification of tool in actual robot type
  ...
CASE ROB_LM1_LOAD_VAL:
  ! Only possible to do load identification of tool with
  ! IRB 6400FHD if actual load < 200 kg
  ...
CASE ROB_NOT_LOAD_VAL:
  ! Not possible to do load identification of tool in actual robot type
  ...
ENDTEST
\end{verbatim}

Return value

\textbf{Data type: paridvalidnum}

Whether the specified parameter identification can be performed with the current robot or manipulator type, as defined in the table below.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>ROB_LOAD_VAL</td>
<td>Valid robot or manipulator type for the actual parameter identification</td>
</tr>
<tr>
<td>11</td>
<td>ROB_NOT_LOAD_VAL</td>
<td>Not valid type for the actual parameter identification</td>
</tr>
<tr>
<td>12</td>
<td>ROB_LM1_LOAD_VAL</td>
<td>Valid robot type IRB 6400FHD for the actual parameter identification if actual load &lt; 200 kg</td>
</tr>
</tbody>
</table>

Arguments

\texttt{ParIdRobValid(ParIdType [\MechUnit] [\AxisNo])}

\textbf{ParIdType}

\textbf{Data type: paridnum}

Type of parameter identification as defined in table below.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TOOL_LOAD_ID</td>
<td>Identify robot tool load</td>
</tr>
</tbody>
</table>

\textit{Continues on next page}
### 2.134 ParIdRobValid - Valid robot type for parameter identification

#### RobotWare - OS

**Mechanical Unit**

*Data type:* mecunit

Mechanical Unit used for the load identification. Only to be specified for external manipulator. If this argument is omitted the TCP-robot in the task is used.

**Axis number**

*Data type:* num

Axis number within the mechanical unit which holds the load to be identified. Only to be specified for external manipulator.

When the argument \\MechUnit is used, then \AxisNo must be used. The argument \AxisNo can not be used without \MechUnit.

#### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_PID_RAISE_PP</td>
<td>An error occurs</td>
</tr>
</tbody>
</table>

#### Syntax

```plaintext
ParIdRobValid '{
  [ParIdType ':=' <expression (IN) of paridnum>]
  [\'\' MechUnit ':=' <variable (VAR) of mecunit>] 
  [\'\' AxisNo ':=' <expression (IN) of num>] '
}'
```

A function with a return value of the data type paridvalidnum.

#### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of parameter identification</td>
<td>paridnum - Type of parameter identification on page 1548</td>
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</tbody>
</table>

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## 2 Functions

### 2.134 ParldRobValid - Valid robot type for parameter identification

*RobotWare - OS*

Continued

<table>
<thead>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mechanical unit to be identified</td>
<td>mecunit - Mechanical unit on page 1532</td>
</tr>
<tr>
<td>Result of this function</td>
<td>paridvalidnum - Result of ParldRobValid on page 1550</td>
</tr>
<tr>
<td>Valid robot position</td>
<td>ParldPosValid - Valid robot position for parameter identification on page 1260</td>
</tr>
<tr>
<td>Load identification of robot tool load or payload</td>
<td>LoadId - Load identification of tool or payload on page 270</td>
</tr>
<tr>
<td>Load identification of positioner loads</td>
<td>ManLoadIdProc - Load identification of IRBP manipulators on page 277</td>
</tr>
</tbody>
</table>
2 Functions

2.135 PathLengthGet - Reads the current path-length value of the counter

Usage

PathLengthGet is used to read the current value of the counter that measures the path-length travelled by the robot's TCP. The returned value is in millimeters and is always measured relative the work object.

This function can be called at any time, but it is advisable that it is called when the robot is standing still to get a predictable behavior.

The path-length value is read for the TCP robot in actual or connected motion task.

Basic examples

The following example illustrates the function PathLengthGet.

Example 1

PathLengthStart;
MoveJ p10, v1000, z50, L10tip;
...
MoveL p40, v1000, fine, L10tip;
PathLengthStop;
TPWrite "PathLengthGet: "+ValToStr(PathLengthGet());
PathLengthReset;

This example read out the value of the counter that measures the path-length travelled by the robot's TCP. The value is then written to the FlexPendant.

Program execution

The path-length measurement applies for the next executed robot movement instruction of any type and is valid until a PathLengthStop instruction is executed. Path-length measurement is set to off, and the path-length measurement counter is set to zero when a PathLengthReset instruction is executed. The default value, path-length measurement off is automatically set:

- when using the restart mode Reset RAPID.
- when loading a new program or a new module.
- when starting program execution from the beginning.
- when moving the program pointer to Main routine.
- when moving the program pointer to a routine.
- when moving the program pointer in such a way that the execution order is lost.

Limitations

Path-length measurements are only applicable for TCP-robots.

Syntax

PathLengthGet '(' ')'

A function with a return value of the data type num.
2 Functions

2.135 PathLengthGet - Reads the current path-length value of the counter

RobotWare - OS

Continued

Related information

<table>
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<th>See</th>
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</thead>
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<td>PathLengthReset - Resets the current path-length value of the counter on page 416</td>
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<tr>
<td>PathLengthStart</td>
<td>PathLengthStart - Activates the counter that monitors the path-length on page 418</td>
</tr>
<tr>
<td>PathLengthStop</td>
<td>PathLengthStop - Stops the counter that monitors the path-length on page 420</td>
</tr>
</tbody>
</table>
2 Functions

2.136 PathLevel - Get current path level

PathLevel is used to get the current path level. This function will show whether the task is executing on the original level or if the original movement path has been stored and a new temporary movement is executing. Read more about Path Recovery in Application manual - Controller software OmniCore.

Basic examples

The following example illustrates the function PathLevel.

Example 1

 VAR num level;
   level:= PathLevel();

Variable level will be 1 if executed in an original movement path or 2 if executed in a temporary new movement path.

Return value

Data type: num

There are two possible return values.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Executing in original movement path.</td>
</tr>
<tr>
<td>2</td>
<td>Executing in StorePath level, a temporary new movement path.</td>
</tr>
</tbody>
</table>

More examples

One more example of how to use the function PathLevel is illustrated below.

Example 1

...  
MoveL p100, v100, z10, tool1;  
StopMove;  
StorePath;  
p:= CRobT(\Tool:=tool1);  
!New temporary movement  
MoveL p1, v100, fine, tool1;  
...  
level:= PathLevel();  
...  
MoveL p, v100, fine, tool1;  
RestoPath;  
StartMove;  
...  

Variable level will be 2.
2 Functions

2.136 PathLevel - Get current path level

RobotWare - OS
Continued

Limitations

RobotWare option Path Recovery must be installed to be able to use function PathLevel at path level 2

Syntax

PathLevel '(' ')'
A function with a return value of the data type num.

Related information

<table>
<thead>
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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Application manual - Controller software OmniCore</td>
</tr>
<tr>
<td>Store and restore path</td>
<td>StorePath - Stores the path when an interrupt occurs on page 708</td>
</tr>
<tr>
<td></td>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
</tr>
<tr>
<td>Stop and start move</td>
<td>StartMove - Restarts robot movement on page 673</td>
</tr>
<tr>
<td></td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
</tbody>
</table>
2 Functions

2.137 PathRecValidBwd - Is there a valid backward path recorded

Path Recovery

2.137 PathRecValidBwd - Is there a valid backward path recorded

Usage

PathRecValidBwd is used to check if the path recorder is active and if a recorded backward path is available.

Basic examples

The following example illustrates the function PathRecValidBwd.

See also More examples on page 1271.

Example 1

VAR bool bwd_path;
VAR pathrecid fixture_id;
bwd_path := PathRecValidBwd (\ID:=fixture_id);

The variable bwd_path is set to TRUE if it is possible to back-up to the position with identifier fixture_id. If not, bwd_path is set to FALSE.

Return value

Data type: bool

The return value of the function can be determined from following flow chart:

Continues on next page
Arguments

PathRecValidBwd ([\ID])

\[\ID\]

**Identifier**

**Data type:** pathrecid  
Variable that specifies the name of the recording start position. Data type pathrecid is a non-value type, only used as an identifier for naming the recording position.

**Program execution**

Before the path recorder is ordered to move backwards with PathRecMoveBwd it is possible to check whether a valid recorded path is present with PathRecValidBwd.

**More examples**

The following examples illustrate the function PathRecValidBwd.

**Example 1**

PathRecStart id1;  
MoveL p1, vmax, z50, tool1;  
MoveL p2, vmax, z50, tool1;  
bwd_path := PathRecValidBwd ([\ID := id1]);

The path recorder is started and two move instructions are executed. PathRecValidBwd will return TRUE and the available backup path will be: From p2 to p1 to the start position.

**Example 2**

PathRecStart id1;  
MoveL p1, vmax, z50, tool1;  
MoveL p2, vmax, z50, tool1;  
PathRecStop \Clear;  
bwd_path := PathRecValidBwd ([\ID := id1]);

The path recorder is started and two move instructions are executed. Then the path recorder is stopped and cleared. PathRecValidBwd will return FALSE.

**Example 3**

PathRecStart id1;  
MoveL p1, vmax, z50, tool1;  
PathRecStart id2;  
MoveL p2, vmax, z50, tool1;  
bwd_path := PathRecValidBwd ()

The path recorder is started and one move instruction is executed. Then, an additional path identifier is started followed by a move instruction. PathRecValidBwd will return TRUE and the backup path will be: From p2 to p1.

**Example 4**

PathRecStart id1;  
MoveL p1, vmax, z50, tool1;
2 Functions

2.137 PathRecValidBwd - Is there a valid backward path recorded

Path Recovery
Continued

WaitSyncTask sync101, tasklist_r1o1;
MoveL p2, vmax, z50, tool1;
bwd_path1 := PathRecValidBwd ();
bwd_path2 := PathRecValidBwd (\ID := id1);

Executing above program will result in that the boolean variable bwd_path1 will be assigned TRUE since a valid backwards path to the WaitSyncTask statement exists. The boolean variable bwd_path2 will be assigned FALSE since it isn’t possible to back up above a WaitSyncTask statement.

Syntax

PathRecValidBwd '('
  ['\' ID ':=' < variable (VAR) of pathrecid >] ')

A function with a return value of the data type bool.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
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</thead>
<tbody>
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<td></td>
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</tr>
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</tr>
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<td>Check if a valid forward path exists</td>
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</tr>
<tr>
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</tr>
<tr>
<td>Motion in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.138 PathRecValidFwd - Is there a valid forward path recorded

Usage
PathRecValidFwd is used to check if the path recorder can be used to move forward. The ability to move forward with the path recorder implies that the path recorder must have been ordered to move backwards earlier.

Basic examples
The following example illustrates the function PathRecValidFwd. See also More examples on page 1274.

Example 1

```
VAR bool fwd_path;
VAR pathrecid fixture_id;

fwd_path := PathRecValidFwd ([\ID:=fixture_id]);
```

The variable `fwd_path` is set to TRUE if it is possible to move forward to the position with the with identifier `fixture_id`. If not, `fwd_path` is set to FALSE.

Return value

Data type: bool

The return value of PathRecValidFwd without specified \ID is:

TRUE if:
• The path recorder has moved the robot backwards, using PathRecMoveBwd.
• The robot has not moved away from the path executed by PathRecMoveBwd.

FALSE if:
• The above stated conditions are not met.

The return value of PathRecValidFwd with specified \ID is:

TRUE if:
• The path recorder has moved the robot backwards, using PathRecMoveBwd.
• The robot has not moved away from the path executed by PathRecMoveBwd.
• The specified \ID was passed during the backward motion.

FALSE if:
• The above stated conditions are not met.

Arguments

PathRecValidFwd ([\ID])

[\ID]

Identifier
Data type: pathrecid

Variable that specifies the name of the recording start position. Data type pathrecid is a non-value type, only used as an identifier for naming the recording position.

Continues on next page
2 Functions

2.138 PathRecValidFwd - Is there a valid forward path recorded

Path Recovery

Continued

Program execution

After the path recorder has been ordered to move backwards using PathRecMoveBwd it is possible to check if a valid recorded path to move the robot forward exists. If the identifier \ID is omitted PathRevValidFwd returns if it is possible to move forward to the position where the backwards movement was initiated.

More examples

The following example illustrates the function PathRecValidFwd.

Example 1

VAR pathrecid id1;
VAR pathrecid id2;
VAR pathrecid id3;

PathRecStart id1;
MoveL p1, vmax, z50, tool1;
PathRecStart id2;
MoveL p2, vmax, z50, tool1;
PathRecStart id3;
!See figures 1 and 8 in the following table.
MoveL p3, vmax, z50, tool1;
ERROR
   StorePath;
   IF PathRecValidBwd(\ID:=id3) THEN
      !See figure 2 in the following table.
      PathRecMoveBwd \ID:=id3;
      ! Do some other operation
   ENDIF
   IF PathRecValidBwd(\ID:=id2) THEN
      !See figure 3 in the following table.
      PathRecMoveBwd \ID:=id2;
      ! Do some other operation
   ENDIF
   !See figure 4 in the following table.
   PathRecMoveBwd;
   ! Do final service action
   IF PathRecValidFwd(\ID:=id2) THEN
      !See figure 5 in the following table.
      PathRecMoveFwd \ID:=id2;
      ! Do some other operation
   ENDIF
   IF PathRecValidFwd(\ID:=id3) THEN
      !See figure 6 in the following table.
      PathRecMoveFwd \ID:=id3;
      ! Do some other operation
   ENDIF
   !See figure 7 in the following table.
   PathRecMoveFwd;
   RestoPath;

Continues on next page
The example above will start the path recorder and add identifiers at three different locations along the executed path. The picture above references the example code and describes how the robot will move in the case of an error while executing.
2 Functions

2.138 PathRecValidFwd - Is there a valid forward path recorded

Path Recovery

Continued

Towards point p3. The PathRecValidBwd and PathRecValidFwd are used respectively as it is not possible in advance to determine where in the program a possible error occurs.

Syntax

PathRecValidFwd '(
  ['ID ':=' < variable (VAR) of pathrecid >]
)'

A function with a return value of the data type bool.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Path Recorder Identifiers</td>
<td>pathrecid - Path recorder identifier on page 1552</td>
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<tr>
<td>Start - stop the path recorder</td>
<td>PathRecStart - Start the path recorder on page 431 PathRecStop - Stop the path recorder on page 434</td>
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<tr>
<td>Check if valid backward path exists</td>
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<td>Play the path recorder forward</td>
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</tr>
<tr>
<td>Motion in general</td>
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</tr>
</tbody>
</table>
2.139 PFRestart - Check interrupted path after power failure

Usage

PFRestart *(Power Failure Restart)* is used to check if the path has been interrupted at power failure. If so, some specific actions might be needed. The function checks the path on current level, base level, or on interrupt level.

Basic examples

The following example illustrates the function PFRestart.

Example 1

```
IF PFRestart() = TRUE THEN
```

It is checked, if an interrupted path exists on the current level. If so the function will return TRUE.

Return value

Data type: bool

TRUE if an interrupted path exists on the specified path level, otherwise FALSE.

Arguments

```
PFRestart([\Base] | [\Irpt])
```

[ \Base ]

*Base Level*

Data type: switch

Returns TRUE if an interrupted path exists on base level.

[ \Irpt ]

*Interrupt Level*

Data type: switch

Returns TRUE if an interrupted path exists on StorePath level.

If no argument is given, the function will return TRUE if an interrupted path exists on current level.

Syntax

```
PFRestart '('
    ['' Base] | ['' Irpt] ')
```

A function with a return value of the data type bool.
2 Functions

2.140 PoseInv - Inverts pose data

Usage

PoseInv \((\text{Pose Invert})\) calculates the reverse transformation of a pose.

Basic examples

The following example illustrates the function PoseInv.

Example 1

```
pose1 := PoseInv(pose1);
```

Return value

Data type: pose

The value of the reverse pose.

Arguments

PoseInv \((\text{Pose})\)

Pose

Data type: pose

The pose to invert.

Syntax

```
PoseInv\('' \[Pose '':=''] <expression \((\text{IN})\) of pose> '');
```

A function with a return value of the data type pose.

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### Related information

<table>
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<tr>
<td>Mathematical instructions and functions</td>
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</table>
2.141 PoseMult - Multiplies pose data

Usage

PoseMult (**Pose Multiply**) is used to calculate the product of two pose transformations. A typical use is to calculate a new pose as the result of a displacement acting on an original pose.

Basic examples

The following example illustrates the function **PoseMult**.

Example 1

```
pose1 represents the coordinate system 1 related to the coordinate system 0.
pose2 represents the coordinate system 2 related to the coordinate system 1. The
transformation giving pose3, the coordinate system 2 related to the coordinate
system 0, is obtained by the product of the two transformations:

VAR pose pose1;
VAR pose pose2;
VAR pose pose3;
...
pose3 := PoseMult(pose1, pose2);
```

Return value

**Data type:** pose

The value of the product of the two poses.

Arguments

**PoseMult (Pose1 Pose2)**

**Pose1**

**Data type:** pose

The first pose.

**Pose2**

**Data type:** pose

Continues on next page
The second pose.

Syntax

PoseMult '('
[Pose1 ':='] <expression (IN) of pose> ','
[Pose2 ':='] <expression (IN) of pose> ')' A function with a return value of the data type pose.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</thead>
<tbody>
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</table>
2 Functions

2.142 PoseVect - Applies a transformation to a vector

Usage

PoseVect (Pose Vector) is used to calculate the product of a pose and a vector. It is typically used to calculate a vector as the result of the effect of a displacement on an original vector.

Basic examples

The following example illustrates the function PoseVect.

Example 1

![](image)

**pos1** represents the coordinates system 1 related to the coordinate system 0. **pos1** is a vector related to coordinate system 1. The corresponding vector related to coordinate system 0 is obtained by the product;

```plaintext
VAR pose pos1;
VAR pos pos1;
VAR pos pos2;
...
...
pos2 := PoseVect(pos1, pos1);
```

Return value

Data type: pos
The value of the product of the pose and the original pos.

Arguments

PoseVect (Pose Pos)

Pose

Data type: pose
The transformation to be applied.

Continues on next page
2 Functions

2.142 PoseVect - Applies a transformation to a vector

RobotWare - OS

Continued

Pos

Data type: pos

The pos to be transformed.

Syntax

```
PoseVect '('
  [Pose ':='] <expression \(\text{IN}\) of pose> ','
  [Pos ':='] <expression \(\text{IN}\) of pos> ')
```

A function with a return value of the data type pos.

Related information

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</tbody>
</table>

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2 Functions

2.143 Pow - Calculates the power of a value

Usage

Pow (Power) is used to calculate the exponential value in any base.

Basic examples

The following example illustrates the function Pow.

Example 1

VAR num x;
VAR num y
VAR num reg1;
...
reg1:= Pow(x, y);
reg1 is assigned the value \(x^y\).

Return value

Data type: num

The value of the Base raised to the power of the Exponent, that is, \(Base^{Exponent}\).

Arguments

Pow (Base Exponent)

Base

Data type: num

The base argument value.

Exponent

Data type: num

The exponent argument value.

Limitations

The execution of the function \(x^y\) will give an error if:

- \(x < 0\) and \(y\) is not an integer;
- \(x = 0\) and \(y \leq 0\).

Syntax

Pow '(
[Base ':='] <expression (IN) of num> ','
[Exponent ':='] <expression (IN) of num> ')

A function with a return value of the data type num.

Related information

<table>
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</tbody>
</table>
2.144 PowDnum - Calculates the power of a value

Usage

PowDnum (Power Dnum) is used to calculate the exponential value in any base.

Basic examples

The following example illustrates the function PowDnum.

Example 1

```plaintext
VAR dnum x;
VAR num y
VAR dnum value;
...
value:= PowDnum(x, y);
value is assigned the value x^y.
```

Return value

Data type: dnum

The value of the Base raised to the power of the Exponent, that is, Base^{Exponent}.

Arguments

PowDnum (Base Exponent)

Base

Data type: dnum

The base argument value.

Exponent

Data type: num

The exponent argument value.

Limitations

The execution of the function x^y will give an error if:

• x < 0 and y is not an integer;
• x = 0 and y ≤ 0.

Syntax

PowDnum '('
[Base ':='] <expression (IN) of dnum> ','
[Exponent ':='] <expression (IN) of num> ')'

A function with a return value of the data type dnum.

Related information

<table>
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</table>
2 Functions

2.145 PPMovedInManMode - Test whether the program pointer is moved in manual mode

RobotWare - OS

2.145 PPMovedInManMode - Test whether the program pointer is moved in manual mode

Usage

PPMovedInManMode returns TRUE if the user has moved the program pointer while the controller is in manual mode - that is, operator key is at Man Reduced Speed or Man Full Speed. The program pointer moved state is reset when the key is switched from Auto to Man, or when using the instruction ResetPPMoved.

Basic examples

The following example illustrates the function PPMovedInManMode.

Example 1

IF PPMovedInManMode() THEN
  WarnUserOfPPMovement;
  DoJob;
ELSE
  DoJob;
ENDIF

Return value

Data type: bool
TRUE if the program pointer has been moved by the user while in manual mode.

Program execution

Test if the program pointer for the current program task has been moved in manual mode.

Syntax

PPMovedInManMode '()'
A function with a return value of the data type bool.

Related information

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<td>Reset state of moved program pointer in manual mode</td>
<td>ResetPPMoved - Reset state for the program pointer moved in manual mode on page 511</td>
</tr>
</tbody>
</table>
2.146 Present - Tests if an optional parameter is used

Usage

Present is used to test if an optional argument has been used when calling a routine.
An optional parameter may not be used if it was not specified when calling the routine. This function can be used to test if a parameter has been specified, in order to prevent errors from occurring.

Basic examples

The following example illustrates the function Present.

See also More examples on page 1287.

Example 1

PROC feeder (\switch on | switch off)
    IF Present (on) Set do1;
    IF Present (off) Reset do1;
ENDPROC

The output do1, which controls a feeder, is set or reset depending on the argument used when calling the routine.

Return value

Data type: bool
TRUE = The parameter value or a switch has been defined when calling the routine.
FALSE = The parameter value or a switch has not been defined.

Arguments

Present (OptPar)

OptPar

Optional Parameter

Data type: anytype
The name of the optional parameter to be tested.

More examples

The following example illustrates the function Present.

Example 1

PROC glue (\switch on, num glueflow, robtarget topoint, speeddata speed, zonedata zone, PERS tooldata tool, \PERS wobjdata wobj)
    IF Present (on) PulseDO glue_on;
        SetAO gluesignal, glueflow;
    IF Present (wobj) THEN
        MoveL topoint, speed, zone, tool \WObj:=wobj;
    ELSE
        MoveL topoint, speed, zone, tool;
    ENDIF
ENDPROC

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2 Functions

2.146 Present - Tests if an optional parameter is used

A glue routine is made. If the argument \( \text{on} \) is specified when calling the routine, a pulse is generated on the signal \( \text{glue\_on} \). The robot then sets an analog output \( \text{gluesignal} \), which controls the glue gun, and moves to the end position. As the \( \text{wobj} \) parameter is optional, different \text{MoveL} instructions are used depending on whether this argument is used or not.

Syntax

```
Present '('
    [OptPar ':='] <reference (REF of anytype) ')
```

A REF parameter requires, in this case, the optional parameter name. A function with a return value of the data type \text{bool}.

Related information

<table>
<thead>
<tr>
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<tr>
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</tbody>
</table>
2.147 ProgMemFree - Get the size of free program memory

Usage

ProgMemFree (*Program Memory Free*) is used to get the size of free program memory.

Basic examples

The following example illustrates the function ProgMemFree.

Example 1

```plaintext
FUNC dnum module_size(string file_path)
VAR dnum pgmfree_before;
VAR dnum pgmfree_after;

pgmfree_before:=ProgMemFree();
Load \Dynamic, file_path;
pgmfree_after:=ProgMemFree();
Unload file_path;
RETURN (pgmfree_before-pgmfree_after);
ENDFUNC
```

ProgMemFree is used in a function that returns the value for how much memory a module allocates in the program memory.

Return value

Data type: dnum

The size of free program memory in bytes.

Syntax

```
ProgMemFree '(' ')'
```

A function with a return value of the data type dnum.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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2 Functions

2.148 PrxGetMaxRecordpos - Get the maximum sensor position

Machine Synchronization

2.148 PrxGetMaxRecordpos - Get the maximum sensor position

Usage

PrxGetMaxRecordpos is used to return the maximum position in mm of the active record.

The maximum sensor position can be used for scaling or limiting max_sync argument in the SyncToSensor instruction.

Basic example

maxpos:=PrxGetMaxRecordpos Ssync1;

Gets the maximum position for the active profile for the mechanical unit Ssync1.

Return value

Data type: num

The maximum position (in mm) of the recorded profile of sensor movement.

Arguments

PrxGetMaxRecordpos MechUnit

MechUnit

Data type: mechunit

The moving mechanical unit object to which the robot movement is synchronized.

Program execution

The recording must be finished and the record must be active.

Syntax

PrxGetMaxRecordpos '('

[ MechUnit ' := ' ] < expression (IN) of mechunit> ' ')

A function with a return value of the data type num.

Related information

<table>
<thead>
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2.149 Rand - Generate a random number

Usage

Rand is used to generate a random integer number between 0 and RAND_MAX.

Basic examples

The following example illustrates the function Rand.

Example 1

```plaintext
VAR num myrandomnumber;
.. 
myrandomnumber:=Rand();
```

Generate a random number and assign it to the variable myrandomnumber.

Return value

Data type: num

A random number between 0 and 65535 (0 and 32767 for a virtual controller).

Arguments

Rand ([\Seed] [\SeedEachNTime])

\Seed

Data type: switch

The current time is used to seed the random number generator if this switch is used. If the switch is not used the seed is done at first call to the function Rand, and the sequence of numbers generated will always be the same.

\SeedEachNTime

Data type: num

Sets up an internal counter that is decreased each time the Rand function is executed with optional argument SeedEachNTime. When the internal counter is 0 a new seed is done (with current time), and the internal counter is set to the value used in the optional argument SeedEachNTime.

Program execution

Rand is used to generate a random integer number between 0 and RAND_MAX.

In reality, pseudorandom numbers are not random at all. The numbers are computed using a fixed deterministic algorithm. The seed (argument Seed) is the starting point for a sequence of random numbers. If starting from the same seed, you will get the very same sequence.

The Rand function is using the current time as seed the first time it is executed. To make it more random it is possible to specify that it should use a new time as seed each time it is executed (with switch Seed), or after a number of times it has been executed (optional argument SeedEachNTime).

If you never seed with a new starting point (time) for the random numbers and generate many numbers with Rand, you can see that the same number sequence is repeated.

Continues on next page
2 Functions

2.149 Rand - Generate a random number

RobotWare - OS
Continued

More examples

More examples of the function Rand are illustrated below.

Example 1

```plaintext
VAR num random_numbers{6};
FOR i FROM 1 TO 6 DO
    random_numbers{i} := Rand()/RAND_MAX;
ENDFOR
```

In the example above Rand function generates 6 random numbers between 0 and 1, and stores them in the random_numbers array.

Example 2

```plaintext
VAR num rand_no;
Open "HOME:" \File:= "LOGFILE.txt", logfile \Write;
FOR i FROM 1 TO 5000 DO
    rand_no := Rand(\SeedEachNTime:=30);
    Write logfile, "\Num:=rand_no;
ENDFOR
```

In the example above Rand function generates 5000 random numbers and writes them to a file. Optional argument SeedEachNTime is used with value 30. Then a new seed is done to create a new random number series for every 30 times Rand function is executed.

Syntax

```plaintext
Rand '('
["\' Seed]
["\' SeedEachNTime':=' <expression (IN) of num> ]')'
```

A function with a return value of the data type num.
2.150 RawBytesLen - Get the length of rawbytes data

Usage

RawBytesLen is used to get the current length of valid bytes in a rawbytes variable.

Basic examples

The following example illustrates the function RawBytesLen.

Example 1

```plaintext
VAR rawbytes from_raw_data;
VAR rawbytes to_raw_data;
VAR num integer := 8
VAR num float := 13.4;
ClearRawBytes from_raw_data;
PackRawBytes integer, from_raw_data, 1 \IntX := INT;
PackRawBytes float, from_raw_data, (RawBytesLen(from_raw_data)+1) \Float4;
CopyRawBytes from_raw_data, 1, to_raw_data, 3;
```

In this example the variable from_raw_data of type rawbytes is first cleared, that is, all bytes set to 0 (same as default at declaration). Then the value of integer is placed in the first 2 bytes and with help of the function RawBytesLen the value of float is placed in the next 4 bytes (starting at index 3).

After having filled from_raw_data with data, the contents (6 bytes) is copied to to_raw_data, starting at position 3.

Return value

Data type: num

The current length of valid bytes in a variable of type rawbytes; range 0 ... 1024.

In general, the current length of valid bytes in a rawbytes variable is updated by the system to be the last written byte in the rawbytes structure.

For details, see data type rawbytes, instruction ClearRawBytes, CopyRawBytes, PackDNHeader, PackRawBytes, and ReadRawBytes.

Arguments

RawBytesLen (RawData)

RawData

Data type: rawbytes

RawData is the data container whose current length of valid bytes shall be returned.

Program execution

During program execution the current length of valid bytes is returned.

Syntax

```plaintext
RawBytesLen '('
[RawData ':='] < variable (VAR) of rawbytes> ')
```

A function with a return value of the data type num.
Related information

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<td>Pack data into rawbytes data</td>
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<td>Write rawbytes data</td>
<td>WriteRawBytes - Write rawbytes data on page 977</td>
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</tr>
</tbody>
</table>
2.151 ReadBin - Reads a byte from a file or I/O device

Usage

ReadBin (Read Binary) is used to read a byte (8 bits) from a file or I/O device. This function works on both binary and character-based files or I/O devices.

Basic examples

The following example illustrates the function ReadBin. See also More examples on page 1296.

Example 1

VAR num character;
VAR iodev file1;
... Open "HOME:", \File:= "FILE1.DOC", file1\Bin;
character := ReadBin(file1); A byte is read from the binary file file1.

Return value

Data type: num

A byte (8 bits) is read from a specified file or I/O device. This byte is converted to the corresponding positive numeric value and returned as a num data type. If a file is empty (end of file), EOF_BIN (the number -1) is returned.

Arguments

ReadBin (IODevice [\Time])

IODevice

Data type: iodev

The name (reference) of the file or I/O device to be read.

[\Time]

Data type: num

The max. time for the reading operation (timeout) in seconds. If this argument is not specified, the max. time is set to 60 seconds. To wait forever, use the predefined constant WAIT_MAX.

If this time runs out before the reading operation is finished, the error handler will be called with the error code ERR_DEV_MAXTIME. If there is no error handler, the execution will be stopped.

The timeout function is in use also during program stop and will be noticed by the RAPID program at program start.

Program execution

Program execution waits until a byte (8 bits) can be read from the file or I/O device. At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Continues on next page
2 Functions

2.151 ReadBin - Reads a byte from a file or I/O device

RobotWare - OS

Continued

Predefined data

The constant EOF_BIN can be used to stop reading at the end of the file.

\[\text{CONST num EOF BIN := -1;}\]

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during reading.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Time-out before the read operation is finished.</td>
</tr>
</tbody>
</table>

More examples

The following example illustrates the function ReadBin.

Example 1

\[\begin{align*}
\text{VAR num bindata;} \\
\text{VAR iodev file;} \\
\text{Open "HOME:/myfile.bin", file \textbackslash Read \textbackslash Bin;} \\
\text{bindata := ReadBin(file);} \\
\text{WHILE bindata <> EOF_BIN DO} \\
\text{TPWrite ByteToStr(bindata\Char);} \\
\text{bindata := ReadBin(file);} \\
\text{ENDWHILE}
\end{align*}\]

Read the contents of a binary file myfile.bin from the beginning to the end and displays the received binary data converted to chars on the FlexPendant (one char on each line).

Limitations

The function can only be used for files and I/O devices that have been opened with read access (\textbackslash Read for character based files, \textbackslash Bin or \textbackslash Append \textbackslash Bin for binary files).

Syntax

\[\text{ReadBin '('} \\
\qquad [\text{IODevice ':='}] <variable (VAR) of iodev> \\
\qquad [\text{'\' Time ':='}] <expression (IN) of num>] ')'
\]

A function with a return value of the type num.

Related information

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</tr>
</tbody>
</table>
2.152 ReadDir - Read next entry in a directory

Usage

ReadDir is used to retrieve the name of the next file or subdirectory under a directory that has been opened with the instruction OpenDir.

As long as the function returns TRUE, there can be more files or subdirectories to retrieve.

Basic examples

The following example illustrates the function ReadDir.

See also More examples on page 1298.

Example 1

PROC lsdir(string dirname)
  VAR dir directory;
  VAR string filename;
  OpenDir directory, dirname;
  WHILE ReadDir(directory, filename) DO
    TPrint filename;
  ENDWHILE
  CloseDir directory;
ENDPROC

This example prints out the names of all files or subdirectories under the specified directory.

Return value

Data type: bool

The function will return TRUE if it has retrieved a name, otherwise FALSE.

Arguments

ReadDir (Dev FileName)

Dev

Data type: dir

A variable with reference to the directory, fetched by instruction OpenDir.

FileName

Data type: string

The retrieved file or subdirectory name.

Program execution

This function returns a bool that specifies if the retrieving of a name was successful or not.

Continues on next page
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>The directory is not opened (see OpenDir). The filename read consists of more bytes than the maximum length of a RAPID string. The string variable used in argument FileName will not be updated.</td>
</tr>
</tbody>
</table>

More examples

More examples of the function ReadDir are illustrated below

Example 1

This example implements a generic traverse of a directory structure function.

```rapid
PROC searchdir(string dirname, string actionproc)
    VAR dir directory;
    VAR string filename;
    IF IsFile(dirname \Directory) THEN
        OpenDir directory, dirname;
        WHILE ReadDir(directory, filename) DO
            ! .. and . is the parent and resp. this directory
            IF filename <> ".." AND filename <> "." THEN
                searchdir dirname+"/"+filename, actionproc;
            ENDIF
        ENDWHILE
        CloseDir directory;
    ELSE
        %actionproc% dirname;
    ENDIF
    ERROR
    RAISE;
ENDPROC

PROC listfile(string filename)
    TPWrite filename;
ENDPROC

PROC main()
    ! Execute the listfile routine for all files found under the ! tree in HOME:
    searchdir "HOME:","listfile";
ENDPROC
```

This program traverses the directory structure under "HOME:" and for each file found it calls the listfile procedure. The searchdir is the generic part that knows nothing about the start of the search or which routine should be called for each file. It uses IsFile to check whether it has found a subdirectory or a file and it uses the late binding mechanism to call the procedure specified in actionproc for all files found. The actionproc routine should be a procedure with one parameter of the type string.
2 Functions

2.152 ReadDir - Read next entry in a directory

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Continued

Syntax

ReadDir '('
[ Dev ':= ' ] < variable (VAR) of dir> ','
[ FileName ':= ' ] < var or pers (INOUT) of string> ')

A function with a return value of the data type bool.

Related information

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</table>
2 Functions

2.153 ReadMotor - Reads the current motor angles

RobotWare - OS

2.153 ReadMotor - Reads the current motor angles

Usage

ReadMotor is used to read the current angles of the different motors of the robot and external axes. The primary use of this function is in the calibration procedure of the robot.

Basic examples

The following example illustrates the function ReadMotor. See also More examples on page 1301.

Example 1

VAR num motor_angle2;
motor_angle2 := ReadMotor(2);

The current motor angle of the second axis of the robot is stored in motor_angle2.

Return value

Data type: num
The current motor angle in radians of the stated axis of the robot or external axes.

Arguments

ReadMotor [\MecUnit ] Axis

MecUnit

Mechanical Unit
Data type: mecunit
The name of the mechanical unit for which an axis is to be read. If this argument is omitted, the axis for the connected robot is read.

Axis

Data type: num
The number of the axis to be read (1 - 6).

Program execution

The motor angle returned represents the current position in radians for the motor without any calibration offset. The value is not related to a fix position of the robot, only to the resolver internal zero position, that is, normally the resolver zero position closest to the calibration position (the difference between the resolver zero position and the calibration position is the calibration offset value). The value represents the full movement of each axis, although this may be several turns.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_AXIS_PAR</td>
<td>Parameter axis in function is wrong.</td>
</tr>
</tbody>
</table>

Continues on next page
More examples

The following example illustrates the function ReadMotor.

**Example 1**

```
VAR num motor_angle;
motor_angle := ReadMotor(MecUnit:=STN1, 1);
```

The current motor angle of the first axis of STN1 is stored in motor_angle.

Limitations

It is only possible to read the current motor angles for the mechanical units that are controlled from current program task. For a non-motion task, it is possible to read the angles for the mechanical units controlled by the connected motion task.

Syntax

```
ReadMotor '('
[' MecUnit ':=' < variable (VAR) of mecunit> ',' ]
[Axis ':=' ] < expression (IN) of num> ')'
```

A function with a return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reading the current joint angle</td>
<td>CJointT - Reads the current joint angles on page 1088</td>
</tr>
</tbody>
</table>
2 Functions

2.154 ReadNum - Reads a number from a file or I/O device

2.154 ReadNum - Reads a number from a file or I/O device

Usage

ReadNum (Read Numeric) is used to read a number from a character-based file or I/O device.

Basic examples

The following example illustrates the function ReadNum.

See also More examples on page 1303.

Example 1

```
VAR iodev infile;
...
Open "HOME:/file.doc", infile\Read;
reg1 := ReadNum(infile);
reg1 is assigned a number read from the file file.doc.
```

Return value

Data type: num

The numeric value read from a specified file or I/O device. If the file is empty (end of file), a number greater than EOF_NUM (9.998E36) is returned.

Arguments

ReadNum (IODevice [\Delim] [\Time] [\ISOLatin1Encoding])

IODevice

Data type: iodev

The name (reference) of the file or I/O device to be read.

[\Delim]

Delimiters

Data type: string

A string containing the delimiters to use when parsing a line in the file or I/O device. By default (without \Delim), the file is read line by line and the line-feed character (\0A) is the only delimiter considered by the parsing. When the \Delim argument is used, any character in the specified string argument will be considered to determine the significant part of the line.

When using the argument \Delim, the control system always adds the characters carriage return (\0D) and line-feed (\0A) to the delimiters specified by the user.

To specify non-alphanumeric characters, use \xx, where xx is the hexadecimal representation of the ASCII code of the character (example: TAB is specified by \09).

[\Time]

Data type: num

Continues on next page
The max. time for the reading operation (timeout) in seconds. If this argument is not specified, the max. time is set to 60 seconds. To wait forever, use the predefined constant WAIT_MAX.

If this time runs out before the read operation is finished, the error handler will be called with the error code ERR_DEV_MAXTIME. If there is no error handler, the execution will be stopped.

The timeout function is also in use during program stop and will be noticed by the RAPID program at program start.

**Data type:** switch

This switch makes it possible to read a string from a file or I/O device that has characters that are ISO8859-1 encoded.

**Program execution**

Starting at the current file position, the function reads and discards any heading delimiters. A heading delimiter without the argument \Delim is a line-feed character. Heading delimiters with the argument \Delim are any characters specified in the \Delim argument plus carriage return and line-feed characters. It then reads everything up to and including the next delimiter character (will be discarded), but not more than 80 characters. If the significant part exceeds 80 characters, the remainder of the characters will be read on the next reading.

The string that is read is then converted to a numeric value; for example, “234.4” is converted to the numeric value 234.4.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

**Predefined data**

The constant EOF_NUM can be used to stop reading, at the end of the file.

```
CONST num EOF_NUM := 9.998E36;
```

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An access error occurs during reading.</td>
</tr>
<tr>
<td>ERR_RCVDATA</td>
<td>There is an attempt to read non-numeric data.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Time-out before the read operation is finished.</td>
</tr>
</tbody>
</table>

**More examples**

The following example illustrates the function ReadNum.

**Example 1**

```
reg1 := ReadNum(infile\Delim:="\09");
IF reg1 > EOF_NUM THEN
  TPWrite "The file is empty";
```

Continues on next page
Read a number in a line where numbers are separated by TAB ("\09") or SPACE (" ") characters. Before using the number read from the file, a check is performed to make sure that the file is not empty.

**Note**

Use < or > (smaller than or greater than) when checking if the file is empty. Do not use = (equal to).

**Limitations**

The function can only be used for character based files that have been opened for reading.

**Syntax**

```
ReadNum '('
 [IODevice ':='] <variable (VAR) of iodev>
 ["\" Delim ':=' <expression (IN) of string>]
 ["\" Time ':=' <expression (IN) of num>]
 ['\' ISOLatin1Encoding']')'
```

A function with a return value of the type num.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening, etc. files or I/O devices</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
2.155 ReadStr - Reads a string from a file or I/O device

Usage

ReadStr (Read String) is used to read a string from a character-based file or I/O device.

Basic examples

The following example illustrates the function ReadStr.
See also More examples on page 1307.

Example 1

VAR string text;
VAR iodev infile;
...
Open "HOME:/file.doc", infile\Read;
text := ReadStr(infile);
text is assigned a string read from the file file.doc.

Return value

Data type: string
The string read from the specified file or I/O device. If the file is empty (end of file), the string "EOF" is returned.

Arguments


IODevice

Data type: iodev
The name (reference) of the file or I/O device to be read.

[\Delim]

Delimiters

Data type: string
A string containing the delimiters to use when parsing a line in the file or I/O device. By default the file is read line by line and the line-feed character (\0A) is the only delimiter considered by the parsing. When the \Delim argument is used, any character in the specified string argument plus by default line-feed character will be considered to determine the significant part of the line.
To specify non-alphanumeric characters, use \xx, where xx is the hexadecimal representation of the ASCII code of the character (example: TAB is specified by \09).

[\RemoveCR]

Data type: switch
A switch used to remove the trailing carriage return character when reading PC files. In PC files, a new line is specified by carriage return and line feed (CRLF).
2 Functions

2.155 ReadStr - Reads a string from a file or I/O device

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Continued

When reading a line in such files, the carriage return character is by default read into the return string. When using this argument, the carriage return character will be read from the file but not included in the return string.

\[\text{\DiscardHeaders}\]

**Data type:** switch

This argument specifies whether the heading delimiters (specified in \Delim plus default line-feed) are skipped or not before transferring data to the return string. By default, if the first character at the current file position is a delimiter, it is read but not transferred to the return string, the line parsing is stopped and the return will be an empty string. If this argument is used, all delimiters included in the line will be read from the file but discarded, and no return will be done until the return string will contain the data starting at the first non-delimiter character in the line.

\[\text{\Time}\]

**Data type:** num

The max. time for the reading operation (timeout) in seconds. If this argument is not specified, the max. time is set to 60 seconds. To wait forever, use the predefined constant \text{WAIT_MAX}.

If this time runs out before the read operation is finished, the error handler will be called with the error code \text{ERR_DEV_MAXTIME}. If there is no error handler, the execution will be stopped.

The timeout function is in use also during program stop and will be noticed in the RAPID program at program start.

\[\text{\Line}\]

**Data type:** num

Specifies which line in the file that should be read.

If the line does not exist, the string "EOF" is returned.

\[\text{\ISOLatin1Encoding}\]

**Data type:** switch

This switch makes it possible to read a string from a character-based file or I/O device that has characters that are ISO8859-1 encoded.

**Program execution**

Starting at the current file position, if the \DiscardHeaders argument is used, the function reads and discards any heading delimiters (line-feed characters and any character specified in the \Delim argument). In all cases, it then reads everything up to the next delimiter character, but not more than 80 characters. If the significant part exceeds 80 characters, the remainder of the characters will be read on the next reading. The delimiter that caused the parsing to stop is read from the file but not transferred to the return string. If the last character in the string is a carriage return character and the \RemoveCR argument is used, this character will be removed from the string.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Continues on next page
Predefined data

The constant EOF can be used to check if the file was empty when trying to read from the file or to stop reading at the end of the file.

```const string EOF := "EOF";```

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during reading.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Time-out before the read operation is finished.</td>
</tr>
</tbody>
</table>

More examples

The following examples illustrate the function ReadStr.

Example 1

```text := ReadStr(infile);
IF text = EOF THEN
  TWrite "The file is empty";
  ...
```

Before using the string read from the file, a check is performed to make sure that the file is not empty.

Example 2

Consider a file containing:

```<LF><SPACE><TAB>Hello<SPACE><SPACE>World<CR><LF>
```

```text := ReadStr(infile);
```

```text will be an empty string: the first character in the file is the default <LF> delimiter.
```

```text := ReadStr(infile\DiscardHeaders);
```

```text will contain <SPACE><TAB>Hello<SPACE><SPACE>World<CR>: the first character in the file, the default <LF> delimiter, is discarded.
```

```text := ReadStr(infile\RemoveCR\DiscardHeaders);
```

```text will contain <SPACE><TAB>Hello<SPACE><SPACE>World: the first character in the file, the default <LF> delimiter, is discarded; the final carriage return character is removed
```

```text := ReadStr(infile\Delim:=" \09"\RemoveCR\DiscardHeaders);
```

```text will contain "Hello": the first characters in the file that match either the default <LF> delimiter or the character set defined by \Delim (space and tab) are discarded. Data is then transferred up to the first delimiter that is read from the file but not transferred into the string. A new invocation of the same statement will return "World".
```

Example 3

Consider a file containing:

```<CR><LF>Hello<CR><LF>
```

```text := ReadStr(infile);
```
2 Functions

2.155 ReadStr - Reads a string from a file or I/O device

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---

`text will contain the <CR> (\0d) character: <CR> and <LF> characters are read from the file, but only <CR> is transferred to the string. A new invocation of the same statement will return "Hello\0d".`

```plaintext
text := ReadStr(infile\RemoveCR);
```

text will contain an empty string: <CR> and <LF> characters are read from the file; <CR> is transferred but removed from the string. A new invocation of the same statement will return "Hello".

```plaintext
text := ReadStr(infile\Delim:="\0d");
```

text will contain an empty string: <CR> is read from the file but not transferred to the return string. A new invocation of the same instruction will return an empty string again: <LF> is read from the file but not transferred to the return string.

```plaintext
text := ReadStr(infile\Delim:="\0d"\DiscardHeaders);
```

text will contain "Hello". A new invocation of the same instruction will return "EOF" (end of file).

---

Limitations

The function can only be used for files or I/O devices that have been opened for reading in a character-based mode.

---

Syntax

```plaintext
ReadStr '(
[IIODevice ':='] <variable (VAR) of iodev>
['\' Delim ':='<expression (IN) of string>]
['\' RemoveCR]
['\' DiscardHeaders]
['\' Time ':=' <expression (IN) of num>]
['\' Line ':=' <expression (IN) of num>]
['\' ISOLatin1Encoding] ')
```

A function with a return value of the type string.

---

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening, etc. files or I/O devices</td>
<td><a href="#">Technical reference manual - RAPID Overview</a></td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td><a href="#">Application manual - Controller software OmniCore</a></td>
</tr>
</tbody>
</table>

---
2.156 ReadStrBin - Reads a string from a binary I/O device or file

Usage  
ReadStrBin (Read String Binary) is used to read a string from a binary I/O device or file.

Basic examples  
The following example illustrates the function ReadStrBin.

Example 1

VAR iodev file1;
VAR string text;
...
Open "HOME:", File:= "FILE1.DOC", file1 \Read \Bin;
text := ReadStrBin (file1, 10);
IF text = EOF THEN

The variable text is assigned a 10 character text string read from the file file1. Before using the string read from the file, a check is performed to make sure that the file is not empty.

Return value  
Data type: string
The text string read from the specified I/O device or file. If the file is empty (end of file), the string "EOF" is returned.

Arguments  
ReadStrBin (IODevice NoOfChars [\Time] [\ISOLatin1Encoding])

IODevice  
Data type: iodev
The name (reference) of the binary I/O device or file to be read.

NoOfChars  
Number of Characters
Data type: num
The number of characters to be read from the binary I/O device or file.

[\Time]  
Data type: num
The max. time for the reading operation (timeout) in seconds. If this argument is not specified, the max. time is set to 60 seconds. To wait forever, use the predefined constant WAIT_MAX.

If this time runs out before the read operation is finished, the error handler will be called with the error code ERR_DEV_MAXTIME. If there is no error handler, the execution will be stopped.
The timeout function is in use also during program stop and will be noticed by the RAPID program at program start.

Continues on next page
2 Functions

2.156 ReadStrBin - Reads a string from a binary I/O device or file

Program execution
The function reads the specified number of characters from the binary I/O device or file.

At power fail restart, any open file or I/O device in the system will be closed and the I/O descriptor in the variable of type iodev will be reset.

Predefined data
The constant EOF can be used to check if the file was empty, when trying to read from the file or to stop reading at the end of the file.

```plaintext
CONST string EOF := "EOF";
```

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FILEACC</td>
<td>An error occurs during reading.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Time-out before the read operation is finished.</td>
</tr>
</tbody>
</table>

Limitations
The function can only be used for I/O devices or files that have been opened for reading in a binary mode.

Syntax
```
ReadStrBin '('
[IODevice ' :='] <variable (VAR) of iodev> ','
[NoOfChars ' :='] <expression (IN) of num>
['\' Time ' :='] <expression (IN) of num>
[
ISOLatin1Encoding ]')'
```

A function with a return value of the type string.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening, etc. I/O devices or files</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Write binary string</td>
<td>WriteStrBin - Writes a string to a binary I/O device on page 979</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
2.157 ReadVar - Read variable from a device

Usage

ReadVar is used to read a variable from a device connected to the sensor interface.

Configuration example

This is an example of a sensor channel configuration.

These parameters belong to the type Transmission Protocol in the topic Communication.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Remote Address</th>
<th>Remote Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>sen1:</td>
<td>SOCKDEV</td>
<td>192.168.125.101</td>
<td>6344</td>
</tr>
</tbody>
</table>

Basic examples

The following example illustrates the function ReadVar.

Example 1

CONST num XCoord := 8;
CONST num YCoord := 9;
CONST num ZCoord := 10;

VAR pos SensorPos;

! Connect to the sensor device "sen1:" (defined in sio.cfg)
SenDevice "sen1:"

! Read a cartesian position from the sensor.

SensorPos.x := ReadVar ("sen1:", XCoord);
SensorPos.y := ReadVar ("sen1:", YCoord);
SensorPos.z := ReadVar ("sen1:", ZCoord);

Arguments

ReadVar (device, VarNo, [\TaskName])

device

Data type: string
The I/O device name configured in sio.cfg for the sensor used.

VarNo

Data type: num
The argument VarNo is used to select variable to be read.

[ \TaskName ]

Data type: string
The argument TaskName makes it possible to access devices in other RAPID tasks.
2 Functions

2.157 ReadVar - Read variable from a device

Sensor Interface
Continued

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEN_NO_MEAS</td>
<td>Measurement failure</td>
</tr>
<tr>
<td>SEN_NOREADY</td>
<td>Sensor unable to handle command</td>
</tr>
<tr>
<td>SEN_GENERRO</td>
<td>General sensor error</td>
</tr>
<tr>
<td>SEN_BUSY</td>
<td>Sensor busy</td>
</tr>
<tr>
<td>SEN_UNKNOWN</td>
<td>Unknown sensor</td>
</tr>
<tr>
<td>SEN_EXALARM</td>
<td>External sensor error</td>
</tr>
<tr>
<td>SEN_CAALARM</td>
<td>Internal sensor error</td>
</tr>
<tr>
<td>SEN_TEMP</td>
<td>Sensor temperature error</td>
</tr>
<tr>
<td>SEN_VALUE</td>
<td>Illegal communication value</td>
</tr>
<tr>
<td>SEN_CAMCHECK</td>
<td>Sensor check failure</td>
</tr>
<tr>
<td>SEN_TIMEOUT</td>
<td>Communication error</td>
</tr>
</tbody>
</table>

Syntax

`ReadVar '('
[device ':='] <expression(IN) of string> ',',
[VarNo ':='] <expression(IN) of num> ','
['" TaskName ':=" <expression(IN) of string> ] ')'`

A function with a return value of the data type `num`.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connect to a sensor device</td>
<td>SenDevice - connect to a sensor device on page 580</td>
</tr>
<tr>
<td>Write a sensor variable</td>
<td>WriteVar - Write variable on page 981</td>
</tr>
<tr>
<td>Configuration of sensor communication</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.158 RelTool - Make a displacement relative to the tool

Usage

RelTool (Relative Tool) is used to add a displacement and/or a rotation, expressed in the active tool coordinate system, to a robot position.

Basic examples

The following examples illustrate the function RelTool.

Example 1

\[ \text{MoveL RelTool (p1, 0, 0, 100), v100, fine, tool1; } \]

The robot is moved to a position that is 100 mm from \( p1 \) in the z direction of the tool.

Example 2

\[ \text{MoveL RelTool (p1, 0, 0, 0 \[Rz\] := 25), v100, fine, tool1; } \]

The tool is rotated 25° around its z-axis.

Return value

Data type: robtarget

The new position with the addition of a displacement and/or a rotation, if any, relative to the active tool.

Arguments

RelTool (Point Dx Dy Dz \[\Rx] \[\Ry] \[\Rz])

Note

The rotations will be performed in the following order if two or three rotations are specified at the same time:

1 rotation around the x axis
2 rotation around the new y axis
3 rotation around the new z axis

Point

Data type: robtarget

The input robot position. The orientation part of this position defines the current orientation of the tool coordinate system.

Dx

Data type: num

The displacement in mm in the x direction of the tool coordinate system.

Dy

Data type: num

The displacement in mm in the y direction of the tool coordinate system.

Continues on next page
2 Functions

2.158 RelTool - Make a displacement relative to the tool

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Continued

Dz

Data type: num

The displacement in mm in the z direction of the tool coordinate system.

[Rx]

Data type: num

The rotation in degrees around the x axis of the tool coordinate system.

[ Ry]

Data type: num

The rotation in degrees around the y axis of the tool coordinate system.

[Rz]

Data type: num

The rotation in degrees around the z axis of the tool coordinate system.

Syntax

```
RelTool '('
    [ Point ':'='] < expression (IN) of robtarget> ','
    [Dx ':='] <expression (IN) of num> ','
    [Dy ':='] <expression (IN) of num> ','
    [Dz ':='] <expression (IN) of num>
    ['" Rx ':'='] <expression (IN) of num> }
    ['" Ry ':'='] <expression (IN) of num> }
    ['" Rz ':'='] <expression (IN) of num> }
')'
```

A function with a return value of the data type robtarget.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position data</td>
<td>robtarget - Position data on page 1570</td>
</tr>
<tr>
<td>Mathematical instructions and functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.159 RemainingRetries - Remaining retries left to do

Usage

RemainingRetries is used to find out how many RETRY that is left to do from the error handler in the program. The maximum number of retries is defined in the configuration.

Basic examples

The following example illustrates the function RemainingRetries.

Example 1

```plaintext
...
ERROR
  IF RemainingRetries() > 0 THEN
    RETRY;
  ELSE
    TRYNEXT;
  ENDIF
...
```

This program will retry the instruction, in spite of the error, until the maximum number of retries is done and then try the next instruction.

Return value

Data type: num

The return value shows how many of the maximum number of retries that is left to do.

Syntax

RemainingRetries '(' ')'  

A function with a return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error handlers</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Resume execution after an error</td>
<td>RETRY - Resume execution after an error on page 516</td>
</tr>
<tr>
<td>Configure maximum number of retries</td>
<td>Technical reference manual - System parameters, section General RAPID</td>
</tr>
<tr>
<td>Reset the number of retries counted</td>
<td>ResetRetryCount - Reset the number of retries on page 512</td>
</tr>
</tbody>
</table>
2 Functions

2.160 RMQGetSlotName - Get the name of an RMQ client

Usage

RMQGetSlotName (RAPID Message Queue Get Slot Name) is used to get the slot name of an RMQ or an SDK client from a given slot identity - that is, from a given rmqslot.

Basic examples

The following example illustrates the function RMQGetSlotName.

Example 1

VAR rmqslot slot;
VAR string client_name;
RMQFindSlot slot, "RMQ_T_ROB1";
...
client_name := RMQGetSlotName(slot);
TPWrite "Name of the client: " + client_name;

The example illustrates how to get the name of a client using the identity of the client.

Return value

Data type: string

The name of the client is returned. This can be an RMQ name, or the name of a Robot Application Builder client using the RMQ functionality.

Arguments

RMQGetSlotName (Slot)

Slot

Data type: rmqslot

The identity slot number of the client to find the name.

Program execution

The instruction RMQGetSlotName is used to find the name of the client with the specified identity number specified in argument Slot. The client can be another RMQ, or an SDK client.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
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</tr>
</tbody>
</table>

Continues on next page
2.160  RMQGetSlotName - Get the name of an RMQ client

*FlexPendant Interface, PC Interface, or Multitasking*

**Syntax**

```plaintext
RMQGetSlotName '(
[ Slot ':-' ] < variable (VAR) of rmqslot > ')

A function with a return value of the data type string.
```

**Related information**

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2 Functions

2.161 RobName - Get the TCP robot name

RobName (Robot Name) is used to get the name of the TCP robot in some program task. If the task doesn’t control any TCP robot, this function returns an empty string.

Basic examples

The following example illustrates the function RobName.

See also More examples on page 1318.

Example 1

VAR string my_robot;
...
my_robot := RobName();
IF my_robot="" THEN
  TPWrite "This task does not control any TCP robot";
ELSE
  TPWrite "This task controls TCP robot with name " + my_robot;
ENDIF

Write to FlexPendant the name of the TCP robot which is controlled from this program task. If no TCP robot is controlled, write that the task controls no robot.

Return value

Data type: string

The mechanical unit name for the TCP robot that is controlled from this program task. Return empty string if no TCP robot is controlled.

More examples

More examples of how to use the instruction RobName are illustrated below.

Example 1

VAR string my_robot;
...
IF TaskRunRob() THEN
  my_robot := RobName();
  TPWrite "This task controls robot with name " + my_robot;
ENDIF

If this program task controls any TCP robot, write to FlexPendant the name of that TCP robot.

Syntax

    RobName '(' ')'

A function with a return value of the data type string.

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## 2 Functions

### 2.161 RobName - Get the TCP robot name

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2.162 RobOS - Check if execution is on RC or VC

**Usage**

RobOS (Robot Operating System) can be used to check if the execution is performed on Robot Controller RC or Virtual Controller VC.

**Basic examples**

The following example illustrates the function RobOS.

**Example 1**

```plaintext
IF RobOS() THEN
    ! Execution statements in RC
ELSE
    ! Execution statements in VC
ENDIF
```

**Return value**

**Data type:** bool

TRUE if execution runs on Robot Controller RC, FALSE otherwise.

**Syntax**

```
RobOS '"')("
```

A function with a return value of the data type bool.
2.163 Round - Round a numeric value

Usage

Round is used to round a numeric value to a specified number of decimals or to an integer value.

Basic examples

The following examples illustrate the function Round.

Example 1

VAR num val;
val := Round(0.3852138\Dec:=3);
The variable val is given the value 0.385.

Example 2

val := Round(0.3852138\Dec:=1);
The variable val is given the value 0.4.

Example 3

val := Round(0.3852138);
The variable val is given the value 0.

Example 4

val := Round(0.3852138\Dec:=6);
The variable val is given the value 0.385214.

Return value

Data type: num
The numeric value rounded to the specified number of decimals.

Arguments

 Round ( Val [\Dec])

Val

Value
Data type: num
The numeric value to be rounded.

[\Dec]

Decimals
Data type: num
Number of decimals.
If the specified number of decimals is 0 or if the argument is omitted, the value is rounded to an integer.
The number of decimals must not be negative or greater than the available precision for numeric values.
Max number of decimals that can be used is 6.

Continues on next page
2 Functions

2.163 Round - Round a numeric value

RobotWare - OS
Continued

Syntax

Round '('
  [ Val ':=' ] <expression (IN) of num>
  [ Dec ':=' <expression (IN) of num> ]')'

A function with a return value of the data type num.

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<td>Trunc - Truncates a numeric value on page 1397</td>
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</table>
2.164 RoundDnum - Round a numeric value

Usage
RoundDnum is used to round a numeric value to a specified number of decimals or to an integer value.

Basic examples
The following examples illustrate the function RoundDnum.

Example 1
VAR dnum val;
val := RoundDnum(0.3852138754655357\Dec:=3);
The variable val is given the value 0.385.

Example 2
val := RoundDnum(0.3852138754655357\Dec:=1);
The variable val is given the value 0.4.

Example 3
val := RoundDnum(0.3852138754655357);
The variable val is given the value 0.

Example 4
val := RoundDnum(0.3852138754655357\Dec:=15);
The variable val is given the value 0.385213875465536.

Example 5
val := RoundDnum(1000.3852138754655357\Dec:=15);
The variable val is given the value 1000.38521387547.

Return value
Data type: dnum
The numeric value rounded to the specified number of decimals.

Arguments
RoundDnum ( Val \[Dec])

Val
Value
Data type: dnum
The numeric value to be rounded.

\[Dec]
Decimals
Data type: num
Number of decimals.
If the specified number of decimals is 0 or if the argument is omitted, the value is rounded to an integer.
2 Functions

2.164 RoundDnum - Round a numeric value

RobotWare - OS

Continued

The number of decimals must not be negative or greater than the available precision for numeric values.

Max number of decimals that can be used is 15.

Syntax

\[ \text{RoundDnum} \left( \left[ \text{Val} \ ':=\ ' \right] \text{<expression (IN) of dnum>} \right) \left[ \text{\Dec} \ ':=\ ' \text{<expression (IN) of num}> \right] \) \]

A function with a return value of the data type dnum.

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</table>
2.165 RunMode - Read the running mode

Usage

RunMode (Running Mode) is used to read the current running mode of the program task.

Basic examples

The following example illustrates the function RunMode.

Example 1

```
IF RunMode() = RUN_CONT_CYCLE THEN
  ...
ENDIF
```

The program section is executed only for continuous or cycle running.

Return value

**Data type:** symnum

The current running mode is defined as described in the table below.

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RUN_UNDEF</td>
<td>Undefined running mode</td>
</tr>
<tr>
<td>1</td>
<td>RUN_CONT_CYCLE</td>
<td>Continuous or cycle running mode</td>
</tr>
<tr>
<td>2</td>
<td>RUN_INSTR_FWD</td>
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<td>Instruction backward running mode</td>
</tr>
<tr>
<td>4</td>
<td>RUN_SIM</td>
<td>Simulated running mode. Not yet released.</td>
</tr>
<tr>
<td>5</td>
<td>RUN_STEP_MOVE</td>
<td>Move instructions in forward running mode and logical instructions in continuous running mode</td>
</tr>
</tbody>
</table>

Arguments

`RunMode ( [ \Main ] )`

[ \Main ]

**Data type:** switch

Return current mode for the task if it is a motion task. If used in a non-motion task, it will return the current mode of the motion task that the non-motion task is connected to.

If this argument is omitted, the return value always mirrors the current running mode for the program task which executes the function RunMode.

Syntax

```
RunMode '('
  ["\Main"]'
)'
```

A function with a return value of the data type symnum.

Continues on next page
2 Functions

2.165 RunMode - Read the running mode

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2.166 SafetyControllerGetChecksum - Get the checksum for the user configuration file

Usage

SafetyControllerGetChecksum is used to get the safety controller checksum for the user configuration file.

Basic examples

The following example illustrates the function SafetyControllerGetChecksum.

Example 1

VAR string mystring;
...
mystring:=SafetyControllerGetChecksum();

Get the checksum for the user configuration file and store it in the variable mystring.

Return value

Data type: string

The checksum for the user configuration.

Syntax

SafetyControllerGetChecksum '(' ')'

A function with a return value of the data type string.

Related information

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2 Functions

2.167 SafetyControllerGetOpModePinCode - Get the operating mode pin code

SafeMove Basic, SafeMove Pro, PROFIsafe

2.167 SafetyControllerGetOpModePinCode - Get the operating mode pin code

Usage

SafetyControllerGetOpModePinCode is used to get the operating mode pin code for the keyless mode selector.

Basic examples

The following example illustrates the function SafetyControllerGetOpModePinCode.

Example 1

VAR string mystring;
...
mystring:=SafetyControllerGetOpModePinCode();

Get the operating mode pin code for the for the keyless mode selector and store it in the variable mystring.

Return value

Data type: string

The pin code for the for the keyless mode selector.

Syntax

SafetyControllerGetOpModePinCode '(' ')'

A function with a return value of the data type string.

Related information

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</table>
2.168 SafetyControllerGetSWVersion - Get the safety controller firmware version

Usage

SafetyControllerGetSWVersion is used to get the safety controller firmware version.

Basic examples

The following example illustrates the function SafetyControllerGetSWVersion.

Example 1

```plaintext
VAR string mystring;
...
mystring:=SafetyControllerGetSWVersion();
```

Get the safety controller firmware version and store it in the variable `mystring`.

Return value

Data type: string

The safety controller firmware version. A string with "VC" is returned if this function is used on the Virtual Controller.

Syntax

```
SafetyControllerGetSWVersion '( ' )'
```

A function with a return value of the data type `string`.

Related information

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2.169 SafetyControllerGetUserChecksum - Get the checksum for protected parameters

**SafetyMove Basic, SafetyMove Pro, PROFIsafe**

**2.169 SafetyControllerGetUserChecksum - Get the checksum for protected parameters**

**Usage**

SafetyControllerGetUserChecksum is used to get the safety controller checksum for the area with protected parameters in the user configuration file.

**Basic examples**

The following example illustrates the function SafetyControllerGetUserChecksum.

**Example 1**

```rml
VAR string mystring;
...
mystring:=SafetyControllerGetUserChecksum();
```

Get the checksum for the area with protected parameters in the user configuration file and store it in the variable `mystring`.

**Return value**

**Data type:** string

The checksum for the area with protected parameters.

**Syntax**

SafetyControllerGetUserChecksum '(' ')'

A function with a return value of the data type string.

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</table>
2.170 Sin - Calculates the sine value

Usage

Sin(Sine) is used to calculate the sine value from an angle value.

Basic examples

The following example illustrates the function Sin.

Example 1

```
VAR num angle;
VAR num value;
...
...
value := Sin(angle);
value will get the sine value of angle.
```

Return value

Data type: num
The sine value, range [-1, 1].

Arguments

Sin (Angle)

Angle

Data type: num
The angle value, expressed in degrees.

Syntax

```
Sin ('`
[Angle ':='] <expression (IN) of num> ')')
```
A function with a return value of the data type num.

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2.171 SinDnum - Calculates the sine value

RobotWare - OS

2.171 SinDnum - Calculates the sine value

Usage

\[ \text{SinDnum} (\text{Sine dnum}) \text{ is used to calculate the sine value from an angle value on data types dnum.} \]

Basic examples

The following example illustrates the function SinDnum.

Example 1

```
VAR dnum angle;
VAR dnum value;
...
...
value := SinDnum(angle);
value will get the sine value of angle.
```

Return value

Data type: dnum
The sine value, range \([-1, 1]\).

Arguments

**SinDnum (Angle)**

Angle

Data type: dnum
The angle value, expressed in degrees.

Syntax

```
\text{SinDnum} ('(' [Angle ':='] <expression \text{(IN) of dnum}> ')')
```

A function with a return value of the data type dnum.

Related information

<table>
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</table>
2.172 SocketGetStatus - Get current socket state

Usage

SocketGetStatus returns the current state of a socket.

Basic examples

The following example illustrates the function SocketGetStatus.

See also More examples on page 1333.

Example 1

VAR socketdev socket1;
VAR socketstatus state;
...
SocketCreate socket1;
state := SocketGetStatus( socket1 );

The socket status SOCKET_CREATED will be stored in the variable state.

Return value

Data type: socketstatus

The current state of the socket.

Only the predefined symbolic constants of type socketstatus can be used to check the state.

Arguments

SocketGetStatus( Socket )

Socket

Data type: socketdev

The socket variable which state is of interest.

Program execution

The function returns one of the following predefined states of socketstatus:

SOCKET_CREATED, SOCKET_CONNECTED, SOCKET_BOUND, SOCKET_LISTENING or SOCKET_CLOSED.

More examples

The following example illustrates the function SocketGetStatus.

Example 1

VAR socketstatus status;
VAR socketdev my_socket;
...
SocketCreate my_socket;
SocketConnect my_socket, "192.168.0.1", 1025;
! A lot of RAPID code
status := SocketGetStatus( my_socket );
!Check which instruction that was executed last, not the state of
!the socket

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2 Functions

2.172 SocketGetStatus - Get current socket state

Socket Messaging
Continued

IF status = SOCKET_CREATED THEN
  TPWrite "Instruction SocketCreate has been executed";
ELSEIF status = SOCKET_CLOSED THEN
  TPWrite "Instruction SocketClose has been executed";
ELSEIF status = SOCKET_BOUND THEN
  TPWrite "Instruction SocketBind has been executed";
ELSEIF status = SOCKET_LISTENING THEN
  TPWrite "Instruction SocketListen or SocketAccept has been executed";
ELSEIF status = SOCKET_CONNECTED THEN
  TPWrite "Instruction SocketConnect, SocketReceive or SocketSend has been executed";
ELSE
  TPWrite "Unknown socket status";
ENDIF

A client socket is created and connected to a remote computer. Before the socket is used in a SocketSend instruction the state of the socket is checked so that it is still connected.

Limitations

The state of a socket can only be changed by executing RAPID socket instruction. For example, if the socket is connected and later the connection is broken, this will not be reported by the SocketGetStatus function. Instead there will be an error returned when the socket is used in a SocketSend or SocketReceive instruction.

Syntax

SocketGetStatus '('
  [Socket ':='] <variable (VAR) of socketdev>'
)'

A function with a return value of the data type socketstatus.

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2.172 SocketGetStatus - Get current socket state

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2.173 SocketPeek - Test for the presence of data on a socket

Socket Messaging

2.173 SocketPeek - Test for the presence of data on a socket

Usage

SocketPeek is used to test for the presence of data on a socket. It returns the number of bytes that can be received on the specified socket.

Basic examples

The following example illustrates the function SocketPeek.

Example 1

```plaintext
VAR socketdev socket1;
VAR socketdev client_socket;
VAR num peek_value;
...
SocketCreate socket1;
SocketBind socket1, "192.168.0.1", 1025;
SocketListen socket1;
SocketAccept socket1, client_socket;
..  
peek_value := SocketPeek( client_socket );
IF peek_value >= 64 THEN 
  SocketReceive client_socket \Str := str_data \ReadNoOfBytes:=64;
  ..
ELSE
  ! Not enough data to receive. Do something else.
ENDIF
```

First a server socket is created and bound to port 1025 on the controller network address 192.168.0.1. Then SocketPeek is used to check if there are 64 bytes of data available to receive on the socket.

Return value

Data type: num
The number of bytes available on a specific socket.

Arguments

SocketPeek ( Socket )

Socket

Data type: socketdev
The socket variable which should be peeked.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
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<th>Cause of error</th>
</tr>
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<td>The socket is closed. Broken connection.</td>
</tr>
<tr>
<td>ERR_sock_not_bound</td>
<td>The socket has not been bound to an address. When using the type datagram protocol UDP/IP.</td>
</tr>
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2.173  SocketPeek - Test for the presence of data on a socket

Socket Messaging

Continued

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<tr>
<th>Name</th>
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</thead>
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<tr>
<td>ERR_SOCK_NOT_CONN</td>
<td>The socket is not connected</td>
</tr>
</tbody>
</table>

Limitations

All sockets are closed after power fail restart. This problem can be handled by error recovery.

The maximum size of data that can be received in one call is limited to 1024 bytes. Therefore the max value that can be returned from SocketPeek is 1024.

Syntax

```
SocketPeek '('
  [Socket ':='] <variable (VAR) of socketdev>')'
```

A function with a return value of the data type num.

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## 2 Functions

### 2.174 Sqrt - Calculates the square root value

**Usage**

Sqrt (Square root) is used to calculate the square root value.

**Basic examples**

The following example illustrates the function Sqrt.

**Example 1**

```plaintext
VAR num x_value;
VAR num y_value;
...
... 
y_value := Sqrt(x_value);
```

Y-value will get the square root value of x_value, that is, \(\sqrt{x_{value}}\).

**Return value**

**Data type:** num

The square root value (√).

**Arguments**

Sqrt (Value)

**Value**

**Data type:** num

The argument value for square root, that is, \(\sqrt{value}\).

Value needs to be \(\geq 0\).

**Limitations**

The execution of the function Sqrt(x) will give an error if \(x < 0\).

**Syntax**

Sqrt ('('

[Value ':='] <expression (IN) of num> ')

A function with a return value of the data type num.

**Related information**

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2.175 SqrtDnum - Calculates the square root value

Usage

SqrtDnum (*Square root dnum*) is used to calculate the square root value.

Basic examples

The following example illustrates the function SqrtDnum.

Example 1

```plaintext
VAR dnum x_value;
VAR dnum y_value;
...
...
y_value := SqrtDnum(x_value);
```

*y_value* will get the square root value of *x_value*, that is, $\sqrt{x_value}$.

Return value

**Data type:** dnum

The square root value ($\sqrt{\cdot}$).

Arguments

**SqrtDnum (Value)**

**Value**

*Data type:* dnum

The argument value for square root, that is, $\sqrt{\cdot}$.

Value needs to be $\geq 0$.

Limitations

The execution of the function *Sqrt (x)* will give an error if $x < 0$.

Syntax

```plaintext
SqrtDnum '('
[ Value ':='] < expression (IN) of dnum > ')
```

A function with a return value of the data type dnum.

Related information

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2.176 STCalcForce - Calculate the tip force for a Servo Tool

Servo tool control

STCalcForce is used to calculate the tip force for a Servo Tool. This function is used, for example, to find the max allowed tip force for a servo tool.

Basic examples

The following example illustrates the function STCalcForce.

Example 1

VAR num tip_force;
    tip_force := STCalcForce(gun1, 7);
Calculate the tip force when the desired motor torque is 7 Nm.

Return value

Data type: num
The calculated tip force [N].

Arguments

STCalcForce ToolName MotorTorque

ToolName

Data type: string
The name of the mechanical unit.

MotorTorque

Data type: num
The desired motor torque [Nm].

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

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<th>Cause of error</th>
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<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
</tbody>
</table>

Syntax

STCalcForce (''
[ ToolName ':=' ] < expression (IN) of string > ','
[ MotorTorque ':=' ] < expression (IN) of num > ';;'
A function with a return value of the data type num.

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2 Functions

2.177 STCalcTorque - Calculate the motor torque for a servo tool

Servo tool control

2.177 STCalcTorque - Calculate the motor torque for a servo tool

Usage

STCalcTorque is used to calculate the motor torque for a Servo Tool. This function is used, for example, when a force calibration is performed.

Basic examples

The following example illustrates the function STCalcTorque.

Example 1

VAR num curr_motortorque;
curr_motortorque := STCalcTorque( gun1, 1000);
Calculates the motor torque when the desired tip force is 1000 N.

Return value

Data type: num
The calculated motor torque [Nm].

Arguments

STCalcTorque ToolName TipForce

ToolName

Data type: string
The name of the mechanical unit.

TipForce

Data type: num
The desired tip force [N].

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>ERR_NO SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
</tbody>
</table>

Syntax

STCalcTorque '('

[ ToolName ':=' ] < expression (IN) of string > ','
[ TipForce ':=' ] < expression (IN) of num > ';

A function with a return value of the data type num.

Related information

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## 2 Functions

### 2.177 STCalcTorque - Calculate the motor torque for a servo tool

**Servo tool control**

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2 Functions

2.178 STIsCalib - Tests if a servo tool is calibrated

Servo Tool Control

2.178 STIsCalib - Tests if a servo tool is calibrated

Usage

STIsCalib is used to test if a servo tool is calibrated - that is, check if the gun tips are calibrated or synchronized.

Basic examples

The following examples illustrate the function STIsCalib.

Example 1

IF STIsCalib(gun1\sguninit) THEN
...
ELSE
  !Start the gun calibration
  STCalib gun1\TipChg;
ENDIF

Example 2

IF STIsCalib(gun1\sgunsynch) THEN
...
ELSE
  !Start the gun calibration to synchronize the gun position with the revolution counter
  STCalib gun1\ToolChg;
ENDIF

Return value

Data type: bool

TRUE if the tested tool is calibrated - that is, the distance between the tool tips is calibrated, or if the tested tool is synchronized - that is, the position of the tool tips is synchronized with the revolution counter of the tool.

FALSE if the tested tool is not calibrated or synchronized.

Arguments

STIsCalib ToolName [\sguninit] | [\sgunsynch]

ToolName

Data type: string

The name of the mechanical unit.

[ \sguninit ]

Data type: switch

This argument is used to check if the gun position is initialized and calibrated.

[ \sgunsynch ]

Data type: switch

This argument is used to check if the gun position is synchronized with the revolution counter.

Continues on next page
### Syntax

\[
\text{STIsCalib} \left(\right.
\begin{array}{l}
\left[ \text{ToolName} \right. := \left. \right] \text{< expression (IN) of string >}
\left[ \left. \backslash \text{sgunit} \right] \right| \left[ \backslash \text{sgunsynch} \right. \right)
\end{array}
\right)
\]

A function with a return value of the data type bool.

### Related information

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2 Functions

2.179 STIsClosed - Tests if a servo tool is closed

Servo Tool Control

2.179 STIsClosed - Tests if a servo tool is closed

Usage

STIsClosed is used to test if a servo tool is closed.

Basic examples

The following examples illustrate the function STIsClosed.

Example 1

IF STIsClosed(gun1) THEN
    !Start the weld process
    Set weld_start;
ELSE
    ...
ENDIF

Check if the gun is closed or not.

Example 2

STClose "sgun", 1000, 3 \Conc;
WHILE NOT(STIsClosed("sgun"\RetThickness:=thickness)) DO
    WaitTime 0.1;
ENDWHILE

    IF thickness > max_thickness THEN...

Start to close the gun named sgun. Continue immediately with the next instruction in which the program waits for the gun to be closed. Read the achieved thickness value when the instruction STIsClosed has returned TRUE.

Example 3

Examples of non valid combinations:

STClose "sgun", 1000, 3 \RetThickness:=thickness \Conc;
WHILE NOT(STIsClosed("sgun"\RetThickness:=thickness_2)) DO;
    ...

Close the gun. The parameter thickness will not hold any valid value since the \Conc switch is used. Wait until the gun is closed. When the gun is closed and STIsClosed returns TRUE, the parameter thickness_2 will hold a valid value since the \Conc switch was used for the STClose.

STClose "sgun", 1000, 3 \RetThickness:=thickness;
WHILE NOT(STIsClosed("sgun"\RetThickness:=thickness_2)) DO;
    ...

Close the gun. The parameter thickness will hold a valid value when the gun has been closed since the \Conc switch is not used. The parameter thickness_2 will not hold any valid value since the \Conc switch was not used in the STClose instruction.

Return value

Data type: bool

TRUE if the tested tool is closed, that is, the desired tip force is achieved.

Continues on next page
FALSE if the tested tool is not closed.

**Arguments**

STIsClosed ToolName [\RetThickness]

**ToolName**

*Data type: string*

The name of the mechanical unit.

[\RetThickness]

*Data type: num*

The achieved thickness [mm].

**NOTE! Only valid if \Conc has been used in a preceding STClose instruction.**

**Syntax**

STIsClosed '('

[ ToolName ':=' ] < expression (IN) of string > ')

[\'\' RetThickness ':=' < variable or persistent (INOUT) of num > ] ')

A function with a return value of the data type bool.

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2.180 STIsIndGun - Tests if a servo tool is in independent mode

Servo Tool Control

2.180 STIsIndGun - Tests if a servo tool is in independent mode

Usage

STIsIndGun is used to test if a servo tool is in independent mode.

Basic examples

The following example illustrates the function STIsIndGun.

Example 1

IF STIsIndGun(gun1) THEN
    ! Start the gun calibration
    STCalib gun1\TipChg;
ELSE
    ...
ENDIF

Return value

Data type: bool

TRUE if the tested tool is in independent mode - that is, the gun can be moved independently of the robot movements.

FALSE if the tested tool is not in independent mode.

Arguments

STIsIndGun ToolName

ToolName

Data type: string

The name of the mechanical unit.

Syntax

STIsIndGun '(' [ ToolName ':=' ] < expression (IN) of string > ')

A function with a return value of the data type bool.

Related information

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2.181 STIsOpen - Tests if a servo tool is open

Usage

STIsOpen is used to test if a servo tool is open.

Basic examples

The following examples illustrate the function STIsOpen.

Example 1

```plaintext
IF STIsOpen(gun1) THEN
   !Start the motion
   MoveL ...
ELSE
   ...
ENDIF
```

Check if the gun is open or not.

Example 2

```plaintext
STCalib "sgun" \TipWear \Conc;
WHILE NOT(STIsOpen("sgun") \RetTipWear:=tipwear \RetPosAdj:=posadj) DO;
   WaitTime 0.1;
ENDWHILE
IF tipwear > 20...
IF posadj > 25...
Perform a tip wear calibration. Wait until the gun sgun is open. Read the tip wear and positional adjustment values.
```

Example 3

Examples of non valid combinations:

```plaintext
STCalib "sgun" \TipWear \RetTipWear:=tipwear_1 \Conc;
WHILE NOT(STIsOpen("sgun") \RetTipWear:=tipwear_2) DO;
   WaitTime 0.1;
ENDWHILE
```

Start a tip wear calibration. The parameter tipwear_1 will not hold any valid value since the \Conc switch is used. When the calibration is ready and the STIsOpen returns TRUE, the parameter tipwear_2 will hold a valid value.

```plaintext
STCalib "sgun" \TipWear \RetTipWear:=tipwear_1;

WHILE NOT(STIsOpen("sgun") \RetTipWear:=tipwear_2) DO;
   WaitTime 0.1;
ENDWHILE
```

Perform a tip wear calibration. The parameter tipwear_1 will hold a valid value since the \Conc switch is not used. When STIsOpen returns TRUE, the parameter
2 Functions

2.181 STIsOpen - Tests if a servo tool is open

Servo Tool Control

Continued

Return value

Data type: bool

TRUE if the tested tool is open, that is, the tool arm is in the programmed open position.

FALSE if the tested tool is not open.

Arguments

STIsOpen ToolName [\RetTipWear] [\RetPosAdj]

ToolName

Data type: string

The name of the mechanical unit.

[\RetTipWear]

Data type: num

The achieved tip wear [mm].

NOTE! Only valid if \Conc has been used in a preceding STCalib instruction and if STIsOpen returns TRUE.

[\RetPosAdj]

Data type: num

The positional adjustment since the last calibration [mm].

NOTE! Only valid if \Conc has been used in a preceding STCalib instruction and if STIsOpen returns TRUE.

Syntax

STIsOpen '('
    [ ToolName ':= ' ] < expression (IN) of string > ')
    ['\' RetTipWear ':= ' < variable or persistent(INOUT) of num > ]
    ['
    ['\' RetPosAdj ':= ' < variable or persistent(INOUT) of num > ]
A function with a return value of the data type bool.

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<td>STIsClosed - Tests if a servo tool is closed on page 1346</td>
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2.182 StrFind - Searches for a character in a string

Usage

StrFind (String Find) is used to search in a string, starting at a specified position, for a character that belongs to a specified set of characters.

Basic examples

The following example illustrates the function StrFind.

Example 1

VAR num found;
found := StrFind("Robotics",1,"aeiou");
The variable found is given the value 2.
found := StrFind("Robotics",1,"aeiou\NotInSet");
The variable found is given the value 1.
found := StrFind("IRB 6700",1,STR_DIGIT);
The variable found is given the value 5.
found := StrFind("IRB 6700",1,STR_WHITE);
The variable found is given the value 4.

Return value

Data type: num
The character position of the first character at or past the specified position that belongs to the specified set. If no such character is found, string length +1 is returned.

Arguments

StrFind (Str ChPos Set [\NotInSet])

Str

String
Data type: string
The string to search in.

ChPos

Character Position
Data type: num
Start character position.

Set

Data type: string
Set of characters to test against. See also Predefined data on page 1352.

[\NotInSet]

Data type: switch
Search for a character not in the set of characters presented in Set.

Continues on next page
2 Functions

2.182 StrFind - Searches for a character in a string

RobotWare - OS
Continued

Syntax

StrFind '('
   [Str ':='] <expression (IN) of string>','
   [ChPos ':='] <expression (IN) of num>','
   [Set ':='] <expression (IN) of string>
   ["' NotInSet']')'

A function with a return value of the data type num.

Predefined data

A number of predefined string constants are available in the system and can be used together with string functions.

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<thead>
<tr>
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<th>Character set</th>
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</table>
| STR_DIGIT  | <digit>::=
|            | 0|1|2|3|4|5|6|7|8|9     |
| STR_UPPER  | <uppercase letter>::=
|            | A|B|C|D|E|F|G|H|I|J     |
|            | |K|L|M|N|O|P|Q|R|S|T     |
|            | |U|V|W|X|Y|Z|Å|Ä|Å|Ä     |
|            | |Á|Æ|Ç|È|É|Ê|Ë|Ì|Í|Í     |
|            | |Ì|Ì|Í|Í|Ó|Ó|Ó|Ó|Ø|Ø     |
|            | |Ú|Ú|Ú|Ú|2|3)     |
| STR_LOWER  | <lowercase letter>::=
|            | a|b|c|d|e|f|g|h|i|j     |
|            | |k|l|m|n|o|p|q|r|s|t     |
|            | |u|v|w|x|y|z|å|ã|á|ã     |
|            | |ã|æ|ø|é|ê|ë|î|í|í     |
|            | |ì|ì|í|í|ó|ó|ó|ó|ö|ö     |
|            | |ù|ú|ù|ù|2|3)d|y)     |
| STR_WHITE  | <blank character>::=                   |

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# 2 Functions

## 2.183 StrFormat - Format a string

### Usage

StrFormat is used to format a text string.

### Basic examples

The following example illustrates the function StrFormat:

**Example 1**

```plaintext
VAR string text1 := "This is a \{1\} and this is \{2\};
...
TPWrite StrFormat(text1 \Arg1:="robot" \Arg2:="fast");
```

The strings used in optional arguments \Arg1 and \Arg2 will replace \{1\} and \{2\}. The result will then be:

```
This is a robot and this is fast
```

### Return value

**Data type:** string

### Arguments


**Text**

Data type: string

The string to format.

**[\Arg1]**

Data type: string

If the string contains \{1\}, the \{1\} is replaced with the string used in this argument.

**[\Arg2]**

Data type: string

If the string contains \{2\}, the \{2\} is replaced with the string used in this argument.

**[\Arg3]**

Data type: string

If the string contains \{3\}, the \{3\} is replaced with the string used in this argument.

**[\Arg4]**

Data type: string

If the string contains \{4\}, the \{4\} is replaced with the string used in this argument.

**[\Arg5]**

Data type: string

If the string contains \{5\}, the \{5\} is replaced with the string used in this argument.

**[\Arg6]**

Data type: string

Continues on next page
If the string contains \{6\}, the \{6\} is replaced with the string used in this argument.

Limitations

The total string length in RAPID is 80. This is the same for all inputs as result of the function.

Syntax

```
StrFormat
[Text ':='] <expression (IN) of string>
['\' Arg1 ':=' <expression (IN) of string>]
['\' Arg2 ':=' <expression (IN) of string>]
['\' Arg3 ':=' <expression (IN) of string>]
['\' Arg4 ':=' <expression (IN) of string>]
['\' Arg5 ':=' <expression (IN) of string>]
['\' Arg6 ':=' <expression (IN) of string>]]'
```

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</table>
2.184 StrLen - Gets the string length

**Usage**

StrLen (*String Length*) is used to find the current length of a string.

**Basic examples**

The following example illustrates the function StrLen.

**Example 1**

```plaintext
VAR num len;
len := StrLen("Robotics");
```

The variable `len` is given the value 8.

**Return value**

Data type: num

The number of characters in the string (>=0).

**Arguments**

StrLen (Str)

**Str**

*String*

Data type: string

The string in which the number of characters is to be counted.

**Syntax**

```plaintext
StrLen '('
    [Str ':='] <expression (IN) of string>'
'  
A function with a return value of the data type num.
```

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<td><em>Technical reference manual - RAPID Instructions, Functions and Data types</em></td>
</tr>
</tbody>
</table>
2 Functions

2.185 StrMap - Maps a string

Usage

StrMap (String Mapping) is used to create a copy of a string in which all characters are translated according to a specified mapping.

Basic examples

The following examples illustrate the function StrMap.

Example 1

VAR string str;
str := StrMap("Robotics","aeiou","AEIOU");
The variable str is given the value ROBotIcs.

Example 2

str := StrMap("Robotics",STR_LOWER, STR_UPPER);
The variable str is given the value ROBOTICS.

Return value

Data type: string
The string created by translating the characters in the specified string, as specified by the "from" and "to" strings. Each character from the specified string that is found in the "from" string is replaced by the character at the corresponding position in the "to" string. Characters for which no mapping is defined are copied unchanged to the resulting string.

Arguments

StrMap ( Str FromMap ToMap)

Str

String
Data type: string
The string to translate.

FromMap

Data type: string
Index part of mapping. See also Predefined data on page 1357.

ToMap

Data type: string
Value part of mapping. See also Predefined data on page 1357.

Syntax

StrMap '('
[ Str ':= ' ] <expression (IN) of string> ','
[ FromMap ':= ' ] <expression (IN) of string> ','
[ ToMap ':= ' ] <expression (IN) of string> ')
A function with a return value of the data type string.
Predefined data

A number of predefined string constants are available in the system and can be used together with string functions.

<table>
<thead>
<tr>
<th>Name</th>
<th>Character set</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR_DIGIT</td>
<td>&lt;digit&gt; ::=</td>
</tr>
<tr>
<td></td>
<td>0</td>
</tr>
<tr>
<td>STR_UPPER</td>
<td>&lt;uppercase letter&gt; ::=</td>
</tr>
<tr>
<td></td>
<td>A</td>
</tr>
<tr>
<td></td>
<td>K</td>
</tr>
<tr>
<td></td>
<td>U</td>
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<tr>
<td></td>
<td>Ì</td>
</tr>
<tr>
<td>STR_LOWER</td>
<td>&lt;lowercase letter&gt; ::=</td>
</tr>
<tr>
<td></td>
<td>a</td>
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<td>à</td>
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<tr>
<td></td>
<td>Í</td>
</tr>
<tr>
<td>STR_WHITE</td>
<td>&lt;blank character&gt; ::=</td>
</tr>
</tbody>
</table>

Related information

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</tr>
<tr>
<td>String values</td>
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</tr>
</tbody>
</table>
2.186 StrMatch - Search for pattern in string

Usage

StrMatch (String Match) is used to search in a string, starting at a specified position, for a specified pattern.

Basic examples

The following example illustrates the function StrMatch.

Example 1

VAR num found;

found := StrMatch("Robotics",1,"bo");

The variable found is given the value 3.

Return value

Data type: num

The character position of the first substring, at or past the specified position, that is equal to the specified pattern string. If no such substring is found, string length +1 is returned.

Arguments

StrMatch (Str ChPos Pattern)

Str

String

Data type: string

The string to search in.

ChPos

Character Position

Data type: num

Start character position.

Pattern

Data type: string

Pattern string to search for.

Syntax

StrMatch '('

[ Str ':='] <expression (IN) of string> ','

[ ChPos ':='] <expression (IN) of num> ','

[ Pattern ':='] <expression (IN) of string> ')

A function with a return value of the data type num.

Continues on next page
Related information

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<th>See</th>
</tr>
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<tbody>
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<tr>
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<tr>
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</table>
2 Functions

2.187 StrMemb - Checks if a character belongs to a set

RobotWare - OS

2.187 StrMemb - Checks if a character belongs to a set

Usage

StrMemb (String Member) is used to check whether a specified character in a string belongs to a specified set of characters.

Basic examples

The following example illustrates the function StrMemb.

Example 1

VAR bool memb;
  memb := StrMemb("Robotics",2,"aeiou");
  The variable memb is given the value TRUE, as o is a member of the set "aeiou".
  memb := StrMemb("Robotics",3,"aeiou");
  The variable memb is given the value FALSE, as b is not a member of the set "aeiou".
  memb := StrMemb("S-721 68 VÄSTERÅS",3,STR_DIGIT);
  The variable memb is given the value TRUE, as 7 is a member of the set STR_DIGIT.

Return value

Data type: bool
TRUE if the character at the specified position in the specified string belongs to the specified set of characters.
FALSE if the character is not belonging to the specified set, or if ChPos position is outside the string (Str).

Arguments

StrMemb (Str ChPos Set)

Str

String
Data type: string
The string to check in.

ChPos

Character Position
Data type: num
The character position to check.

Set

Data type: string
Set of characters to test against.

Continues on next page
**Predefined data**

A number of predefined string constants are available in the system and can be used together with string functions.

<table>
<thead>
<tr>
<th>Name</th>
<th>Character set</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR_DIGIT</td>
<td><code>&lt;digit&gt;</code> ::= 0</td>
</tr>
<tr>
<td>STR_UPPER</td>
<td><code>&lt;uppercase letter&gt;</code> ::= A</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
<td></td>
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<td></td>
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<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>STR_LOWER</td>
<td><code>&lt;lower case letter&gt;</code> ::= a</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>STR_WHITE</td>
<td><code>&lt;blank character&gt;</code> ::=</td>
</tr>
</tbody>
</table>

**Syntax**

```
StrMemb '('
  [ Str ' := ' ] <expression (IN) of string> ',',
  [ ChPos ' := ' ] <expression (IN) of num> ',',
  [ Set ' := ' ] <expression (IN) of string> ')
```

A function with a return value of the data type `bool`.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
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</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>String values</td>
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</tr>
</tbody>
</table>
2 Functions

2.188 StrOrder - Checks if strings are ordered

Usage

StrOrder (String Order) compares two strings (character by character) and returns a boolean indicating whether the two strings are in order according to a specified character ordering sequence.

Basic examples

The following examples illustrate the function StrOrder.

Example 1

VAR bool le;
le := StrOrder("FIRST","SECOND",STR_UPPER);
The variable le is given the value TRUE, because "F" comes before "S" in the character ordering sequence STR_UPPER.

Example 2

VAR bool le;
le := StrOrder("FIRST","FIRSTB",STR_UPPER);
The variable le is given the value TRUE, because "FIRSTB" has an additional character in the character ordering sequence (no character compared to "B").

Example 3

VAR bool le;
le := StrOrder("FIRSTB","FIRST",STR_UPPER);
The variable le is given the value FALSE, because "FIRSTB" has an additional character in the character ordering sequence ("B" compared to no character).

Return value

Data type: bool
TRUE if the first string comes before the second string (Str1 <= Str2) when characters are ordered as specified.
Characters that are not included in the defined ordering are all assumed to follow the present ones.

Arguments

StrOrder ( Str1 Str2 Order)

Str1

String 1
Data type: string
First string value.

Str2

String 2

Continues on next page
**Data type:** `string`  
Second string value.

**Order**

**Data type:** `string`  
Sequence of characters that define the ordering. See also *Predefined data on page 1363.*

---

**Predefined data**

A number of predefined string constants are available in the system and can be used together with string functions.

<table>
<thead>
<tr>
<th>Name</th>
<th>Character set</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR_DIGIT</td>
<td><code>&lt;digit&gt;</code> ::= 0</td>
</tr>
<tr>
<td>STR_UPPER</td>
<td><code>&lt;uppercase letter&gt;</code> ::= A</td>
</tr>
<tr>
<td></td>
<td>K</td>
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<tr>
<td></td>
<td>U</td>
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<tr>
<td></td>
<td>Æ</td>
</tr>
<tr>
<td>STR_LOWER</td>
<td><code>&lt;lowercase letter&gt;</code> ::= a</td>
</tr>
<tr>
<td></td>
<td>k</td>
</tr>
<tr>
<td></td>
<td>u</td>
</tr>
<tr>
<td></td>
<td>Æ</td>
</tr>
<tr>
<td>STR_WHITE</td>
<td><code>&lt;blank character&gt;</code> ::=</td>
</tr>
</tbody>
</table>

**Syntax**

```
StrOrder '('
[ Str1 ':=' ] <expression (IN) of string> ','
[ Str2 ':=' ] <expression (IN) of string> ','
[ Order ':=' ] <expression (IN) of string> ')'
```

A function with a return value of the data type `bool`.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
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</tbody>
</table>
2 Functions

2.189 StrPart - Finds a part of a string

Usage

StrPart (String Part) is used to find a part of a string, as a new string.

Basic examples

The following example illustrates the function StrPart.

Example 1

VAR string part;
part := StrPart("Robotics",1,5);
The variable part is given the value "Robot".

Return value

Data type: string
The substring of the specified string which has the specified length and starts at
the specified character position.

Arguments

StrPart (Str ChPos Len)

Str

String
Data type: string
The string in which a part is to be found.

ChPos

Character Position
Start character position. A runtime error is generated if the position is outside the
string.

Len

Length
Data type: num
Length of string part. A runtime error is generated if the length is negative or greater
than the length of the string, or if the substring is (partially) outside the string.

Syntax

StrPart '('
[ Str ':= ' ] <expression (IN) of string> ','
[ ChPos ':= ' ] <expression (IN) of num> ','
[ Len ':= ' ] <expression (IN) of num> ')' 

A function with a return value of the data type string.

Related information

<table>
<thead>
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</thead>
<tbody>
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### 2.189 StrPart - Finds a part of a string

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<td>String values</td>
<td><em>Technical reference manual - RAPID Overview</em></td>
</tr>
</tbody>
</table>
2 Functions

2.190 StrSize - Gets the string size

Usage

StrSize (String Size) is used to find the current size of a string.

Basic examples

The following example illustrates the function StrSize.

Example 1

VAR num size;
size := StrSize("Robotics");
The variable size is given the value 8.

Return value

Data type: num
The number of bytes in the string (>=0).

Arguments

StrSize (Str)

Str

String
Data type: string
The string in which the number of bytes is to be counted.

Syntax

StrSize '( '<expression (IN) of string> ')' A function with a return value of the data type num.

Related information

<table>
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<tr>
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<th>See</th>
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</thead>
<tbody>
<tr>
<td>Strlen</td>
<td>StrLen - Gets the string length on page 1355</td>
</tr>
<tr>
<td>String functions</td>
<td>Technical reference manual - RAPID Instructions, Functions and Data types</td>
</tr>
<tr>
<td>Definition of string</td>
<td>string - Strings on page 1594</td>
</tr>
<tr>
<td>String values</td>
<td>Technical reference manual - RAPID Instructions, Functions and Data types</td>
</tr>
</tbody>
</table>
2.191 StrToByte - Converts a string to a byte data

Usage

StrToByte (String To Byte) is used to convert a string with a defined byte data format into a byte data.

Basic examples

The following example illustrates the function StrToByte.

Example 1

```plaintext
VAR string con_data_buffer{5} := ["10", "AE", "176", "00001010", "A"];
VAR byte data_buffer{5};
data_buffer{1} := StrToByte(con_data_buffer{1});

The content of the array component data_buffer{1} will be 10 decimal after the StrToByte ... function.
data_buffer{2} := StrToByte(con_data_buffer{2}\Hex);

The content of the array component data_buffer{2} will be 174 decimal after the StrToByte ... function.
data_buffer{3} := StrToByte(con_data_buffer{3}\Okt);

The content of the array component data_buffer{3} will be 126 decimal after the StrToByte ... function.
data_buffer{4} := StrToByte(con_data_buffer{4}\Bin);

The content of the array component data_buffer{4} will be 10 decimal after the StrToByte ... function.
data_buffer{5} := StrToByte(con_data_buffer{5}\Char);

The content of the array component data_buffer{5} will be 65 decimal after the StrToByte ... function.
```

Return value

Data type: byte
The result of the conversion operation in decimal representation.

Arguments

StrToByte (ConStr [\Hex] | [\Okt] | [\Bin] | [\Char])

ConStr

Convert String
Data type: string
The string data to be converted.
If the optional switch argument is omitted, the string to be converted has decimal (Dec) format.

[\Hex]

Hexadecimal
Data type: switch
2 Functions

2.191 StrToByte - Converts a string to a byte data

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Continued

The string to be converted has hexadecimal format.

\[\text{Okt}\]

Octal
Data type: switch
The string to be converted has octal format.

\[\text{Bin}\]

Binary
Data type: switch
The string to be converted has binary format.

\[\text{Char}\]

Character
Data type: switch
The string to be converted has ASCII character format.

Limitations

Depending on the format of the string to be converted, the following string data is valid:

<table>
<thead>
<tr>
<th>Format</th>
<th>String length</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dec .....: '0' - '9'</td>
<td>3</td>
<td>&quot;0&quot; - &quot;255&quot;</td>
</tr>
<tr>
<td>Hex .....: '0' - '9', 'a' - 'f', 'A' - 'F'</td>
<td>2</td>
<td>&quot;0&quot; - &quot;FF&quot;</td>
</tr>
<tr>
<td>Okt .....: '0' - '7'</td>
<td>3</td>
<td>&quot;0&quot; - &quot;377&quot;</td>
</tr>
<tr>
<td>Bin .....: '0' - '1'</td>
<td>8</td>
<td>&quot;0&quot; - &quot;11111111&quot;</td>
</tr>
<tr>
<td>Char .....: Any ASCII character</td>
<td>1</td>
<td>One ASCII char</td>
</tr>
</tbody>
</table>

RAPID character codes (for example, “07” for BEL control character) can be used as arguments in ConStr.

Syntax

\[
\text{StrToByte } (\text{ConStr ':=' } <\text{expression } (\text{IN}) \text{ of string}>)
\]

RANAN character codes (for example, “07” for BEL control character) can be used as arguments in ConStr.

\[
[
\text{\' Hex\} | [\text{\' Okt\} | [\text{\' Bin\} | [\text{\' Char\}
\']}
\]

A function with a return value of the data type byte.

Related information

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<td>ByteToStr - Converts a byte to a string data on page 1062</td>
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<td>Other bit (byte) functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Other string functions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
2.192 StrToVal - Converts a String to a Value

Usage

StrToVal (String To Value) is used to convert a string to a value of any data type.

Basic examples

The following example illustrates the function StrToVal.

See also More examples on page 1369.

Example 1

```plaintext
VAR bool ok;
VAR num nval;
ok := StrToVal("3.85", nval);
```

The variable ok is given the value TRUE and nval is given the value 3.85.

Return value

Data type: bool

TRUE if the requested conversion succeeded, FALSE otherwise.

Arguments

StrToVal (Str Val)

Str

String

Data type: string

A string value containing literal data with format corresponding to the data type used in argument Val. Valid format as for RAPID literal aggregates.

Val

Value

Data type: anytype

Name of the variable or persistent of any data type for storage of the result from the conversion.

All type of value data with structure atomic, record, record component, array or array element can be used. The data is unchanged if the requested conversion failed because the format don't correspond to the data used in argument Str.

More examples

More examples of the function StrToVal are illustrated below.

Example 1

```plaintext
VAR string str15 := ";600, 500, 225.3];
VAR bool ok;
VAR pos pos15;
ok := StrToVal(str15, pos15);
```

Continues on next page
2 Functions

2.192 StrToVal - Converts a string to a value

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Continued

The variable `ok` is given the value `TRUE` and the variable `pos15` is given the value that are specified in the string `str15`.

Syntax

```
StrToVal '('
    [ Str ':=' ] <expression (IN) of string> ','
    [ Val ':=' ] <var or pers (INOUT) of anytype>
')'
```

A function with a return value of the data type `bool`.

Related information

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</thead>
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<td><code>Technical reference manual - RAPID Overview</code></td>
</tr>
<tr>
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<td><code>string - Strings on page 1594</code></td>
</tr>
<tr>
<td>String values</td>
<td><code>Technical reference manual - RAPID Overview</code></td>
</tr>
</tbody>
</table>
2.193 Tan - Calculates the tangent value

Usage

Tan (Tangent) is used to calculate the tangent value from an angle value.

Basic examples

The following example illustrates the function Tan.

Example 1

VAR num angle;
VAR num value;
...
...
value := Tan(angle);
value will get the tangent value of angle.

Return value

Data type: num
The tangent value.

Arguments

Tan (Angle)

Angle

Data type: num
The angle value, expressed in degrees.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TAN_DEGREES_NOTVAL</td>
<td>Angle 90 and 270 degrees is undefined for tan().</td>
</tr>
</tbody>
</table>

Syntax

Tan '()'  [Angle ':='] <expression (IN) of num> ')

A function with a return value of the data type num.

Related information

<table>
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<tr>
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</thead>
<tbody>
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<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Arc tangent with return value in the range [-180,180]</td>
<td>ATan2 - Calculates the arc tangent2 value on page 1032</td>
</tr>
</tbody>
</table>
2 Functions

2.194 TanDnum - Calculates the tangent value

Usage

TanDnum (Tangent) is used to calculate the tangent value from an angle value on data types dnum.

Basic examples

The following example illustrates the function TanDnum.

Example 1

VAR dnum angle;
VAR dnum value;
...
...
value := TanDnum(angle);
value will get the tangent value of angle.

Return value

Data type: dnum
The tangent value.

Arguments

TanDnum (Angle)

Angle

Data type: dnum
The angle value, expressed in degrees.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TAN_DEGREES_NOTVAL</td>
<td>Angle 90 and 270 degrees is undefined for tan().</td>
</tr>
</tbody>
</table>

Syntax

TanDnum '('
[Angle ':='] <expression (IN) of dnum>
')'

A function with a return value of the data type dnum.

Related information

For information about | See
Mathematical instructions and functions | Technical reference manual - RAPID Overview
Arc tangent with return value in the range [-180,180] | ATan2Dnum - Calculates the arc tangent2 value on page 1033
2.195 TaskRunMec - Check if task controls any mechanical unit

Usage

TaskRunMec is used to check if the program task controls any mechanical units (robot with TCP or manipulator without TCP).

Basic examples

The following example illustrates the function TaskRunMec.

Example 1

```
VAR bool flag;
...
flag := TaskRunMec();
```

If current task controls any mechanical unit flag will be TRUE, otherwise FALSE.

Return value

Data type: bool

If current task controls any mechanical unit the return value will be TRUE, otherwise FALSE.

Program execution

Check if current program task controls any mechanical unit.

Syntax

```
TaskRunMec '(' ')'
```

A function with a return value of the data type bool.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check if task control some robot</td>
<td>TaskRunRob - Check if task controls some robot on page 1374</td>
</tr>
<tr>
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2 Functions

2.196 TaskRunRob - Check if task controls some robot

Usage

TaskRunRob is used to check if the program task controls some robot (mechanical unit with TCP).

Basic examples

The following example illustrates the function TaskRunRob.

Example 1

```plaintext
VAR bool flag;
...
flag := TaskRunRob();

If current task controls some robot, flag will be set to TRUE, otherwise FALSE.
```

Return value

Data type: bool

If current task controls some robot, the return value will be TRUE, otherwise FALSE.

Program execution

Check if current program task controls some robot.

Syntax

```plaintext
TaskRunRob '()''
```

A function with a return value of the data type bool.

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</table>
2.197 TasksInSync - Returns the number of synchronized tasks

Usage

TasksInSync is used to retrieve the number of synchronized tasks.

Basic examples

The following example illustrates the function TaskInSync.

Example 1

```plaintext
VAR tasks tasksInSyncList{6};
...
PROC main ()
    VAR num noOfSynchTasks;
    ...
    noOfSynchTasks:= TasksInSync (tasksInSyncList);
    TWrite "No of synchronized tasks = " \Num:=noOfSynchTasks;
ENDPROC
```

The variable `noOfSynchTasks` is assigned the number of synchronized tasks and the `tasksInSyncList` will contain the names of the synchronized tasks. In this example the task list is a variable but it can also be a persistent.

Return value

Data type: `num`
The number of synchronized tasks.

Arguments

`TaskInSync (TaskList)`

TaskList

Data type: `tasks`
Inout argument that in a task list (array) will present the name (string) of the program tasks that are synchronized. The task list can be either of type `VAR` or `PERS`.

Program execution

The function returns the number of synchronized tasks in the system. The names of the synchronized tasks are presented in the inout argument TaskList. In cases where there are no synchronized tasks, the list will only contain empty strings.

Limitations

Currently only one synch group is supported, so `TasksInSync` returns the number of tasks that are synchronized in that group.

Syntax

`TasksInSync [ TaskList := ] < var or pers array {*} (INOUT) of tasks> ','`

A function with a return value of the data type `num`.

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### 2.197 TasksInSync - Returns the number of synchronized tasks

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</table>
2.198 TaskIsActive - Check if a normal task is active

Usage

TaskIsActive is used to check if a normal program task is active in the Task Selection Panel on the FlexPendant.

Basic examples

The following example illustrates the function TaskIsActive.

Example 1

IF TaskIsActive("T_ROB1") = TSP_STATUS_ACT THEN
    TPWrite "T_ROB1 is active in the Task Selection Panel";
ENDIF

Check if program task T_ROB1 is active in the Task Selection Panel on the FlexPendant.

Return value

Data type: tsp_status
The current task selection panel status.

Arguments

TaskIsActive ( TaskRef | TaskName )

TaskRef

Data type: taskid
The program task identity of the task that should be checked.
The predefined variables of the data type taskid is available for all program tasks in the system.
The variable identity is "taskname"+"Id", for example the variable identity for the T_ROB1 task is T_ROB1Id.

TaskName

Data type: string
The program task name of the task that should be checked.

Predefined data

The following predefined symbolic constants of type tsp_status can be used to check the return value:

CONST tsp_status TSP_STATUS_NOT_NORMAL_TASK := 0;
CONST tsp_status TSP_STATUS_DEACT := 1;
CONST tsp_status TSP_STATUS_DEACT_SERV_ROUT := 2;
CONST tsp_status TSP_STATUS_ACT := 3;

Continues on next page
Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

| ERR_TASKNAME | The program task name in argument `\TaskName` cannot be found in the system. |

Syntax

```plaintext
TaskIsActive '(
    [ TaskRef ' := ' ] <variable (VAR) of taskid>
    | [ TaskName ' := ' ] <expression (IN) of string> ')
```  

A function with a return value of the data type `tsp_status`.

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</table>
2.199 TaskIsExecuting - Check if task is executing

Usage

TaskIsExecuting is used to check if a program task is executing.

Basic examples

The following example illustrates the function TaskIsExecuting.

Example 1

TPWrite "T_ROB1 is executing: " \Bool:=TaskIsExecuting("T_ROB1");
TPWrite "T_ROB2 is executing: " \Bool:=TaskIsExecuting("T_ROB2");

Checks if program task T_ROB1 and T_ROB2 is executing and writes the value on the FlexPendant.

Return value

Data type: bool
If the program task is executing, the return value is TRUE, otherwise FALSE.

Arguments

TaskIsExecuting ( TaskRef | TaskName )

TaskRef

Data type: taskid
The program task identity of the task that should be checked.
The predefined variables of the data type taskid is available for all program tasks in the system.
The variable identity is "taskname"+"Id", for example the variable identity for the T_ROB1 task is T_ROB1Id.

TaskName

Data type: string
The program task name of the task that should be checked.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

| ERR_TASKNAME | The program task name in argument \TaskName cannot be found in the system. |

Syntax

TaskIsExecuting '('
[ TaskRef ':=' ] <variable (VAR) of taskid>
[| TaskName ':=' ] <expression (IN) of string> ')

A function with a return value of the data type bool.

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2.199 TaskIsExecuting - Check if task is executing

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2.200 TestAndSet - Test variable and set if unset

Usage

TestAndSet can be used together with a normal data object of the type bool, as a binary semaphore, to retrieve exclusive right to specific RAPID code areas or system resources. The function could be used both between different program tasks and different execution levels (trap or event routines) within the same program task.

Example of resources that can need protection from access at the same time:

- Use of some RAPID routines with function problems when executed in parallel.
- Use of the FlexPendant - Operator Log

Basic examples

The following example illustrates the function TestAndSet.

See also More examples on page 1382.

Example 1

MAIN program task:

PERS bool tproutine_inuse := FALSE;
...
WaitUntil TestAndSet(tproutine_inuse);
TPWrite "First line from MAIN";
TPWrite "Second line from MAIN";
TPWrite "Third line from MAIN";
tproutine_inuse := FALSE;

BACK1 program task:

PERS bool tproutine_inuse := FALSE;
...
WaitUntil TestAndSet(tproutine_inuse);
TPWrite "First line from BACK1";
TPWrite "Second line from BACK1";
TPWrite "Third line from BACK1";
tproutine_inuse := FALSE;

To avoid mixing up the lines, in the Operator Log, one from MAIN and one from BACK1, the use of the TestAndSet function guarantees that all three lines from each task are not separated.

If program task MAIN takes the semaphore TestAndSet(tproutine_inuse) first, then program task BACK1 must wait until the program task MAIN has left the semaphore.

Return value

Data type: bool

TRUE if the semaphore has been taken by me (executor of TestAndSet function), otherwise FALSE.

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2 Functions

2.200 TestAndSet - Test variable and set if unset

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Arguments

TestAndSet Object

Object

Data type: bool

User defined data object to be used as semaphore. The data object could be a variable VAR or a persistent variable PERS. If TestAndSet are used between different program tasks, the object must be a persistent variable PERS or an installed variable VAR (intertask objects).

Program execution

This function will in one indivisible step check the user defined variable and, if it is unset, will set it and return TRUE, otherwise it will return FALSE.

IF Object = FALSE THEN
    Object := TRUE;
    RETURN TRUE;
ELSE
    RETURN FALSE;
ENDIF

More examples

The following example illustrates the function TestAndSet.

Example 1

LOCAL VAR bool doit_inuse := FALSE;
...
PROC doit(...)
    WaitUntil TestAndSet (doit_inuse);
    ...
    doit_inuse := FALSE;
ENDPROC

If a module is installed built-in and shared, it is possible to use a local module variable for protection of access from different program tasks at the same time.

Note

In this case with installed built-in modules and when using persistent variable as semaphore object: If program execution is stopped in the routine doit and the program pointer is moved to main, the variable doit_inuse will not be reset. To avoid this, reset the variable doit_inuse to FALSE in the START event routine.

Syntax

TestAndSet '('
    [ Object ':=' ] < variable or persistent (INOUT) of bool> ')

A function with a return value of the data type bool.
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2.201 TestDI - Tests if a digital input is set

Usage

TestDI is used to test whether a digital input is set.

Basic examples

The following example illustrates the function TestDI.

Example 1

IF TestDI (di2) THEN . . .
If the current value of the signal di2 is equal to 1, then . . .
IF NOT TestDI (di2) THEN . . .
If the current value of the signal di2 is equal to 0, then . . .
WaitUntil TestDI(di1) AND TestDI(di2);
Program execution continues only after both the di1 input and the di2 input have been set.

Return value

Data type: bool
TRUE  = The current value of the signal is equal to 1.
FALSE = The current value of the signal is equal to 0.

Arguments

TestDI (Signal)

Signal

Data type: signaldi
The name of the signal to be tested.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
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<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_SIG_NOT_VALID</td>
<td>The I/O signal cannot be accessed. The reasons can be that the I/O device is not running or an error in the configuration (only valid for ICI field bus).</td>
</tr>
</tbody>
</table>

Syntax

TestDI '(' [ Signal ':= ' ] < variable (VAR) of signaldi > ')'
A function with a return value of the data type bool.

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2.202 TestSignRead - Read test signal value

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2.202 TestSignRead - Read test signal value

Usage

TestSignRead is used to read the actual test signal value. This function returns the momentary value or the mean value of the latest samples, depending on channel specification in instruction TestSignDefine.

Basic examples

The following example illustrates the function TestSignRead. See also More examples on page 1387.

Example 1

CONST num speed_channel:=1;
VAR num speed_value;
...
TestSignDefine speed_channel, speed, orbit, 1, 0;
...
! During some movements with orbit’s axis 1
speed_value := TestSignRead(speed_channel);
...
TestSignReset;

speed_value is assigned the mean value of the latest 8 samples generated each 0.5 ms of the test signal speed on channel speed_channel defined as channel 1. The channel speed_channel measures the speed of axis 1 on the mechanical unit orbit.

Return value

Data type: num

The numeric value in SI units on the motor side for the specified channel according to the definition in instruction TestSignDefine.

Arguments

TestSignRead (Channel)

Channel

Data type: num

The channel number 1-12 for the test signal to be read. The same number must be used in the definition instruction TestSignDefine.

Program execution

Returns the momentary value or the mean value of the latest samples, depending on the channel specification in the instruction TestSignDefine.

For predefined test signals with valid SI units for external manipulator axes, see data type testsignal.

Continues on next page
More examples

The following example illustrates the function TestSignRead.

Example 1

CONST num torque_channel:=2;
VAR num torque_value;
VAR int num timer_int;
CONST jointtarget psync := [...];
...
PROC main()
    CONNECT timer_int WITH TorqueTrap;
    ITimer \Single, 0.05, timer_int;
    TestSignDefine torque_channel, torque_ref, IRBP_K, 2, 0.001;
...
    MoveAbsJ psync \NoEOffs, v5, fine, tool0;
...
    IDelete timer_int;
    TestSignReset;

TRAP TorqueTrap
    IF (TestSignRead(torque_channel) > 6) THEN
        TPWrite "Torque pos = " + ValToStr(CJointT());
        Stop;
    ELSE
        IDelete timer_int;
        CONNECT timer_int WITH TorqueTrap;
        ITimer \Single, 0.05, timer_int;
        ENDIF
    ENDTRAP

When the torque reference for manipulator IRBP_K axis 2 is for the first time greater than 6 Nm on the motor side during the slow movement to position psync, the joint position is displayed on the FlexPendant.

Syntax

TestSignRead '('
    [ Channel ' := ' ] <expression (IN) of num> ')'

A function with a return value of the type num.

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<td>Reset test signals</td>
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2 Functions

2.203 TextGet - Get text from system text tables

Usage

TextGet is used to get a text string from the system text tables.

Basic examples

The following examples illustrate the function TextGet.

Example 1

```plaintext
VAR string text1;
...
text1 := TextGet(14, 5);
The variable text1 is assigned the text stored in text resource 14 and index 5.
```

Example 2

```plaintext
...
TPWrite TextGet(14, 511 \Arg1:="robot" \Arg2:="fast");
The text stored in text resource 14 and index 511 is read. The text read from the
text tables looks like this: This is a {1} and this {1} is {2}. The strings
used in optional arguments Arg1 and Arg2 will replace {1} and {2}. The result
will then be:
This is a robot and this robot is fast
```

Return value

Data type: string

Specified text from the system text tables.

Arguments

TextGet ( Table Index \Arg1 \Arg2 \Arg3 \Arg4 \Arg5 \Arg6)

Table

Data type: num

The text table number (positive integer).

Index

Data type: num

The index number (positive integer) within the text table.

[\Arg1]

Data type: string

If the string read from the text table contains {1}, the {1} is replaced with the string
used in this argument.

[\Arg2]

Data type: string

If the string read from the text table contains {2}, the {2} is replaced with the string
used in this argument.

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2.203 TextGet - Get text from system text tables

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Datatype: string
If the string read from the text table contains {3}, the {3} is replaced with the string used in this argument.

Datatype: string
If the string read from the text table contains {4}, the {4} is replaced with the string used in this argument.

Datatype: string
If the string read from the text table contains {5}, the {5} is replaced with the string used in this argument.

Datatype: string
If the string read from the text table contains {6}, the {6} is replaced with the string used in this argument.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
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<tbody>
<tr>
<td>ERR_TXTNOEXIST</td>
<td>Table or index is not valid, and no text string can be fetched from the system text tables.</td>
</tr>
</tbody>
</table>

Limitations

The total string length in RAPID is 80. This is the same for all inputs as result of the function.

Syntax

```
TextGet '('
    [Table ' :=' ] <expression (IN) of num>' ,'
    [Index ' :=' ] <expression (IN) of num>
    [' \ Arg1 ' :=' <expression (IN) of string>]
    [' \ Arg2 ' :=' <expression (IN) of string>]
    [' \ Arg3 ' :=' <expression (IN) of string>]
    [' \ Arg4 ' :=' <expression (IN) of string>]
    [' \ Arg5 ' :=' <expression (IN) of string>]
    [' \ Arg6 ' :=' <expression (IN) of string>])')'
```

A function with a return value of the data type string.

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### 2.203 TextGet - Get text from system text tables

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2.204 TextTabFreeToUse - Test whether text table is free

Usage

TextTabFreeToUse should be used to test whether the text table name (text resource string) is free to use (not already installed in the system), that is, whether it is possible to install the text table in the system or not.

Basic examples

The following example illustrates the function TextTabFreeToUse.

Example 1

! System Module with Event Routine to be executed at event
! POWER ON, RESET or START

PROC install_text()
    IF TextTabFreeToUse("text_table_name") THEN
        TextTabInstall "HOME:/text_file.xml";
    ENDIF
ENDPROC

The first time the event routine install_text is executed, the function TextTabFreeToUse returns TRUE and the text file text_file.xml is installed in the system. After that the installed text strings can be fetched from the system to RAPID by the functions TextTabGet and TextGet.

Next time the event routine install_text is executed, the function TextTabFreeToUse returns FALSE and the installation is not repeated.

Return value

Data type: bool

This function returns:

• TRUE, if the text table is not already installed in the system
• FALSE, if the text table is already installed in the system

Arguments

TextTabFreeToUse ( TableName )

TableName

Data type: string

The text table name (a string with max. 20 characters). See <text_resource> in Technical reference manual - RAPID kernel, section Text files. The string text_resource is the text table name.

Limitations

Limitations for installation of text tables (text resources) in the system:

• It is not possible to install the same text table more than once in the system
• It is not possible to uninstall (free) a single text table from the system. The only way to uninstall text tables from the system is to restart the controller

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2.204 TextTabFreeToUse - Test whether text table is free

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using the restart mode Reset system. All text tables (both system and user defined) will then be uninstalled.

Syntax

TextTabFreeToUse '('

[TableName ':='] <expression (IN) of string>')'

A function with a return value of the data type bool.

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2.205 TextTabGet - Get text table number

Usage

TextTabGet is used to get the text table number of a user defined text table during run time.

Basic examples

The following examples illustrate the function TextTabGet.

Both examples use a new text table named deburr_part1 for user defined texts.

The new text table has the file name deburr.xml.

Example code in .xml format

```xml
<?xml version="1.0" encoding="ISO-8859-1"?>
<Resource Language="en" Name="deburr_part1">
  <Text Name="1">
    <Value>Part 1 is not in pos</Value>
    <Comment>Maximum length 80 chars</Comment>
  </Text>
  <Text Name="2">
    <Value>Identity of worked part: XYZ</Value>
    <Comment>Maximum length 80 chars</Comment>
  </Text>
  <Text Name="3">
    <Value>Part error in line 1</Value>
    <Comment>Maximum length 80 chars</Comment>
  </Text>
</Resource>
```

Example 1

```plaintext
VAR num text_res_no;
...
text_res_no := TextTabGet("deburr_part1");
```

The variable `text_res_no` is assigned the text table number for the defined text table `deburr_part1`.

Example 2

```plaintext
ErrWrite TextGet(text_res_no, 1), TextGet(text_res_no, 2);
```

A message is stored in the robot log. The message is also shown on the FlexPendant display. The messages will be taken from the text table `deburr_part1`:

- Part 1 is not in pos
- Identity of worked part: XYZ

Return value

Data type: num

The text table number of the defined text table.

Arguments

```
TextTabGet ( TableName )
```
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#### 2.205 TextTabGet - Get text table number

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**TableName**

**Data type:** `string`

The text table name.

**Syntax**

```plaintext
TextTabGet '('
    [TableName '='] <expression (IN) of string>'');'
```

A function with a return value of the data type `num`.

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2.206 TriggDataValid - Check if the content in a triggdata variable is valid

Usage

The `TriggDataValid` function is used to check if a `triggdata` variable is valid. A valid `triggdata` variable is a variable that earlier has been used in the program in one of the instructions `TriggIO`, `TriggEquip`, `TriggInt`, `TriggSpeed`, `TriggCheckTO` or `TriggRampAO` to specify trigger conditions and trigger activity.

Basic examples

The following example illustrates the function `TriggDataValid`.

Example 1

```rapid
VAR triggdata trigg_array{25};
...
PROC MyTriggProcL(robtarmymyrob, \VAR triggdata T1 \VAR triggdata T2 \VAR triggdata T3)
VAR num triggcnt:=2;
! Reset entire trigg_array array before using it
FOR i FROM 1 TO 25 DO
   TriggDataReset trigg_array{i};
ENDFOR
TriggEquip trigg_array{1}, 10 \Start, 0 \DOp:=do1, SetValue:=1;
TriggEquip trigg_array{2}, 40 \Start, 0 \DOp:=do2, SetValue:=1;
! Check if optional argument is present,
  ! and if any trigger condition has been setup in T1
IF Present(T1) AND TriggDataValid(T1) THEN
   ! Copy actual trigger condition to trigg_array
   TriggDataCopy trigg_array{triggcnt}, T1;
   Incr triggcnt;
ENDIF
IF Present(T2) AND TriggDataValid(T2) THEN
   Incr triggcnt;
   TriggDataCopy trigg_array{triggcnt}, T2;
ENDIF
IF Present(T3) AND TriggDataValid(T3) THEN
   Incr triggcnt;
   TriggDataCopy trigg_array{triggcnt}, T3;
ENDIF
TriggL p1, v500, trigg_array, z30, tool2;
...
```

The procedure `MyTriggProcL` above uses the `TriggDataValid` instruction to check if any valid data is used in the optional arguments `T1, T2` and `T3`.

Return value

Data type: `bool`
This function returns:
- **TRUE**, if the variable is valid, i.e. one of the instructions TriggIO, TriggEquip, TriggInt, TriggSpeed, TriggCheckIO or TriggRampAO has been used to specify trigger conditions and trigger activity.
- **FALSE**, if the variable has not been used when setting up any trigger condition and trigger activity.

**Arguments**

TriggDataValid TriggData

**Data type:** triggdata

The triggdata variable to check if valid.

**Syntax**

TriggDataValid

[TriggData ':=' ] < variable (VAR) of triggdata > ';

A function with a return value of the data type bool.

**Related information**

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2.207 Trunc - Truncates a numeric value

**Usage**

Trunc (Truncate) is used to truncate a numeric value to a specified number of decimals or to an integer value.

**Basic examples**

The following examples illustrate the function Trunc.

**Example 1**

```plaintext
VAR num val;
val := Trunc(0.3852138\Dec:=3);
The variable val is given the value 0.385.
```

**Example 2**

```plaintext
reg1 := 0.3852138;
val := Trunc(reg1\Dec:=1);
The variable val is given the value 0.3.
```

**Example 3**

```plaintext
val := Trunc(0.3852138);
The variable val is given the value 0.
```

**Example 4**

```plaintext
val := Trunc(0.3852138\Dec:=6);
The variable val is given the value 0.385213.
```

**Return value**

Data type: num

The numeric value truncated to the specified number of decimals.

**Arguments**

Trunc ( Val \[\Dec\] )

**Val**

Value

Data type: num

The numeric value to be truncated.

**\[\Dec\]**

Decimals

Data type: num

Number of decimals.

If the specified number of decimals is 0 or if the argument is omitted, the value is truncated to an integer.

The number of decimals must not be negative or greater than the available precision for numeric values.

Max number of decimals that can be used is 6.
2 Functions

2.207 Trunc - Truncates a numeric value

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Continued

Syntax

Trunc '('
    [ Val ':=' ] <expression (IN) of num>
    [ \Dec ':=' <expression (IN) of num> ] ')

A function with a return value of the data type num.

Related information

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</table>
2.208 TruncDnum - Truncates a numeric value

Usage

TruncDnum (Truncate dnum) is used to truncate a numeric value to a specified number of decimals or to an integer value.

Basic examples

The following examples illustrate the function TruncDnum.

Example 1

VAR dnum val;
val := TruncDnum(0.3852138754655357\Dec:=3);
The variable val is given the value 0.385.

Example 2

val := TruncDnum(0.3852138754655357\Dec:=1);
The variable val is given the value 0.3.

Example 3

val := TruncDnum(0.3852138754655357);
The variable val is given the value 0.

Example 4

val := TruncDnum(0.3852138754655357\Dec:=15);
The variable val is given the value 0.385213875465535.

Example 5

val := TruncDnum(1000.3852138754655357\Dec:=15);
The variable val is given the value 1000.38521387547.

Return value

Data type: dnum
The numeric value truncated to the specified number of decimals.

Arguments

TruncDnum ( Val \[Dec] )

Val

Value
Data type: dnum
The numeric value to be truncated.

\[Dec]

Decimals
Data type: num
Number of decimals.
If the specified number of decimals is 0 or if the argument is omitted, the value is truncated to an integer.

Continues on next page
The number of decimals must not be negative or greater than the available precision for numeric values.
Max number of decimals that can be used is 15.

Syntax

TruncDnum '('
   [ Val ':=' ] <expression (IN) of dnum>
   [ \Dec ':=' <expression (IN) of num> ] ')

A function with a return value of the data type dnum.

Related information

<table>
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<tbody>
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<td>Truncating a value</td>
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<td>Rounding a value</td>
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2.209 Type - Get the data type name for a variable

Usage

Type is used to get the data type name for the specified variable in argument Data.

Basic examples

The following examples illustrate the function Type.

Example 1

```
VAR string rettype;
VAR int num intnumtype;
...
PROC main()
  rettype := Type(intnumtype);
  TPWrite "Data type name: " + rettype;
```

The print out will be: "Data type name: intnum"

Example 2

```
VAR string rettype;
VAR int num intnumtype;
...
PROC main()
  rettype := Type(intnumtype \BaseName);
  TPWrite "Data type name: " + rettype;
```

The print out will be: "Data type name: num"

Example 3

```
VAR string rettype;
VAR num numtype;
...
PROC main()
  rettype := Type(numtype);
  TPWrite "Data type name: " + rettype;
```

The print out will be: "Data type name: num"

Return value

Data type: string

A string with the data type name for the specified variable in argument Data.

Arguments

Type {Data [\BaseName]}

Data

Data object name

Data type: anytype

The name of the variable to get the data type name for.

[\BaseName]

Base data type Name

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2.209 Type - Get the data type name for a variable

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Continued

Data type: switch

If used, then the function returns the underlying data type name, when the specified
Data is an ALIAS declared data type.

Syntax

Type '('
  [ Data ':= ' ] < reference (REF) of anytype >
  [ '"' BaseName '"' ]')'

A function with a return value of the data type string.

Related information

<table>
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<td>Technical reference manual - RAPID kernel ALIAS - Assigning an alias data type on page 1467</td>
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</table>
2.210 UIAlphaEntry - User Alpha Entry

Usage

UIAlphaEntry (*User Interaction Alpha Entry*) is used to let the operator enter a string from the available user device, such as the FlexPendant. A message is written to the operator, who answers with a text string. The string is then transferred back to the program.

Basic examples

The following example illustrates the function UIAlphaEntry.

See *More examples on page 1407*.

Example 1

```plaintext
VAR string answer;
...
answer := UIAlphaEntry(
  \Header:= "UIAlphaEntry Header",
  \Message:= "Which procedure do You want to run?"
  \Icon:=iconInfo
  \InitString:= "default_proc"
);
```

The message box with icon, header, message, and initial string are shown on the FlexPendant. The user can edit the string or write a new string with the soft keyboard. Program execution waits until OK is tapped and then the string is returned.

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2.210 UIAlphaEntry - User Alpha Entry

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in the variable answer. The program then calls the specified procedure with late binding.

Return value

Data type: string
This function returns the input string.
If function breaks via \BreakFlag:
- If parameter \InitString is specified, this string is returned
- If parameter \InitString is not specified, empty string "" is returned.
If function breaks via ERROR handler, no return value will be returned at all.

Arguments

UIAlphaEntry (\Header \Message | \MsgArray
\Wrap [\Icon] [\InitString] \MaxTime \DIBreak \DIPassive
\DOLBreak \DOPassive \PersBoolBreak \PersBoolPassive
[\BreakFlag] [\UIActiveSignal])

\Header
Data type: string
Header text to be written at the top of the message box. Max. 40 characters.

\Message
Data type: string
One text line to be written on the display. Max 55 characters.

\MsgArray
Message Array
Data type: string
Several text lines from an array to be written on the display.
Only one of parameter \Message or \MsgArray can be used at the same time.
Max. layout space is 9 lines with 55 characters.

\Wrap
Data type: switch
If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with single space between each individual strings and spread out on as few lines as possible.
Default, each string in the argument \MsgArray will be on separate line on the display.

\Icon
Data type: icondata
Defines the icon to be displayed. Only one of the predefined icons of type icondata can be used. See Predefined data on page 1407.
Default no icon.

Continues on next page
Data type: string
An initial string to be display in the text entry box as default.

Datatype: num
The maximum amount of time in seconds that program execution waits. If the OK button is not pressed within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

Digital Input Break
Data type: signaldi
The digital input signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or already 1), the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

Digital Input Passive
Data type: switch
This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

Digital Output Break
Data type: signaldo
The digital output signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or already 1), the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

Digital Output Passive
Data type: switch
This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.
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2.210 UIAlphaEntry - User Alpha Entry

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[

PersBoolBreak

Persistent Boolean Break

Data type: bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

PersBoolPassive

Persistent Boolean Passive

Data type: switch

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

BreakFlag

Data type: errnum

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

UIActiveSignal

Data type: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.

Program execution

The alpha message box with alpha pad, icon, header, message lines, and init string are displayed according to the programmed arguments. Program execution waits until the user edits or creates a new string and presses OK, or the message box is interrupted by time-out or signal action. The input string and interrupt reason are transferred back to the program.

New message box on trap level takes the focus from the message box on the basic level.

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Predefined data

The following constants of the data type icondata are predefined in the system:

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<th>Constant</th>
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<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
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<th>Name</th>
<th>Cause of error</th>
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<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
</tbody>
</table>

If parameter BreakFlag is not used, these situations can then be dealt with by the error handler:

If there is a time-out (parameter MaxTime) before an input from the operator, the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.

If digital input is set (parameter DIBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.

If a digital output is set (parameter DOBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DOBREAK and the execution continues in the error handler.

If a persistent boolean is set (parameter PersBoolBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

More examples

The following example illustrates the function UIAlphaEntry.

Example 1

```
VAR errnum err_var;
VAR string answer;
VAR string logfile;
...
answer := UIAlphaEntry (\Header:= "Log file name:"
\Message:= "Enter the name of the log file to create?"
\Icon:=iconInfo
\InitString:= "signal.log"
```
\MaxTime:=60
\DIBreak:=di5\BreakFlag:=err_var);
TEST err_var
CASE ERR_TP_MAXTIME:
CASE ERR_TP_DIPROBE:
! No operator answer
logfile:="signal.log";
CASE 0:
! Operator answer
logfile := answer;
DEFAULT:
! No such case defined
ENDTEST

The message box is displayed and the operator can enter a string and press OK. The message box can also be interrupted with timeout or break by digital input signal. In the program it is possible to find out the reason and take the appropriate action.

Limitations

Avoid using too small a value for the time-out parameter \MaxTime when UIAlphaEntry is frequently executed, for example in a loop. It can result in an unpredictable behavior of the system performance, like slow response of the FlexPendant.

Syntax

UIAlphaEntry '('.
[\'\' Header ':=' <expression (IN) of string>]
[\'\' Message ':=' <expression (IN) of string>]
[\'\' MsgArray ':=' <array {*} (IN) of string>]
[\'\' Wrap]
[\'\' Icon ':=' <expression (IN) of icndata>]
[\'\' InitString ':=' <expression (IN) of string>]
[\'\' MaxTime ':=' <expression (IN) of num>]
[\'\' DIBreak ':=' <variable (VAR) of signaldi>]
[\'\' DIPassive]
[\'\' DIBreak ':=' <variable (VAR) of signaldo>]
[\'\' DOPassive]
[\'\' PersBoolBreak ':=' <persistent (PERS) of bool>]
[\'\' PersBoolPassive]
[\'\' BreakFlag ':=' <var or pers (INOUT) of errnum>]
[\'\' UIActiveSignal ':=' <variable (VAR) of signaldo> ')

A function with return value of the data type string.

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<td>Clean up the operator window</td>
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</table>
2.211 UIClientExist - Exist User Client

Usage

UIClientExist (User Interaction Client Exist) is used to check if some User Device such as the FlexPendant is connected to the controller.

Basic examples

The following example illustrates the function UIClientExist.

Example 1

IF UIClientExist() THEN
    ! Possible to get answer from the operator
    ! The TPReadFK and UIMsgBox ... can be used
ELSE
    ! Not possible to communicate with any operator
ENDIF

The test is done if it is possible to get some answer from the operator of the system.

Return value

Data type: bool

Returns TRUE if a FlexPendant is connected to the system, otherwise FALSE.

Limitations

UIClientExist returns TRUE up to 16 seconds. After that, the FlexPendant is removed. After that time, UIClientExist returns FALSE (i.e. when network connection lost from FlexPendant is detected). Same limitation when the FlexPendant is connected again.

Syntax

UIClientExist '(' ')'

A function with return value of the type bool.

Related information

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<tbody>
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<td>Clean up the operator window</td>
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</table>
2.212 UIDnumEntry - User Number Entry

Usage

UIDnumEntry (User Interaction Number Entry) is used to let the operator enter a numeric value from the available user device, such as the FlexPendant. A message is written to the operator, who answers with a numeric value. The numeric value is then checked, approved and transferred back to the program.

Basic examples

The following example illustrates the function UIDnumEntry.

See also More examples on page 1416.

Example 1

VAR dnum answer;
...
answer := UIDnumEntry(
\Header:="UIDnumEntry Header"
\Message:="How many units should be produced?"
\icon:=iconInfo
\initValue:=50000000
\MinValue:=100000000
\MaxValue:=100000000
\AsInteger);

The numeric message box with icon, header, message, initial, maximum, and minimum values are shown on the FlexPendant. The message box checks that the
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operator selects an integer within the value range. Program execution waits until OK is pressed and then the selected numerical value is returned.

Return value

Data type: dnum

This function returns the input numeric value.

If function breaks via \BreakFlag:

- If parameter \InitValue is specified, this value is returned
- If parameter \InitValue is not specified, value 0 is returned.

If function breaks via ERROR handler there is no return value at all.

Arguments


[\Header]

Data type: string

Header text to be written at the top of the message box. Max. 40 characters.

[\Message]

Data type: string

One text line to be written on the display. Max. 40 characters.

[\MsgArray]

Message Array

Data type: string

Several text lines from an array to be written on the display.

Only one of parameter \Message or \MsgArray can be used at the same time.

Max. layout space is 9 lines with 40 characters each.

[\Wrap]

Data type: switch

If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with a single space between each individual string, and spread out on as few lines as possible.

Default, each string in the argument \MsgArray will be on a separate line on the display.

[\Icon]

Data type: icondata

Defines the icon to be displayed. Only one of the predefined icons of type icondata can be used. See Predefined data on page 1415.

Default no icon.
[\InitValue]  
Data type: dnum  
Initial value that is displayed in the entry box.

[\MinValue]  
Data type: dnum  
The minimum value for the return value.

[\MaxValue]  
Data type: dnum  
The maximum value for the return value.

[\AsInteger]  
Data type: switch  
Eliminates the decimal point from the number pad to ensure that the return value is an integer.

[\MaxTime]  
Data type: num  
The maximum amount of time in seconds that program execution waits. If the OK button is not pressed within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

[\DIBreak]  
Digital Input Break  
Data type: signal di  
The digital input signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DIPassive]  
Digital Input Passive  
Data type: switch  
This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DOBreak]  
Digital Output Break  
Data type: signal do  
The digital output signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues
to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

[\DOPassive]

**Digital Output Passive**

*Data type: switch*

This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

[\PersBoolBreak]

**Persistent Boolean Break**

*Data type: bool*

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

[\PersBoolPassive]

**Persistent Boolean Passive**

*Data type: switch*

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

[\BreakFlag]

*Data type: errnum*

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

[\UIActiveSignal]

*Data type: signaldo*

The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.
Program execution

The numeric message box with numeric pad, icon, header, message lines, init-, max-, and min value is displayed according to the programmed arguments. Program execution waits until the user has entered an approved numeric value and pressed OK or the message box is interrupted by timeout or signal action. The input numeric value and interrupt reason are transferred back to the program.

New message box on trap level takes the focus from the message box on the basic level.

Predefined data

The following constants of the data type icondata are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
<tr>
<td>ERR_UI_INITVALUE</td>
<td>The initial value (parameter \InitValue) is not specified within the range of the minimum and maximum value (parameters \MinValue and \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_MAXMIN</td>
<td>The minimum value (parameter \MinValue) is greater than the maximum value (parameter \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_NOTINT</td>
<td>The initial value (parameter \InitValue) is not an integer as specified in the parameter \AsInteger.</td>
</tr>
</tbody>
</table>

If parameter \BreakFlag is not used, these situations can then be dealt with by the error handler:

- If there is a time-out (parameter \MaxTime) before an input from the operator then the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.
- If digital input is set (parameter \DIBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.
2 Functions

2.212 UIDnumEntry - User Number Entry

• If a digital output is set (parameter \DOBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_DOBREAK and the execution continues in the error handler.

• If a persistent boolean is set (parameter \PersBoolBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

This situation can only be dealt with by the error handler:

More examples

The following example illustrates the function UIDnumEntry.

Example 1

VAR errnum err_var;
VAR dnum answer;
VAR dnum distance;
...
answer := UIDnumEntry (\Header:= "BWD move on path"
 \Message:="Enter the path overlap?" \Icon:=iconInfo
 \InitValue:=5 \MinValue:=0 \MaxValue:=10
 \MaxTime:=60 \DIBreak:=di5 \BreakFlag:=err_var);
TEST err_var
  CASE ERR_TP_MAXTIME:
  CASE ERR_TP_DIBREAK:
    ! No operator answer distance := 5;
  CASE 0
    ! Operator answer
distance := answer;
  DEFAULT:
    ! No such case defined
ENDTEST

The message box is displayed and the operator can enter a numeric value and press OK. The message box can also be interrupted with a time out or break by digital input signal. In the program, it is possible to find out the reason and take the appropriate action.

Limitations

Avoid using too small a value for the timeout parameter \MaxTime when UIDnumEntry is frequently executed, for example, in a loop. It can result in unpredictable behavior from the system performance, like the slow response of the FlexPendant.

Syntax

UIDnumEntry '('
  ['\' Header ':=<expression (IN) of string>] 
  [Message ':=<expression (IN) of string> ]
| ['\' MsgArray ':=<array {*} (IN) of string>] 
  ['\' Wrap]
| ['\' Icon ':=<expression (IN) of icondata>]
  ['\' InitValue ':=<expression (IN) of dnum>]
')'
A function with return value of the data type dnum.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon display data</td>
<td>icondata - Icon display data on page 1512</td>
</tr>
<tr>
<td>User interaction message box type basic</td>
<td>UIMsgBox - User Message Dialog Box type basic on page 867</td>
</tr>
<tr>
<td>User interaction message box type advanced</td>
<td>UIMessageBox - User Message Box type advanced on page 1434</td>
</tr>
<tr>
<td>User interaction number entry</td>
<td>UINumEntry - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User interaction number tune</td>
<td>UIDnumTune - User Number Tune on page 1418</td>
</tr>
<tr>
<td>User interaction number tune</td>
<td>UIDnumTune - User Number Tune on page 1450</td>
</tr>
<tr>
<td>User interaction alpha entry</td>
<td>UIAlphaEntry - User Alpha Entry on page 1403</td>
</tr>
<tr>
<td>User interaction list view</td>
<td>UIListView - User List View on page 1425</td>
</tr>
<tr>
<td>System connected to FlexPendant etc.</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Clean up the operator window</td>
<td>TPErase - Erases text printed on the Flex-Pendant on page 747</td>
</tr>
</tbody>
</table>
2 Functions

2.213 UIDnumTune - User Number Tune

RobotWare - OS

2.213 UIDnumTune - User Number Tune

Usage

UIDnumTune (User Interaction Number Tune) is used to let the operator tune a numeric value from the available user device, such as the FlexPendant. A message is written to the operator, who tunes a numeric value. The tuned numeric value is then checked, approved and transferred back to the program.

Basic examples

The following example illustrates the function UIDnumTune.

See also More examples on page 1423.

Example 1

VAR dnum flow;

... flow := UIDnumTune(Header:="UIDnumTune Header"
Message:="Tune the flow?"
Icon:=iconInfo,
10000000,
1000000
.MinValue:=1000000
.MaxValue:=20000000);

The numeric tune message box with icon, header, message, initial, increment, maximum, and minimum values are shown on the FlexPendant. The message box checks that the operator tunes the flow value with step (increment) 1000000 from...
the initial value 10000000 and is within the value range 1000000-20000000. Program execution waits until OK is pressed and then the selected numerical value is returned and stored in the variable flow.

Return value

Data type: dnum

This function returns the tuned numeric value.

If function breaks via \BreakFlag, the specified InitValue is returned.

If function breaks via ERROR handler, no return value is returned at all.

Arguments


[\Header]

Data type: string

Header text to be written at the top of the message box. Max. 40 characters.

[\Message]

Data type: string

One text line to be written on the display. Max. 40 characters.

[\MsgArray]

Message Array

Data type: string

Several text lines from an array to be written on the display.

Only one of parameter \Message or \MsgArray can be used at the same time.

Max. layout space is 11 lines with 40 characters each.

[\Wrap]

Data type: switch

If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with a single space between each individual string and spread out on as few lines as possible.

Default, each string in the argument \MsgArray will be on a separate line on the display.

[\Icon]

Data type: icodata

Defines the icon to be displayed. Only one of the predefined icons of type icodata can be used. See Predefined data on page 1422.

Default no icon.

InitValue

Initial Value

Continues on next page
2 Functions

2.213 UIDnumTune - User Number Tune

RobotWare - OS

Continued

Data type: dnum
Initial value that is displayed in the entry box.

Increment

Data type: dnum
This parameter specifies how much the value should change when the plus or minus button is pressed.

[\MinValue]  
Data type: dnum
The minimum value for the return value.

[\MaxValue]  
Data type: dnum
The maximum value for the return value.

[\MaxTime]  
Data type: num
The maximum amount of time in seconds that program execution waits. If the OK button is not pressed within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

[\DIBreak]  
Digital Input Break

Data type: signaldi
The digital input signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DIPassive]  
Digital Input Passive

Data type: switch
This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DOBreak]  
Digital Output Break

Data type: signaldo
The digital output signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues
to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[\text{DO} \text{Passive}\]

**Digital Output Passive**

Data type: switch

This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[\text{PersBool} \text{Break}\]

**Persistent Boolean Break**

Data type: bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[\text{PersBool} \text{Passive}\]

**Persistent Boolean Passive**

Data type: switch

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[\text{BreakFlag}\]

Data type: errnum

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

\[\text{UIActiveSignal}\]

Data type: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.
2 Functions

2.213 UIDnumTune - User Number Tune

RobotWare - OS
Continued

Program execution
The numeric tune message box with tune +/- buttons, icon, header, message lines, init-, increment, max, and minvalue is displayed according to the programmed arguments. Program execution waits until the user has tuned the numeric value and pressed OK or the message box is interrupted by timeout or signal action. The input numeric value and interrupt reason are transferred back to the program. New message box on trap level takes the focus from the message box on the basic level.

Predefined data
The following constants of the data type icondata are predefined in the system:

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</thead>
<tbody>
<tr>
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</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

Error handling
The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
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<td>ERR_NO_ALIASIO_Def</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
<tr>
<td>ERR_UI_INITVALUE</td>
<td>The initial value (parameter \InitValue) is not specified within the range of the minimum and maximum value (parameters \MinValue and \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_MAXMIN</td>
<td>The minimum value (parameter \MinValue) is greater then the maximum value (parameter \MaxValue).</td>
</tr>
</tbody>
</table>

If parameter BreakFlag is not used then these situations can be dealt with by the error handler:

- If there is a timeout (parameter \MaxTime) before an input from the operator, the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.
- If a digital input is set (parameter \DIBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.
- If a digital output is set (parameter \DOBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DOBREAK and the execution continues in the error handler.

Continues on next page
If a persistent boolean is set (parameter \PersBoolBreak) before an input from the operator then the system variable \errNO is set to \ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

More examples

The following example illustrates the function UIDnumTune.

Example 1

```
VAR errnum err_var;
VAR dnum tune_answer;
VAR dnum distance;
...
tune_answer := UIDnumTune (\Header:" BWD move on path"
\Message="Enter the path overlap?" \Icon:=iconInfo,
5, 1 \MinValue:=0 \MaxValue:=10
\MaxTime:=60 \DIBreak:=di5 \BreakFlag:=err_var);
TEST err_var
CASE ERR_TP_MAXTIME:
CASE ERR_TP_DIBREAK:
  ! No operator answer
distance := 5;
CASE 0:
  ! Operator answer
distance := tune_answer;
DEFAULT:
  ! No such case defined
ENDTEST
```

The tune message box is displayed and the operator can tune the numeric value and press OK. The message box can also be interrupted with timeout or break by digital input signal. In the program, it is possible to find out the reason and take the appropriate action.

Limitations

Avoid using too small a value for the timeout parameter \MaxTime when UIDnumTune is frequently executed, for example, in a loop. It can result in unpredictable behavior from the system performance, like a slow response of the FlexPendant.

Syntax

```
UIDnumTune '('
  [\'\Header ':=' <expression [IN] of string>]
  [\'\Message ':=' <expression [IN] of string> ]
  | [\'\MsgArray ':=' <array {*} (IN) of string>]
  [\'\Wrap]
  [\'\Icon ':=' <expression (IN) of icondata] ',']
  [InitValue ':=' ] <expression (IN) of dnum> ','
  [Increment ':=' ] <expression (IN) of dnum>
  [\'\MinValue ':=' <expression (IN) of dnum>] 
  [\'\MaxValue ':=' <expression(IN) of dnum>]
  [\'\MaxTime ':=' <expression (IN) of num>]
)'
```
Related information

<table>
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<tr>
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<th>See</th>
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<td>User interaction message box type advanced</td>
<td>UIMessageBox - User Message Box type advanced on page 1434</td>
</tr>
<tr>
<td>User interaction number entry</td>
<td>UIDnumEntry - User Number Entry on page 1411</td>
</tr>
<tr>
<td>User interaction number entry</td>
<td>UINumEntry - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User interaction number tune</td>
<td>UINumTune - User Number Tune on page 1450</td>
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<tr>
<td>User interaction alpha entry</td>
<td>UIAlphaEntry - User Alpha Entry on page 1403</td>
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</tr>
<tr>
<td>Clean up the operator window</td>
<td>TPErase - Erases text printed on the Flex-Pendant on page 747</td>
</tr>
</tbody>
</table>

A function with return value of the data type dnum.
2.214 UIListView - User List View

Usage

UIListView (User Interaction List View) is used to define menu lists with text and optional icons on the available User Device such as the FlexPendant. The menu has two different styles, one with validations buttons and one that reacts instantly to the user selection.

Basic examples

The following example illustrates the function UIListView.

See also More examples on page 1431.

Example 1

CONST listitem list{3} := ["","Item 1"], ["","Item 2"],
                         ["","Item3"];
VAR num list_item;
VAR btnres button_answer;
...
list_item := UIListView (\Result:=button_answer
\Header:="UIListView Header",
list \Buttons:=btnOKCancel
\Icon:=iconInfo
\DefaultIndex:=1);
IF button_answer = resOK THEN
  IF list_item = 1 THEN
    ! Do item 1
  ELSEIF list_item = 2 THEN
    ! Do item 2
  ELSE
    ! Do item 3
  ENDIF
ELSE
  ! User has select Cancel
ENDIF

Continues on next page
2 Functions

2.214 UIListView - User List View

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Continued

The menu list with icon, header, menu Item 1 ... Item 3, and buttons is shown on the FlexPendant. Program execution waits until OK or Cancel is pressed. Both the selection in the list and the pressed button are transferred to the program.

Return value

Data type: num

This function returns the user selection in the list menu corresponding to the index in the array specified in the parameter ListItems.

If the function breaks via \BreakFlag:
  • If parameter \DefaultIndex is specified, this index is returned
  • If parameter \DefaultIndex is not specified, 0 is returned

If function breaks via ERROR handler, no return value is returned at all.

Arguments


 [%Result] Data type: btnres

The numeric value of the button that is selected from the list menu box.

If argument %Buttons is used, the predefined symbolic constants of type btnres is returned. If argument %BtnArray is used, the corresponding array index is returned.

Continues on next page
Argument \Result set to resUnkwn equal to 0 if one of following condition:

- none of parameters \Buttons or \BtnArray are used
- argument \Buttons:=btnNone is used
- if the function breaks via \BreakFlag or ERROR handler

See *Predefined data on page 1430.*

\[\Header\]

**Data type:** string

Header text to be written at the top of the list menu box. Max. 40 characters.

\[\ListItems\]

**Data type:** listitem

An array with one or several list menu items to be displayed consisting of:

- **Component image of type string:**

  The name of the icon image that should be used. To launch own images, the images has to be placed in the HOME: directory in the active system or directly in the active system.

  The recommendation is to place the files in the HOME: directory so that they are saved if a Backup and Restore is done.

  A Restart is required and then the FlexPendant loads the images.

  The image that will be shown can have the width and height of 28 pixels. If the image is bigger, then it will be resized to show only 28 * 28 pixels.

  No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

  Use empty string "" or stEmpty if no icon to display.

- **Component text of type string:**

  - The text for the menu line to display.
  - Max. 75 characters for each list menu item.

\[\Buttons\]

**Data type:** buttondata

Defines the push buttons to be displayed. Only one of the predefined buttons combination of type buttondata can be used. See *Predefined data on page 1430.*

\[\BtnArray\]

**Button Array**

**Data type:** string

Own definition of push buttons stored in an array of strings. This function returns the array index when corresponding string is selected.

Only one of parameter \Buttons or \BtnArray can be used at the same time. If none of the parameters \Buttons or \BtnArray or argument \Buttons:=btnNone are used then the menu list reacts instantly to the user selection.

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Max. 5 buttons with 42 characters each.

[\Icon]

Data type: icondata

Defines the icon to be displayed. Only one of the predefined icons of type icondata can be used.

Default no icon. See Predefined data on page 1430.

[\DefaultIndex]

Data type: num

The default user selection in the list menu corresponding to the index in the array specified in the parameter ListItems.

[\MaxTime]

Data type: num

The maximum amount of time in seconds that program execution waits. If no button is pressed or no selection is done within this time then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

[\DIBreak]

*Digital Input Break*

Data type: signaldi

The digital input signal that may interrupt the operator dialog. If no button is pressed or no selection is done before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DIPassive]

*Digital Input Passive*

Data type: switch

This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DOBreak()]

*Digital Output Break*

Data type: signaldo

The digital output signal that may interrupt the operator dialog. If no button is pressed or no selection is done before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.
Digital Output Passive

Data type: switch

This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

Persistent Boolean Break

Data type: bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

Persistent Boolean Passive

Data type: switch

This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

BreakFlag

Data type: errnum

A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

UIActiveSignal

Data type: signaldo

The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.

Continues on next page
2 Functions

2.214 UIListView - User List View

RobotWare - OS

Continued

Program execution

The menu list with icon, header, list items, and default item are displayed according to the programmed arguments. Program execution waits until the operator has done the selection or the menu list is interrupted by time-out or signal action. The selected list item and interrupt reason are transferred back to the program.

New menu list on trap level takes focus from menu list on basic level.

Predefined data

icondata

The following constants of the data type icondata are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

buttondata

The following constants of the data type buttondata are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button displayed</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>btnNone</td>
<td>No button</td>
</tr>
<tr>
<td>0</td>
<td>btnOK</td>
<td>OK</td>
</tr>
<tr>
<td>1</td>
<td>btnAbrtRtryIgn</td>
<td>Abort, Retry and Ignore</td>
</tr>
<tr>
<td>2</td>
<td>btnOKCancel</td>
<td>OK and Cancel</td>
</tr>
<tr>
<td>3</td>
<td>btnRetryCancel</td>
<td>Retry and Cancel</td>
</tr>
<tr>
<td>4</td>
<td>btnYesNo</td>
<td>Yes and No</td>
</tr>
<tr>
<td>5</td>
<td>btnYesNoCancel</td>
<td>Yes, No and Cancel</td>
</tr>
</tbody>
</table>

It is possible to display user defined push buttons with the functions UIMessageBox and UIListView.

btnres

The following constants of the data type btnres are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>resUnkwn</td>
<td>Unknown result</td>
</tr>
<tr>
<td>1</td>
<td>resOK</td>
<td>OK</td>
</tr>
<tr>
<td>2</td>
<td>resAbort</td>
<td>Abort</td>
</tr>
<tr>
<td>3</td>
<td>resRetry</td>
<td>Retry</td>
</tr>
<tr>
<td>4</td>
<td>resIgnore</td>
<td>Ignore</td>
</tr>
<tr>
<td>5</td>
<td>resCancel</td>
<td>Cancel</td>
</tr>
<tr>
<td>6</td>
<td>resYes</td>
<td>Yes</td>
</tr>
</tbody>
</table>
It is possible to work with user defined push buttons that answer with the functions UIMessageBox and UIListView.

### Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
</tbody>
</table>

If parameter \BreakFlag is not used, these situations can then be dealt with by the error handler:

- If there is a time-out (parameter \MaxTime) before an input from the operator, the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.
- If digital input is set (parameter \DIBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.
- If a digital output is set (parameter \DOBreak) before an input from the operator, the system variable ERRNO is set to ERR_TP_DOBREAK and the execution continues in the error handler.
- If a persistent boolean is set (parameter \PersBoolBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

### More examples

The following example illustrates the function UIListView.

#### Example 1

```plaintext
CONST listitem list(2) := [ ['"","Calibrate tool1"], ['"","Calibrate tool2"] ];
VAR num list_item;
VAR errnum err_var;
...
list_item := UIListView
  ( \Header:="Select tool ?",
    list \Icon:=iconInfo
    \MaxTime:=60
    \DIBreak:=di5
    \BreakFlag:=err_var);
TEST err_var
  CASE ERR_TP_MAXTIME:
```

Continues on next page
2 Functions

2.214 UIListView - User List View

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Continued

CASE ERR_TP_DIBREAK:
    ! No operator answer
CASE 0:
    ! Operator answer
    IF list_item = 1 THEN
        ! Calibrate tool1
    ELSEIF list_item = 2 THEN
        ! Calibrate tool2
    ENDIF
DEFAULT:
    ! Not such case defined
ENDTEST

The message box is displayed and the operator can select an item in the list. The message box can also be interrupted with time out or break by digital input signal. In the program it’s possible to find out the reason and take the appropriate action.

Limitations

Avoid using too small a value for the time-out parameter \MaxTime when UIListView is frequently executed, for example in a loop. It can result in unpredictable behavior from the system performance, like slow response of the FlexPendant.

Syntax

UIListView '('
    ["\' Result '" := <var or pers (INOUT) of btnres>]
    ["\' Header '" := <expression (IN) of string>] ',]
    ["\' ListItems '" ] <array {*} (IN) of listitem>
    ["\' Buttons '" := <expression (IN) of buttondata>]
    | ["\' BtnArray '" := <array {*} (IN) of string>]
    ["\' Icon '" := <expression (IN) of icondata>]
    ["\' DefaultIndex '" := <expression (IN) of num>]
    ["\' MaxTime '" := <expression (IN) of num>]
    ["\' DIBreak '" := <variable (VAR) of signaldi>]
    ["\' DIPassive]
    ["\' DOBreak '" := <variable (VAR) of signaldo>]
    ["\' DOPassive]
    ["\' PersBoolBreak '" := <persistent (PERS) of bool>]
    ["\' PersBoolPassive]
    ["\' BreakFlag '" := <var or pers (INOUT) of errnum>]
    ["\' UIActiveSignal '" := <variable (VAR) of signaldo> ] ')'

A function with return value of the data type num.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon display data</td>
<td>icodata - Icon display data on page 1512</td>
</tr>
<tr>
<td>Push button data</td>
<td>buttondata - Push button data on page 1471</td>
</tr>
<tr>
<td>Push button result data</td>
<td>btnres - Push button result data on page 1469</td>
</tr>
</tbody>
</table>

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### 2.214 ULListView - User List View

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<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>List item data structure</td>
<td>listitem - List item data structure on page 1523</td>
</tr>
<tr>
<td>User interaction message box type basic</td>
<td>UIMsgBox - User Message Dialog Box type basic on page 867</td>
</tr>
<tr>
<td>User interaction message box type advanced</td>
<td>UIMessageBox - User Message Box type advanced on page 1434</td>
</tr>
<tr>
<td>User interaction number entry</td>
<td>UINumEntry - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User interaction number tune</td>
<td>UINumTune - User Number Tune on page 1450</td>
</tr>
<tr>
<td>User interaction alpha entry</td>
<td>UIAlphaEntry - User Alpha Entry on page 1403</td>
</tr>
<tr>
<td>System connected to FlexPendant etc.</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Clean up the operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
2 Functions

2.215 UIMessageBox - User Message Box type advanced

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2.215 UIMessageBox - User Message Box type advanced

Usage

UIMessageBox (*User Interaction Message Box*) is used to communicate with the user of the robot system on available user device, such as the FlexPendant. A message is written to the operator, who answers by selecting a button. The user selection is then transferred back to the program.

Basic examples

The following example illustrates the function UIMessageBox.

See also More examples on page 1440.

Example 1

VAR btnres answer;
CONST string my_message{5}:= ["Message Line 1","Message Line 2",
"Message Line 3","Message Line 4","Message Line 5"]; CONST string my_buttons{2}:=["OK","Skip"]; ...
answer:= UIMessageBox (
\Header:="UIMessageBox Header"
\MsgArray:=my_message
\BtnArray:=my_buttons
\Icon:=iconInfo);
IF answer = 1 THEN
! Operator selection OK
ELSEIF answer = 2 THEN
! Operator selection Skip
ELSE
! No such case defined
ENDIF

Continues on next page
Themessageboxiswithicon,header,message,anduserdefinedpushbuttons
areshownontheFlexPendant.ProgramexecutionwaitsuntilOKorSkipispressed.
Inotherwords,answerwillbeassigned1(OK)or2(Skip)dependingonwhichof
thebuttonsispresst(correspondingarrayindex).

Note

Message Line 1 to Message Line 5 are displayed on separate lines 1 to 5
(the switch \Wrap is not used).

Return value

Data type: btnres

The numeric value of the button that is selected from the message box.
If argument \Buttons is used, the predefined symbolic constants of type btnres
is returned.
If argument \BtnArray is used, the corresponding array index is returned.
If function breaks via \BreakFlag or if \Buttons:=btnNone:
  • If parameter \DefaultBtn is specified, this index is returned.
  • If parameter \DefaultBtn is not specified, resUnkwn equal to 0 is returned.
If function breaks via ERROR handler, there is no return value at all.

Arguments

UIMessageBox ( [\Header] [\Message] | [\MsgArray] [\Wrap] [\Buttons] |
[\DIBreak] [\DIPassive] [\DOBreak] [\DOPassive] 

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2 Functions

2.215 UIMessageBox - User Message Box type advanced

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Continued*

```plaintext
\[\text{\textbackslash PersBoolBreak} \text{\textbackslash PersBoolPassive} \text{\textbackslash BreakFlag} \text{\textbackslash UIActiveSignal}]
```

\[\text{\textbackslash Header}\]

Data type: string

Header text to be written at the top of the message box. Max. 40 characters.

\[\text{\textbackslash Message}\]

Data type: string

One text line to be written on the display. Max 55 characters.

\[\text{\textbackslash MsgArray}\]

*Message Array*

Data type: string

Several text lines from an array to be written on the display.

Only one of parameter \text{\textbackslash Message} or \text{\textbackslash MsgArray} can be used at the same time.

Max. layout space is 11 lines with 55 characters each.

\[\text{\textbackslash Wrap}\]

Data type: switch

If selected, all the specified strings in the argument \text{\textbackslash MsgArray} will be concatenated to one string with single spaces between each individual string and spread out on as few lines as possible.

Default, each string in the argument \text{\textbackslash MsgArray} will be on separate line on the display.

\[\text{\textbackslash Buttons}\]

Data type: buttondata

Defines the push buttons to be displayed. Only one of the predefined buttons combination of type \text{\textbackslash buttondata} can be used at the same time. See Predefined data on page 1439.

Default, the system displays the OK button.

\[\text{\textbackslash BtnArray}\]

*Button Array*

Data type: string

Own definition of push buttons stored in an array of strings. This function returns the array index when corresponding string is selected.

Only one of parameter \text{\textbackslash Buttons} or \text{\textbackslash BtnArray} can be used at the same time.

Max. 5 buttons with 42 characters each.

\[\text{\textbackslash DefaultBtn}\]

*Default Button*

Data type: btnres

Allows to specify a value that should be returned if the message box is interrupted by \text{\textbackslash MaxTime}, \text{\textbackslash DIBreak}, or \text{\textbackslash DOBreak}. It is possible to specify the predefined symbolic constant of type \text{\textbackslash btnres} or any user defined value. See Predefined data on page 1439.

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2 Functions

2.215 UIMessageBox - User Message Box type advanced

RobotWare - OS

Continued

[\Icon]

**Data type:** icndata

Defines the icon to be displayed. Only one of the predefined icons of type icndata can be used. See *Predefined data on page 1439.*

Default, no icon.

[\Image]

**Data type:** string

The name of the image that should be used. To launch own images, the images has to be placed in the HOME: directory in the active system or directly in the active system.

The recommendation is to place the files in the HOME: directory so that they are saved if a Backup and Restore is done.

A Restart is required and then the FlexPendant loads the images.

The image that will be shown can have the width of 185 pixels and the height of 300 pixels. If the image is bigger, only 185 * 300 pixels of the image will be shown starting at the top left of the image.

No exact value can be specified on the size that an image can have or the amount of images that can be loaded to the FlexPendant. It depends on the size of other files loaded to the FlexPendant. The program execution will just continue if an image is used that has not been loaded to the FlexPendant.

[\MaxTime]

**Data type:** num

The maximum amount of time in seconds that program execution waits. If no button is selected within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

[\DIBreak]

**Digital Input Break**

**Data type:** signaldi

The digital input signal that may interrupt the operator dialog. If no button is selected when the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

[\DIPassive]

**Digital Input Passive**

**Data type:** switch

This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

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2 Functions

2.215 UIMessageBox - User Message Box type advanced

RobotWare - OS
Continued

`[\DOBreak]`

**Digital Output Break**

Data type: `signaldo`

The digital output signal that may interrupt the operator dialog. If no button is selected when the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the `BreakFlag` is used (see below). The constant `ERR_TP_DOBREAK` can be used to test whether or not this has occurred.

`[\DOPassive]`

**Digital Output Passive**

Data type: `switch`

This switch overrides the default behavior when using `DOBreak` optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no `BreakFlag` is used) when the signal `DOBreak` is set to 0 (or already is 0). The constant `ERR_TP_DOBREAK` can be used to test whether or not this has occurred.

`[\PersBoolBreak]`

**Persistent Boolean Break**

Data type: `bool`

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the `BreakFlag` is used (see below). The constant `ERR_TP_PERSBOOLBREAK` can be used to test whether or not this has occurred.

`[\PersBoolPassive]`

**Persistent Boolean Passive**

Data type: `switch`

This switch overrides the default behavior when using `PersBoolBreak` optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no `BreakFlag` is used) when the persistent boolean `PersBoolBreak` is set to FALSE (or already is FALSE). The constant `ERR_TP_PERSBOOLBREAK` can be used to test whether or not this has occurred.

`[\BreakFlag]`

Data type: `errnum`

A variable that will hold the error code if `MaxTime`, `DIBreak`, `DOBreak`, or `PersBoolBreak` is used. If this optional variable is omitted then the error handler will be executed. The constants `ERR_TP_MAXTIME`, `ERR_TP_DIBREAK`, `ERR_TP_DOBREAK`, and `ERR_TP_PERSBOOLBREAK` can be used to select the reason.

`[\UIActiveSignal]`

Data type: `signaldo`

Continues on next page
The digital output signal used in optional argument `UIActiveSignal` is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.

Program execution

The message box with icon, header, message lines, image, and buttons are displayed according to the programmed arguments. Program execution waits until the user selects one button or the message box is interrupted by time-out or signal action. The user selection and interrupt reason are transferred back to the program.

New message box on trap level takes the focus from the message box on the basic level.

Predefined data

*icondata*

The following constants of the data type `icondata` are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><code>iconNone</code></td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td><code>iconInfo</code></td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td><code>iconWarning</code></td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td><code>iconError</code></td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td><code>iconQuestion</code></td>
<td>Question icon</td>
</tr>
</tbody>
</table>

*buttondata*

The following constants of the data type `buttondata` are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button displayed</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td><code>btnNone</code></td>
<td>No button</td>
</tr>
<tr>
<td>0</td>
<td><code>btnOK</code></td>
<td>OK</td>
</tr>
<tr>
<td>1</td>
<td><code>btnAbrtRtryIgn</code></td>
<td>Abort, Retry and Ignore</td>
</tr>
<tr>
<td>2</td>
<td><code>btnOKCancel</code></td>
<td>OK and Cancel</td>
</tr>
<tr>
<td>3</td>
<td><code>btnRetryCancel</code></td>
<td>Retry and Cancel</td>
</tr>
<tr>
<td>4</td>
<td><code>btnYesNo</code></td>
<td>Yes and No</td>
</tr>
<tr>
<td>5</td>
<td><code>btnYesNoCancel</code></td>
<td>Yes, No and Cancel</td>
</tr>
</tbody>
</table>

It is possible to display user defined push buttons with the functions `UIMessageBox` and `UILListView`.

*btnres*

The following constants of the data type `btnres` are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><code>resUnkwn</code></td>
<td>Unknown result</td>
</tr>
<tr>
<td>1</td>
<td><code>resOK</code></td>
<td>OK</td>
</tr>
</tbody>
</table>

Continues on next page
2 Functions

2.215 UIMessageBox - User Message Box type advanced

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Continued

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>resAbort</td>
<td>Abort</td>
</tr>
<tr>
<td>3</td>
<td>resRetry</td>
<td>Retry</td>
</tr>
<tr>
<td>4</td>
<td>resIgnore</td>
<td>Ignore</td>
</tr>
<tr>
<td>5</td>
<td>resCancel</td>
<td>Cancel</td>
</tr>
<tr>
<td>6</td>
<td>resYes</td>
<td>Yes</td>
</tr>
<tr>
<td>7</td>
<td>resNo</td>
<td>No</td>
</tr>
</tbody>
</table>

It is possible to work with user defined push buttons that answer with the functions `UIMessageBox` and `UILListView`.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
</tbody>
</table>

If parameter `\BreakFlag` is not used, these situations can then be dealt with by the error handler:

- If there is a time-out (parameter `\MaxTime`) before an input from the operator, the system variable `ERRNO` is set to `ERR_TP_MAXTIME` and the execution continues in the error handler.
- If digital input is set (parameter `\DIBreak`) before an input from the operator, the system variable `ERRNO` is set to `ERR_TP_DIBREAK` and the execution continues in the error handler.
- If a digital output is set (parameter `\DOBreak`) before an input from the operator, the system variable `ERRNO` is set to `ERR_TP_DOBREAK` and the execution continues in the error handler.
- If a persistent boolean is set (parameter `\PersBoolBreak`) before an input from the operator then the system variable `ERRNO` is set to `ERR_TP_PERSBOOLBREAK` and the execution continues in the error handler.

More examples

The following example illustrates the function `UIMessageBox`.

Example 1

```plaintext
VAR errnum err_var;
VAR btnres answer;
...
answer := UIMessageBox (\Header:= "Cycle step 3"
\Message:="Continue with the calibration ?" \Buttons:=btnOKCancel
\DefaultBtn:=resCancel \Icon:=iconInfo \MaxTime:=60 \DIBreak:=di5
\BreakFlag:=err_var);
```

Continues on next page
IF answer = resOK THEN
  ! OK from the operator
ELSE
  ! Cancel from the operator or operation break
TEST err_var
  CASE ERR_TP_MAXTIME:
    ! Time out
  CASE ERR_TP_DIBREAK:
    ! Input signal break
DEFAULT:
  ! Not such case defined
ENDTEST
ENDIF

The message box is displayed, and the operator can answer OK or Cancel. The message box can also be interrupted with time out or break by digital input signal. In the program it’s possible to find out the reason.

Limitations

Avoid using too small a value for the time-out parameter `MaxTime` when `UIMessageBox` is frequently executed, for example in a loop. It can result in an unpredictable behavior of the system performance, like slow response of the FlexPendant.

Syntax

```
UIMessageBox '(
  ['\' Header ' := ' <expression (IN) of string>] ',
  ['\' Message ' := ' <expression (IN) of string>]
| ['\' MsgArray ' := ' <array {*} (IN) of string>]
| ['\' Wrap]
| ['\' Buttons ' := ' <expression (IN) of buttondata>]
| ['\' BtnArray ' := ' <array {*} (IN) of string>]
| ['\' DefaultBtn ' := ' <expression (IN) of btnres>]
| ['\' Icon ' := ' <expression (IN) of icndata>]
| ['\' Image ' := ' <expression (IN) of string>]
| ['\' MaxTime ' := ' <expression (IN) of num>]
| ['\' DIBreak ' := ' <variable (VAR) of signaldi>]
| ['\' DIPassive]
| ['\' DOBreak ' := ' <variable (VAR) of signaldo>]
| ['\' DOPassive]
| ['\' PersBoolBreak ' := ' <persistent (PERS) of bool>]
| ['\' PersBoolPassive]
| ['\' BreakFlag ' := ' <var or pers (INOUT) of errnum>]
| ['\' UIActiveSignal ' := ' <variable (VAR) of signaldo> ]
)
```

A function with return value of the data type `btnres`.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon display data</td>
<td>icndata - Icon display data on page 1512</td>
</tr>
</tbody>
</table>

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#### 2.215 UIMessageBox - User Message Box type advanced

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**Continued**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Push button data</td>
<td>buttondata - Push button data on page 1471</td>
</tr>
<tr>
<td>Push button result data</td>
<td>btnres - Push button result data on page 1469</td>
</tr>
<tr>
<td>User interaction message box type basic</td>
<td>UIMsgBox - User Message Dialog Box type basic on page 867</td>
</tr>
<tr>
<td>User interaction number entry</td>
<td>UINumEntry - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User interaction number tune</td>
<td>UINumTune - User Number Tune on page 1450</td>
</tr>
<tr>
<td>User interaction alpha entry</td>
<td>UIAlphaEntry - User Alpha Entry on page 1403</td>
</tr>
<tr>
<td>User interaction list view</td>
<td>UIListView - User List View on page 1425</td>
</tr>
<tr>
<td>System connected to FlexPendant etc.</td>
<td>UIClientExist - Exist User Client on page 1410</td>
</tr>
<tr>
<td>Clean up the operator window</td>
<td>TPErase - Erases text printed on the FlexPendant on page 747</td>
</tr>
</tbody>
</table>
2.216 UINumEntry - User Number Entry

Usage

UINumEntry (User Interaction Number Entry) is used to let the operator enter a numeric value from the available user device, such as the FlexPendant. A message is written to the operator, who answers with a numeric value. The numeric value is then checked, approved and transferred back to the program.

Basic examples

The following example illustrates the function UINumEntry.

See also More examples on page 1448.

Example 1

VAR num answer;
...
answer := UINumEntry(
   \Header:="UINumEntry Header"
   \Message:="How many units should be produced?"
   \icon:=iconInfo
   \initValue:=5
   \MinValue:=1
   \MaxValue:=10
   \AsInteger);
FOR i FROM 1 TO answer DO
   produce_part;
ENDFOR

Operator Messages

All Tests

UINumEntry Header
How many units should be produced?
Min: 1 Max: 10

CONTINUES ON NEXT PAGE
2 Functions

2.216 UINumEntry - User Number Entry
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Continued

The numeric message box with icon, header, message, initial, maximum, and minimum values are shown on the FlexPendant. The message box checks that the operator selects an integer within the value range. Program execution waits until OK is pressed and then the selected numerical value is returned. The routine `produce_part` is then repeated the number of input times via the FlexPendant.

Return value

Data type: num

This function returns the input numeric value.

If function breaks via \BreakFlag:

- If parameter `InitValue` is specified, this value is returned
- If parameter `InitValue` is not specified, value 0 is returned.

If function breaks via `ERROR` handler, no return value at all.

Arguments

```
UINumEntry ( [\Header] [\Message] | [\MsgArray] |
[\Wrap][\Icon][\InitValue] [\MinValue] [\MaxValue] |
[\AsInteger][\MaxTime] [\DIBreak] [\DIPassive] [\DOBreak] |
[\UIActiveSignal])
```

[\Header]

Data type: string
Header text to be written at the top of the message box. Max. 40 characters.

[\Message]

Data type: string
One text line to be written on the display. Max 40 characters.

[\MsgArray]

Message Array
Data type: string
Several text lines from an array to be written on the display.
Only one of parameter `\Message` or `\MsgArray` can be used at the same time.
Max. layout space is 9 lines with 40 characters each.

[\Wrap]

Data type: switch
If selected, all the specified strings in the argument `\MsgArray` will be concatenated to one string with a single space between each individual string, and spread out on as few lines as possible.
Default, each string in the argument `\MsgArray` will be on a separate line on the display.

[\Icon]

Data type: icondata

Continues on next page
Definestheicontobedisplayed.Onlyoneofthepredefinediconsoftypeicondata
canbeused.SeePredefineddataonpage1447.
Defaultnoicon.

[\InitValue]  
**Data type:** num  
Initialvaluethatisdisplayedintheentrybox.

[\MinValue]  
**Data type:** num  
The minimum valuethatreturns.

[\MaxValue]  
**Data type:** num  
The maximum valuethatreturns.

[\AsInteger]  
**Data type:** switch  
Eliminatesthedecimalpointfromthenumberpadtoensurethatthereturnvalue
isaninteger.

[\MaxTime]  
**Data type:** num  
The maximum amountoftimeinsecondsprogramexecutionwaits.IftheOK
buttonisnotpressedwithinthistime,theprogramcontinuestoexecuteinthe
errorhandlerunlesstheBreakFlagisused(seebelow).Theconstant
ERR_TP_MAXTIMEcanbeusedtetestwhetherornotthemaximumtimehas
elapsed.

[\DIBreak]  
**Digital Input Break**  
**Data type:** signaldi  
The digital input signal that may interrupttheoperatordialog.IftheOK
buttonisnotpressedbeforethesignalissetto1(or is already 1) then the program continues
toexecuteintheerrorhandlerunlesstheBreakFlagisused(seebelow).Theconstant
ERR_TP_DIBREAKcanbeusedtetestwhetherornotthishasoccurred.

[\DIPassive]  
**Digital Input Passive**  
**Data type:** switch  
This switch overrides the default behavior when usingDIBreakoptional argument.
Instead of reactingwhensignalissetto1(or already 1),theinstructionshould
continueintheerrorhandler(if no BreakFlagis used)whenthesignalDIBreak
issetto0(oralreadyis 0).The constant ERR_TP_DIBREAKcanbeusedtetest
whetherornotthishasoccurred.

[\DOBreak]  
**Digital Output Break**
Data type: signaldo
The digital output signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[\text{DOPassive}\]

*Digital Output Passive*
Data type: switch
This switch overrides the default behavior when using DOBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DOBreak is set to 0 (or already is 0). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.

\[\text{PersBoolBreak}\]

*Persistent Boolean Break*
Data type: bool
The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[\text{PersBoolPassive}\]

*Persistent Boolean Passive*
Data type: switch
This switch overrides the default behavior when using PersBoolBreak optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no BreakFlag is used) when the persistent boolean PersBoolBreak is set to FALSE (or already is FALSE). The constant ERR_TP_PERSBOOLBREAK can be used to test whether or not this has occurred.

\[\text{BreakFlag}\]

Data type: errnum
A variable that will hold the error code if MaxTime, DIBreak, DOBreak, or PersBoolBreak is used. If this optional variable is omitted then the error handler will be executed. The constants ERR_TP_MAXTIME, ERR_TP_DIBREAK, ERR_TP_DOBREAK, and ERR_TP_PERSBOOLBREAK can be used to select the reason.

\[\text{UIActiveSignal}\]

Data type: signaldo
The digital output signal used in optional argument UIActiveSignal is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.
No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.

**Program execution**

The numeric message box with numeric pad, icon, header, message lines, init-, max-, and minvalue are displayed according to the programmed arguments. Program execution waits until the user has entered an approved numeric value and presses OK or the message box is interrupted by time-out or signal action. The input numeric value and interrupt reason are transferred back to the program. New message box on trap level takes the focus from the message box on the basic level.

**Predefined data**

The following constants of the data type icondata are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

**Error handling**

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID and it has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
<tr>
<td>ERR_UI_INITVALUE</td>
<td>The initial value (parameter \InitValue) is not specified within the range of the minimum and maximum value (parameters \MinValue and \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_MAXMIN</td>
<td>The minimum value (parameter \MinValue) is greater than the maximum value (parameter \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_NOTINT</td>
<td>The initial value (parameter \InitValue) is not an integer as specified in the parameter \AsInteger.</td>
</tr>
</tbody>
</table>

If parameter \BreakFlag is not used, these situations can then be dealt with by the error handler:

- If there is a time-out (parameter \MaxTime) before an input from the operator then the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.
- If digital input is set (parameter \DIBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.
2 Functions

2.216 UINumEntry - User Number Entry

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Continued

- If a digital output is set (parameter \DOBreak) before an input from the
  operator then the system variable ERRNO is set to ERR_TP_DOBREAK and the
  execution continues in the error handler.
- If a persistent boolean is set (parameter \PersBoolBreak) before an input
  from the operator then the system variable ERRNO is set to
  ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

More examples

The following example illustrates the function UINumEntry.

Example 1

VAR errnum err_var;
VAR num answer;
VAR num distance;
...
answer := UINumEntry (Header:= "BWD move on path"
(Message:="Enter the path overlap ?" Icon:=iconInfo
\InitValue:=5 \MinValue:=0 \MaxValue:=10
\MaxTime:=60 \DIBreak:=di5 \BreakFlag:=err_var);
TEST err_var
CASE ERR_TP_MAXTIME:
CASE ERR_TP_DIBREAK:
! No operator answer distance := 5;
CASE 0
! Operator answer
distance := answer;
DEFAULT:
! Not such case defined
ENDTEST

The message box is displayed and the operator can enter a numeric value and
press OK. The message box can also be interrupted with a time out or break by
digital input signal. In the program it’s possible to find out the reason and take the
appropriate action.

Limitations

Avoid using too small a value for the time-out parameter \MaxTime when
UINumEntry is frequently executed, for example in a loop. It can result in
unpredictable behavior from the system performance, like slow response of the
FlexPendant.

Syntax

UINumEntry '(
  ["\' Header ":=" <expression (IN) of string>]
  [Message ":=" <expression (IN) of string> ]
  ["\' MgrArray ":=" <array {*} (IN) of string>]
  ["\' Wrap]
  ["\' Icon ":=" <expression (IN) of icondata>]
  ["\' InitValue ":=" <expression (IN) of dnum>]
  ["\' MinValue ":=" <expression (IN) of dnum>]

Continues on next page
A function with return value of the data type `num`.

<table>
<thead>
<tr>
<th>Related information</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<td>User interaction message box type basic</td>
<td><code>UIMsgBox - User Message Dialog Box type basic on page 867</code></td>
</tr>
<tr>
<td>User interaction message box type advanced</td>
<td><code>UIMessageBox - User Message Box type advanced on page 1434</code></td>
</tr>
<tr>
<td>User interaction number tune</td>
<td><code>UINumTune - User Number Tune on page 1450</code></td>
</tr>
<tr>
<td>User interaction alpha entry</td>
<td><code>UIAlphaEntry - User Alpha Entry on page 1403</code></td>
</tr>
<tr>
<td>User interaction list view</td>
<td><code>UIListView - User List View on page 1425</code></td>
</tr>
<tr>
<td>System connected to FlexPendant etc.</td>
<td><code>UIClientExist - Exist User Client on page 1410</code></td>
</tr>
<tr>
<td>Clean up the operator window</td>
<td><code>TPErase - Erases text printed on the Flex-Pendant on page 747</code></td>
</tr>
</tbody>
</table>
2.217 UINumTune - User Number Tune

**Usage**

UINumTune (*User Interaction Number Tune*) is used to let the operator tune a numeric value from the available user device, such as the FlexPendant. A message is written to the operator, who tunes a numeric value. The tuned numeric value is then checked, approved and transferred back to the program.

**Basic examples**

The following example illustrates the function UINumTune.

See also *More examples on page 1455*.

**Example 1**

```
VAR num flow;
...
flow := UINumTune(
    Header:="UINumTune Header"
    Message:="Tune the flow?"
    Icon:=iconInfo,
    2.5,
    0.1
   .MinValue:=1.5
   .MaxValue:=3.5);
```

The numeric tune message box with icon, header, message, initial, increment, maximum, and minimum values are shown on the FlexPendant. The message box checks that the operator tunes the flow value with step 0.1 from the initial value.
2.5, within the value range 1.5-3.5. Program execution waits until OK is pressed and then the selected numerical value is returned and stored in the variable flow.

**Return value**

**Data type:** num

This function returns the tuned numeric value.

If function breaks via \BreakFlag, the specified \InitValue is returned.

If function breaks via ERROR handler, no return value is returned at all.

**Arguments**

```plaintext
UINumTune ( \Header \Message \MsgArray \Wrap \Icon
InitValue Increment \MinValue \MaxValue \MaxTime
\DIBreak \DIPassive \DOBreak \DOPassive
\PersBoolBreak \PersBoolPassive \BreakFlag
\UIActiveSignal)
```

**\Header**

**Data type:** string

Header text to be written at the top of the message box. Max. 40 characters.

**\Message**

**Data type:** string

One text line to be written on the display. Max 40 characters.

**\MsgArray**

*Message Array*

**Data type:** string

Several text lines from an array to be written on the display.

Only one of parameter \Message or \MsgArray can be used at the same time.

Max. layout space is 11 lines with 40 characters each.

**\Wrap**

**Data type:** switch

If selected, all the specified strings in the argument \MsgArray will be concatenated to one string with a single space between each individual string, and spread out on as few lines as possible.

Default, each string in the argument \MsgArray will be on a separate line on the display.

**\Icon**

**Data type:** icndata

 Defines the icon to be displayed. Only one of the predefined icons of type icndata can be used. See *Predefined data on page 1454*.

Default no icon.

**InitValue**

**Data type:** num
Initial value that is displayed in the entry box.

**Increment**

Data type: num

This parameter specifies how much the value should change when the plus or minus button is pressed.

**[\MinValue]**

Data type: num

The minimum value for the return value.

**[\MaxValue]**

Data type: num

The maximum value for the return value.

**[\MaxTime]**

Data type: num

The maximum amount of time in seconds that program execution waits. If the OK button is not pressed within this time, the program continues to execute in the error handler unless the BreakFlag is used (see below). The constant ERR_TP_MAXTIME can be used to test whether or not the maximum time has elapsed.

**[\DIBreak]**

*Digital Input Break*

Data type: signal\di

The digital input signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

**[\DIPassive]**

*Digital Input Passive*

Data type: switch

This switch overrides the default behavior when using DIBreak optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no BreakFlag is used) when the signal DIBreak is set to 0 (or already is 0). The constant ERR_TP_DIBREAK can be used to test whether or not this has occurred.

**[\DOBreak]**

*Digital Output Break*

Data type: signal\do

The digital output signal that may interrupt the operator dialog. If the OK button is not pressed before the signal is set to 1 (or is already 1) then the program continues to execute in the error handler, unless the BreakFlag is used (see below). The constant ERR_TP_DOBREAK can be used to test whether or not this has occurred.
[\DOpassive]

*Digital Output Passive*

**Data type:** switch

This switch overrides the default behavior when using **DOBreak** optional argument. Instead of reacting when signal is set to 1 (or already 1), the instruction should continue in the error handler (if no **BreakFlag** is used) when the signal **DOBreak** is set to 0 (or already is 0). The constant **ERR_TP_DOBREAK** can be used to test whether or not this has occurred.

[\PersBoolBreak]

*Persistent Boolean Break*

**Data type:** bool

The persistent boolean that may interrupt the operator dialog. If no button is selected when the persistent boolean is set to TRUE (or is already TRUE) then the program continues to execute in the error handler unless the **BreakFlag** is used (see below). The constant **ERR_TP_PERSBOOLBREAK** can be used to test whether or not this has occurred.

[\PersBoolPassive]

*Persistent Boolean Passive*

**Data type:** switch

This switch overrides the default behavior when using **PersBoolBreak** optional argument. Instead of reacting when persistent boolean is set to TRUE (or already TRUE), the instruction should continue in the error handler (if no **BreakFlag** is used) when the persistent boolean **PersBoolBreak** is set to FALSE (or already is FALSE). The constant **ERR_TP_PERSBOOLBREAK** can be used to test whether or not this has occurred.

[\BreakFlag]

**Data type:** errnum

A variable that will hold the error code if **MaxTime**, **DIBreak**, **DOBreak**, or **PersBoolBreak** is used. If this optional variable is omitted then the error handler will be executed. The constants **ERR_TP_MAXTIME**, **ERR_TP_DIBREAK**, **ERR_TP_DOBREAK**, and **ERR_TP_PERSBOOLBREAK** can be used to select the reason.

[\UIActiveSignal]

**Data type:** signaldo

The digital output signal used in optional argument **UIActiveSignal** is set to 1 when the message box is activated on the FlexPendant. When the user selection has been done and the execution continue, the signal is set to 0 again.

No supervision of stop or restart exist. The signal is set to 0 when the function is ready, or when PP is moved.
Program execution

The numeric tune message box with tune +/- buttons, icon, header, message lines, init-, increment, max, and min value are displayed according to the programmed arguments. Program execution waits until the user has tuned the numeric value and pressed OK or the message box is interrupted by time-out or signal action. The input numeric value and interrupt reason are transferred back to the program. New message box on trap level takes the focus from the message box on the basic level.

Predefined data

The following constants of the data type icondata are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable ERRNO will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>There is no client, for example, a FlexPendant, to take care of the instruction.</td>
</tr>
<tr>
<td>ERR_UI_INITVALUE</td>
<td>The initial value (parameter \InitValue) is not specified within the range of the minimum and maximum value (parameters \MinValue and \MaxValue).</td>
</tr>
<tr>
<td>ERR_UI_MAXMIN</td>
<td>The minimum value (parameter \MinValue) is greater than the maximum value (parameter \MaxValue).</td>
</tr>
</tbody>
</table>

If parameter \BreakFlag is not used, these situations can then be dealt with by the error handler:

- If there is a time-out (parameter \MaxTime) before an input from the operator then the system variable ERRNO is set to ERR_TP_MAXTIME and the execution continues in the error handler.
- If digital input is set (parameter \DIBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_DIBREAK and the execution continues in the error handler.
- If a digital output is set (parameter \DOBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_DOBREAK and the execution continues in the error handler.
• If a persistent boolean is set (parameter \PersBoolBreak) before an input from the operator then the system variable ERRNO is set to ERR_TP_PERSBOOLBREAK and the execution continues in the error handler.

More examples

The following example illustrates the function UINumTune.

Example 1

VAR errnum err_var;
VAR num tune_answer;
VAR num distance;
...
tune_answer := UINumTune (\Header:=" BWD move on path"
 \Message:="Enter the path overlap ?" \Icon:=iconInfo, 5, 1
 \MinValue:=0 \MaxValue:=10 \MaxTime:=60 \DIBreak:=di5
 \BreakFlag:=err_var);
TEST err_var
CASE ERR_TP_MAXTIME:
CASE ERR_TP_DIBREAK:
! No operator answer
distance := 5;
CASE 0:
! Operator answer
distance := tune_answer;
DEFAULT:
! No such case defined
ENDTEST

The tune message box is displayed and the operator can tune the numeric value and press OK. The message box can also be interrupted with time-out or break by digital input signal. In the program it's possible to find out the reason and take the appropriate action.

Limitations

Avoid using too small a value for the time-out parameter \MaxTime when UINumTune is frequently executed, for example in a loop. It can result in unpredictable behavior from the system performance, like slow response of the FlexPendant.

Syntax

UINumTune '('
["'" Header ':=' <expression (IN) of string>]
[Message ':=' <expression (IN) of string> ]
| ["'" MsgArray ':='<array {*} (IN) of string>]
| ["'" Wrap]
["'" Icon ':=' <expression (IN) of icondata>]
[InitValue ':=' <expression (IN) of num>]
[Increment ':=' <expression (IN) of num>]
| ["'" MinValue ':=' <expression (IN) of num>]
| ["'" MaxValue ':=' <expression (IN) of num>]
| ["'" MaxTime ':=' <expression (IN) of num>]

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2 Functions

2.217 UINumTune - User Number Tune

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A function with return value of the data type num.

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2.218 ValidIO - Valid I/O signal to access

Usage
ValidIO is used to check if the specified I/O signal can be accessed without any error at present.

Basic examples
The following example illustrates the function ValidIO.

Example 1
IF ValidIO(mydosignal) SetDO mydosignal, 1;
Set the digital output signal mydosignal to 1 if its I/O device is up and running.

Return value
Data type: bool
Returns TRUE if the I/O signal is valid and the I/O device for the signal is up and running.
Returns FALSE if the I/O device is not up and running, or if no AliasIO instruction has been executed to connect a signal variable declared in the RAPID program to a signal defined in I/O configuration.

Arguments
ValidIO (Signal)

Signal
Data type: signalxx
The I/O signal name. Must be of data type signaldo, signaldi, signalgo, signalgi, signalao or signalai.

Program execution
Execution behaviour:
• Check if valid I/O signal
• Check if the I/O device for the signal is up and running.
No error messages are generated.

Syntax
ValidIO '('
[Signal ':='] <variable (VAR) of anytype> ')'
A function with a return value of the data type bool.

Related information

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2.218 ValidIO - Valid I/O signal to access

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</table>
2.219 ValToStr - Converts a value to a string

Usage

ValToStr (Value To String) is used to convert a value of any data type to a string.

Basic examples

The following examples illustrate the function ValToStr.

Example 1

VAR string str;
VAR pos p := [100, 200, 300];
str := ValToStr(p);

The variable str is given the value "[100, 200, 300]".

Example 2

str := ValToStr(TRUE);

The variable str is given the value TRUE.

Example 3

str := ValToStr(1.234567890123456789);

The variable str is given the value "1.23456789012346".

Example 4

VAR num numtype := 1.234567890123456789;
str := ValToStr(numtype);

The variable str is given the value "1.23457".

Example 5

VAR dnum dnumtype := 1.234567890123456789;
str := ValToStr(dnumtype);

The variable str is given the value "1.23456789012346".

Return value

Data type: string

The value is converted to a string with standard RAPID format. This means, in principle, 6 significant digits. Literal value interpreted as a dnum (see example 3) and dnum variables (see example 5) though have 15 significant digits.

A runtime error is generated if the resulting string is too long.

Arguments

ValToStr (Val)

Val

Value

Data type: anytype

A value of any data type. All types of value data with structure atomic, record, record component, array, or array element can be used.
2 Functions

2.219 ValToStr - Converts a value to a string

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Syntax

ValToStr '('
   [ Val ':=' ] <expression (IN) of anytype> ')

A function with a return value of the data type string.

Related information

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</tr>
<tr>
<td>String values</td>
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</tr>
</tbody>
</table>
2.220 VectMagn - Magnitude of a pos vector

Usage

VectMagn (Vector Magnitude) is used to calculate the magnitude of a pos vector.

Basic examples

The following example illustrates the function VectMagn.

Example 1

A vector \( \mathbf{A} \) can be written as the sum of its components in the three orthogonal directions:

\[
\mathbf{A} = A_x \mathbf{i} + A_y \mathbf{j} + A_z \mathbf{k}
\]

The magnitude of \( \mathbf{A} \) is:

\[
|\mathbf{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}
\]

The vector is described by the data type pos and the magnitude by the data type num:

```plaintext
VAR num magnitude;
VAR pos vector;
...
vector := [1,1,1];
magnitude := VectMagn(vector);
```

Return value

Data type: num

The magnitude of the vector (data type pos).

Arguments

VectMagn (Vector)
2 Functions

2.220 VectMagn - Magnitude of a pos vector

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Vector

Data type: pos
The vector described by the data type pos.

Syntax

\[
\text{VectMagn \ '('}
\]

[Vector ':='] <expression (IN) of pos> '

A function with a return value of the data type num.

Related information

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</table>
2.221 XOR - Evaluates a logical value

Usage

XOR (Exclusive Or) is a conditional expression used to evaluate a logical value (true/false).

Basic examples

The following examples illustrate the function XOR.

Example 1

VAR bool a;
VAR bool b;
VAR bool c;
c := a XOR b;

The return value \( c \) is TRUE if one, and only one, of \( a \) or \( b \) are TRUE. Otherwise the return value is FALSE.

Example 2

VAR num a;
VAR num b;
VAR bool c;
...
c := a>5 XOR b=3;

The return value of \( c \) is TRUE if one, and only one, of the conditions are TRUE. Either \( a \) is larger than 5, or \( b \) equals 3. Otherwise the return value is FALSE.

Return value

Data type: bool

The return value is TRUE if one, and only one, of the conditional expressions are correct. Otherwise the return value is FALSE.

Syntax

\(<\text{expression of bool}> \text{ XOR } <\text{expression of bool}>\)

A function with a return value of data type bool.

Related information

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3 Data types

3.1 aiotrigg - Analog I/O trigger condition

Usage

aiotrigg (Analog I/O Trigger) is used to define the condition to generate an interrupt for an analog input or output signal.

Description

Data of the type aiotrigg defines the way a low and a high threshold will be used to determine whether the logical value of an analog signal satisfies a condition to generate an interrupt.

Basic examples

The following example illustrates the data type aiotrigg:

Example 1

VAR int num sig1int;
PROC main()
CONNECT sig1int WITH iroutine1;
ISignalAI Single, ail, AIO_BETWEEN, 1.5, 0.5, 0, sig1int;

Orders an interrupt which is to occur the first time the logical value of the analog input signal ail is between 0.5 and 1.5. A call is then made to the iroutine1 trap routine.

Predefined data

The following symbolic constants of the data type aiotrigg are predefined and can be used when specifying a condition for the instructions ISignalAI and ISignalAO.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AIO_ABOVE_HIGH</td>
<td>Signal will generate interrupts if above specified high value</td>
</tr>
<tr>
<td>2</td>
<td>AIO_BELOW_HIGH</td>
<td>Signal will generate interrupts if below specified high value</td>
</tr>
<tr>
<td>3</td>
<td>AIO_ABOVE_LOW</td>
<td>Signal will generate interrupts if above specified low value</td>
</tr>
<tr>
<td>4</td>
<td>AIO_BELOW_LOW</td>
<td>Signal will generate interrupts if below specified low value</td>
</tr>
<tr>
<td>5</td>
<td>AIO_BETWEEN</td>
<td>Signal will generate interrupts if between specified low and high values</td>
</tr>
<tr>
<td>6</td>
<td>AIO_OUTSIDE</td>
<td>Signal will generate interrupts if below specified low value or above specified high value</td>
</tr>
<tr>
<td>7</td>
<td>AIO_ALWAYS</td>
<td>Signal will always generate interrupts</td>
</tr>
</tbody>
</table>

Characteristics

aiotrigg is an alias data type for num and consequently inherits its characteristics.

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## 3 Data types

### 3.1 aioTrigg - Analog I/O trigger condition

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### Related information

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</table>
3.2 ALIAS - Assigning an alias data type

Usage

ALIAS is used to define a data type as being equal to another data type. Alias types provide a means to classify objects. The system may use the alias classification to look up and present type related objects. An alias type is introduced by an alias definition.

The built-in alias types are errnum and intnum, both aliases for num.

errnum type

The errnum type is an alias for num and is used for the representation of error numbers.

intnum type

The intnum type is an alias for num and is used for the representation of interrupt numbers.

Basic examples

The following example illustrates the ALIAS definition.

Example 1

```
ALIAS num level;
CONST level low := 2.5;
CONST level high := 4.0;
An alias type level is defined (alias for num).
```

Limitations

To be recognized by RAPID, any alias definitions must be declared at the very top of the program or system module before all other data declarations. The only data type that is allowed to be declared before alias is RECORD.

One alias type cannot be defined upon another alias type.

Syntax

```
ALIAS <type name> <identifier> ';'
```

Alias definition.

Related information

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3 Data types

3.3 bool - Logical values

Usage

bool is used for logical values (true/false).

Description

The value of data of the type bool can be either TRUE or FALSE.

Basic examples

The following examples illustrate the data type bool:

Example 1

flag1 := TRUE;
flag is assigned the value TRUE.

Example 2

VAR bool highvalue;
VAR num reg1;
...
highvalue := reg1 > 100;
highvalue is assigned the value TRUE if reg1 is greater than 100; otherwise, FALSE is assigned.

Example 3

IF highvalue Set do1;
The do1 signal is set if highvalue is TRUE.

Example 4

highvalue := reg1 > 100;
mediumvalue := reg1 > 20 AND NOT highvalue;
mediumvalue is assigned the value TRUE if reg1 is between 20 and 100.

Related information

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</table>
3.4 btnres - Push button result data

Usage

btnres (*button result*) is used for representing the user selection of the push button display on the User Device such as the FlexPendant.

Description

A btnres constant is intended to be used when checking the result value from the instruction UIMsgBox and the return value from the functions UIMessageBox and UIListView.

Basic examples

The following example illustrates the data type btnres:

Example 1

```plaintext
VAR btnres answer;
UIMsgBox "More ?" \Buttons:=btnYesNo \Result:= answer;
IF answer= resYes THEN
  ...
ELSEIF answer =ResNo THEN
  ...
ENDIF
```

The standard button enumeration btnYesNo will give one Yes and one No push button on the user interface. The user selection will be stored in the variable answer.

Predefined data

The following constants of the data type btnres are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>resUnkwn</td>
<td>Unknown result</td>
</tr>
<tr>
<td>1</td>
<td>resOK</td>
<td>OK</td>
</tr>
<tr>
<td>2</td>
<td>resAbort</td>
<td>Abort</td>
</tr>
<tr>
<td>3</td>
<td>resRetry</td>
<td>Retry</td>
</tr>
<tr>
<td>4</td>
<td>resIgnore</td>
<td>Ignore</td>
</tr>
<tr>
<td>5</td>
<td>resCancel</td>
<td>Cancel</td>
</tr>
<tr>
<td>6</td>
<td>resYes</td>
<td>Yes</td>
</tr>
<tr>
<td>7</td>
<td>resNo</td>
<td>No</td>
</tr>
</tbody>
</table>

It is possible to work with user defined push buttons that answer with the functions UIMessageBox and UIListView.

Characteristics

btnres is an alias data type for num and consequently inherits its characteristics.

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3 Data types

3.4 btnres - Push button result data

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<tr>
<td>Alias data type button data</td>
<td>buttondata - Push button data on page 1471</td>
</tr>
</tbody>
</table>
3.5 buttondata - Push button data

Usage

buttondata is used for representing a standard push button combination for display on the User Device such as the FlexPendant.

Description

A buttondata constant is used for representing response push buttons in instruction UIMsgBox and functions UIMessageBox andUIListView.

Basic examples

The following example illustrates the data type buttondata:

Example 1

VAR btnres answer;
UIMsgBox "More ?" \
Buttons:=btnYesNo \Result:= answer;
IF answer= resYes THEN
...
ELSE
...
ENDIF

The standard button enumeration btnYesNo will give one Yes and one No push button.

Predefined data

The following constants of the data type buttondata are predefined in the system.

<table>
<thead>
<tr>
<th>Value</th>
<th>Constants</th>
<th>Button displayed</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>btnNone</td>
<td>No button</td>
</tr>
<tr>
<td>0</td>
<td>btnOK</td>
<td>OK</td>
</tr>
<tr>
<td>1</td>
<td>btnAbrtRtryIgn</td>
<td>Abort, Retry and Ignore</td>
</tr>
<tr>
<td>2</td>
<td>btnOKCancel</td>
<td>OK and Cancel</td>
</tr>
<tr>
<td>3</td>
<td>btnRetryCancel</td>
<td>Retry and Cancel</td>
</tr>
<tr>
<td>4</td>
<td>btnYesNo</td>
<td>Yes and No</td>
</tr>
<tr>
<td>5</td>
<td>btnYesNoCancel</td>
<td>Yes, No and Cancel</td>
</tr>
</tbody>
</table>

It is possible to display user defined push buttons with the functions UIMessageBox and UIListView.

Characteristics

buttondata is an alias data type for num and consequently inherits its characteristics.
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3.5 button data - Push button data

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<td>User Interaction Message Box</td>
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</tr>
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</tr>
<tr>
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<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
</tbody>
</table>
3.6 byte - Integer values 0-255

Usage

byte is used for integer values (0 - 255) according to the range of a byte. This data type is used in conjunction with instructions and functions that handle the bit manipulations and convert features.

Description

Data of the type byte represents an integer byte value.

Basic examples

The following examples illustrate the data type byte:

Example 1

VAR byte data1 := 130;

Definition of a variable data1 with a decimal value 130.

Example 2

CONST num parity_bit := 8;
VAR byte data1 := 130;
BitClear data1, parity_bit;

Bit number 8 (parity_bit) in the variable data1 will be set to 0, e.g. the content of the variable data1 will be changed from 130 to 2 (integer representation).

Error handling

If an argument of the type byte has a value that is not in the range between 0 and 255, an error is returned on program execution.

Characteristics

byte is an alias data type for num and consequently inherits its characteristics.

Related information

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<tr>
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</tr>
</tbody>
</table>
3 Data types
3.7 cameradev - camera device

Integrated Vision

3.7 cameradev - camera device

Usage

`cameradev (camera device)` is used to define the different camera devices which can be controlled and accessed from the RAPID program. The data type `cameradev` is used for instructions and functions communicating with a camera. The names of the camera devices are defined in the system parameters and, consequently, must not be defined in the program.

Description

Data of the type `cameradev` only contains a reference to the camera device.

Basic examples

The following example illustrates the data type `cameradev`.

Example 1

```python
CamLoadJob mycamera, "myjob.job";
```

Predefined data

All cameras defined in the system parameters are predefined in every program task.

Limitations

Data of the type `cameradev` must not be defined in the program. However, if it is then an error message will be displayed as soon as an instruction or function that refers to this `cameradev` is executed. The data type can, on the other hand, be used as a parameter when declaring a routine.

Characteristics

`cameradev` is a non-value data type. This means that data of this type does not permit value-oriented operations.

Related information

<table>
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<th>See</th>
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<tbody>
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</tr>
</tbody>
</table>
3.8 camerastatus - Camera communication status

Usage

`camerastatus` is used for representing the status of the communication with the camera.

Description

Camera status is fetched with the function `CamGetMode` and can be used for program flow control or debugging purposes.

Basic examples

The following example illustrates the data type `camerastatus`:

Example 1

```plaintext
VAR camerastatus curr_camerastatus;
...
curr_camerastatus:=CamGetMode(mycamera);
IF curr_camerastatus = CAMERA_DISCON THEN
    TPWrite "Current mode of camera " + CamGetName(mycamera) + " is CAMERA_DISCON";
ELSEIF curr_camerastatus = CAMERA_STANDBY THEN
    TPWrite "Current mode of camera " + CamGetName(mycamera) + " is CAMERA_STANDBY";
ELSEIF curr_camerastatus = CAMERA_RUNNING THEN
    TPWrite "Current mode of camera " + CamGetName(mycamera) + " is CAMERA_RUNNING";
ENDIF
```

Get current mode of the camera, and write the status to the FlexPendant.

Predefined data

Following constants of type `camerastatus` are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAMERA_DISCON</td>
<td>1</td>
<td>The camera is disconnected.</td>
</tr>
<tr>
<td>CAMERA_STANDBY</td>
<td>2</td>
<td>The camera is in standby mode.</td>
</tr>
<tr>
<td>CAMERA_RUNNING</td>
<td>3</td>
<td>The camera is running.</td>
</tr>
</tbody>
</table>

Characteristics

`camerastatus` is an alias data type for `num` and consequently inherits its characteristics.

Related information

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</tr>
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<td>Get camera mode</td>
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3.8 camerastatus - Camera communication status

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<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
</tbody>
</table>
3.9 cameratarget - camera data

Usage

`cameratarget` is used to exchange vision data from the camera image to the RAPID program.

Description

Data of the type `cameratarget` is a user defined collection of data that can be set up to exchange vision data from the camera image to the RAPID program. The data has a range of components that can be set up according to the specific needs in the current vision application. The `cframe` component is meant for transmitting information about the location of an object whereas the numerical values and the strings are meant to hold inspection data.

Basic examples

The following example illustrates the data type `cameratarget`.

Example 1

```plaintext
VAR cameratarget target1;
...
 wobjmycamera.oframe := target1.cframe;
 MoveL pickpart, v100, fine, mygripper \WObj:= wobjmycamera;
```

The `cframe` coordinate transformation is assigned to the object frame of the work object. The `robtarget pickpart` has previously been tuned to a correct picking position within the object frame of the work object.

Components

The data type has the following components:

`name`

Data type: `string`

The name identifier of the `cameratarget`.

`cframe`

*current frame*

Data type: `pose`

For storing position data which is normally used for guiding the robot by modifying the work object.

`val1`

*value 1*

Data type: `num`

For storing numerical outputs such as measurements.

...
3 Data types

3.9 cameratarget - camera data

Integrated Vision
Continued

Data type: num
For storing numerical outputs such as measurements.

string1

Data type: string
For storing numerical vision output such as inspection or identification output.

string2

Data type: string
For storing numerical vision output such as inspection or identification output.

type

Data type: num
A numerical identifier of the camera target. Similar purpose as the name component.

cameraname

Data type: string
The name of the camera.

sceneid

scene identification

Data type: num
The unique identifier of the image used to generate the cameratarget.

Structure

< dataobject of cameratarget >
  < name of string >
  < cframe of pose >
    < trans of pos >
    < rot of orient >
  < val1 of num >
  < val2 of num >
  < val3 of num >
  < val4 of num >
  < val5 of num >
  < string1 of string >
  < string2 of string >
  < type of num >
  < cameroname of string >
  < sceneid of num >

Related information

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</tr>
</thead>
<tbody>
<tr>
<td>Integrated Vision</td>
<td>Application manual - Integrated Vision</td>
</tr>
</tbody>
</table>
3.10 cfgdomain - Configuration domain

Usage

cfgdomain (configuration domain) is used to specify a configuration domain.

Description

Data of the type cfgdomain is intended to be used to define the configuration domain that shall be saved with instruction SaveCfgData.

Basic examples

The following example illustrates the data type cfgdomain:

Example 1

SaveCfgData "SYSPAR" \File:="MYEIO.cfg", EIO_DOMAIN;

Saving I/O domain configuration to the file MYEIO.cfg in directory SYSPAR.

Predefined data

The following predefined constants can be used to specify a configuration domain.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EIO_DOMAIN</td>
<td>I/O system configuration</td>
</tr>
<tr>
<td>MOC_DOMAIN</td>
<td>Motion configuration</td>
</tr>
<tr>
<td>SIO_DOMAIN</td>
<td>Communication domain</td>
</tr>
<tr>
<td>PROC_DOMAIN</td>
<td>Process domain</td>
</tr>
<tr>
<td>SYS_DOMAIN</td>
<td>Controller domain</td>
</tr>
<tr>
<td>MMC_DOMAIN</td>
<td>Man-machine communication</td>
</tr>
<tr>
<td>ALL_DOMAINS</td>
<td>All domains listed above</td>
</tr>
</tbody>
</table>

Characteristics

cfgdomain is an alias data type for string and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>SaveCfgData - Save system parameters to file on page 549</td>
</tr>
<tr>
<td>System parameters</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
3.11 clock - Time measurement

Usage

Clock is used for time measurement. A clock functions like a stopwatch used for timing.

Description

Data of the type clock stores a time measurement in seconds and has a resolution of 0.001 seconds.

Basic examples

The following example illustrates the data type clock:

Example 1

VAR clock myclock;
ClkReset myclock;

The clock, myclock, is declared and reset. Before using ClkReset, ClkStart, ClkStop, and ClkRead, you must declare a variable of data type clock in your program.

Limitations

The maximum time that can be stored in a clock variable is approximately 49 days (4,294,967 seconds). The instructions ClkStart, ClkStop, and ClkRead report clock overflows in the very unlikely event that one occurs.

A clock must be declared as a VAR variable type, not as a persistent variable type.

Characteristics

clock is a non-value data type and cannot be used in value-oriented operations.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Technical reference manual - RAPID Overview, section RAPID summary - System &amp; time</td>
</tr>
<tr>
<td>Non-value data type characteristics</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3.12 confdata - Robot configuration data

Usage

confdata is used to define the axis configurations of the robot.

Description

All positions of the robot are defined and stored using rectangular coordinates. When calculating the corresponding axis positions, there will often be two or more possible solutions. This means that the robot is able to achieve the same position, that is, the tool is in the same position and with the same orientation, with several different positions or configurations for the axes of the robot.

Some robots use iterative numerical methods to determine the robot axes positions. In these cases, the configuration parameters may be used to define good starting values for the joints to be used by the iterative procedure.

To unambiguously denote one of these possible configurations, the robot configuration is specified using four axis values. For a rotating axis, the value defines the current quadrant of the robot axis. The quadrants are numbered 0, 1, 2, and so on (they can also be negative). The quadrant number is connected to the current joint angle of the axis.

For 6-axis robots, quadrant 0 is the first quarter revolution, 0° to 90°, in a positive direction from the zero position; quadrant 1 is the next quarter revolution, 90° to 180°, and so on. Quadrant -1 is the quarter revolution 0° to (-90°), and so on.

The figure shows the configuration quadrants for axis 1, 4, or 6 on a 6-axis robot, where the zero position is straight up.

For 7-axis robots, quadrant 0 is the quarter revolution centered around the zero position, -45° to +45°; quadrant 1 is the next quarter revolution in positive direction, 45° to 135°, and so on. Quadrant -1 is the quarter revolution from -45° to -135°, and so on.
The figures show the configuration quadrants for axis 1, 4, or 6 on a 7-axis robot, where the zero position is straight up.

For a linear axis, the value defines a meter interval for the robot axis. For each axis, value 0 means a position between 0 and 1 meters, and 1 means a position between 1 and 2 meters. For negative values, -1 means a position between -1 and 0 meters, and so on.

The figure shows configuration values for a linear axis.

Basic examples

The following example illustrates the data type `confdata`:

Example 1

```
VAR confdata conf15 := [1, -1, 0, 0]
```

A robot configuration `conf15` for a paint robot type is defined as follows:

- The axis configuration of the robot axis 1 is quadrant 1, i.e. 90-180°.
- The axis configuration of the robot axis 4 is quadrant -1, i.e. 0-(-90°).
- The axis configuration of the robot axis 6 is quadrant 0, i.e. 0 - 90°.
- The axis configuration of the robot axis 5 is quadrant 0, i.e. 0 - 90°.

Configuration supervision

For some robot models the configuration data (`confdata`) is also used to perform supervision of the programmed points for linear movements if `ConfL\On` is set.

No configuration supervision is performed with `ConfJ\On`, for more information see `ConfJ - Controls the configuration during joint movement on page 99`.

Before an ordered movement is started, a verification is made to see if it is possible to achieve the programmed configuration. If it is not possible, the program is stopped. When the movement is finished (in a zone or in a finepoint), it is also verified that the robot has reached the programmed configuration.
The configuration supervision with ConfL\On works differently for different robots. See the following sections for details.

6-axis serial link robots
The configuration supervision will check that axes 1, 4, and 6 will not move more than 180 degrees, and that the ordered movement does not require a change in cfx.

4-axis serial link robots
The configuration supervision will check that axes 1 and 6 will not move more than 180 degrees.

Parallel arm robots (delta robots)
The configuration supervision will check that axis 4 will not move more than 180 degrees.

SCARA robots
The configuration supervision will check that axes 1 and 4 will not move more than 180 degrees. It will also check the sign of axis 2.

7-axis serial link robots
The configuration supervision will check that axes 1, 4, and 6 will not move more than 180 degrees, and that the ordered movement does not require a change in cfx.

Paint robots
No configuration supervision is done.

Robot configuration data

6-axis serial link robots
There are three singularities within the working range of the robot. For more information about singularities, see Technical reference manual - RAPID Overview.

- \textit{cf1} is the quadrant number for axis 1.
- \textit{cf4} is the quadrant number for axis 4.
- \textit{cf6} is the quadrant number for axis 6.

cfx is used to select one of eight possible robot configurations numbered from 0 through 7. The following table describes each one of them in terms of how the robot is positioned relative to the three singularities.

<table>
<thead>
<tr>
<th>cfx</th>
<th>Wrist center relative to axis 1</th>
<th>Wrist center relative to lower arm</th>
<th>Axis 5 angle</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>In front of</td>
<td>In front of</td>
<td>Positive</td>
</tr>
<tr>
<td>1</td>
<td>In front of</td>
<td>In front of</td>
<td>Negative</td>
</tr>
<tr>
<td>2</td>
<td>In front of</td>
<td>Behind</td>
<td>Positive</td>
</tr>
<tr>
<td>3</td>
<td>In front of</td>
<td>Behind</td>
<td>Negative</td>
</tr>
<tr>
<td>4</td>
<td>Behind</td>
<td>In front of</td>
<td>Positive</td>
</tr>
<tr>
<td>5</td>
<td>Behind</td>
<td>In front of</td>
<td>Negative</td>
</tr>
<tr>
<td>6</td>
<td>Behind</td>
<td>Behind</td>
<td>Positive</td>
</tr>
</tbody>
</table>

Continues on next page
### 3 Data types

#### 3.12 confdata - Robot configuration data

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Continued

<table>
<thead>
<tr>
<th>cfx</th>
<th>Wrist center relative to axis 1 arm</th>
<th>Wrist center relative to lower arm</th>
<th>Axis 5 angle</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Behind</td>
<td>Behind</td>
<td>Negative</td>
</tr>
</tbody>
</table>

**Note**

The GoFa robot uses the same representation for cfx as 6-axis serial link manipulators.

The following figures describe the eight different configurations with the same tool position and orientation.

The following figure shows an example of robot configuration 0 and 1. Note that because changing the sign of axis 5 also changes cfx one should avoid creating or doing ModPos of robtargets with axis 5 really close to zero. With axis 5 at zero, the measurement noise can cause the sign of the measured position of axis 5 to fluctuate and thereby giving an unpredictable value of cfx.

The following figure shows an example of robot configuration 2 and 3. Note the different signs of the axis 5 angle.
The following figure shows an example of robot configuration 4 and 5. Note the different signs of the axis 5 angle.

4-axis serial link robots

Only the configuration parameter \( c_{f6} \) is used.

Parallel arm robots (delta robots)

Only the configuration parameter \( c_{f4} \) is used.

SCARA robots

Only the three configuration parameters \( c_{f1}, c_{f4}, \) and \( c_{fx} \) are used.

The \( c_{fx} \) value is used to display the sign of the axis 2 angle. \( c_{fx} = 1 \) if the axis 2 angle is negative, otherwise \( c_{fx} = 0 \).
3 Data types

3.12 confdata - Robot configuration data

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Continued

7-axis serial link robots

All four configuration parameters are used. cf1, cf4, cf6 for joints 1, 4, and 6 respectively. cf1 is used to select one of 8 possible robot configurations similar to how it works for other robots.

<table>
<thead>
<tr>
<th>cf1</th>
<th>Axis 2 angle</th>
<th>Wrist center relative to lower arm</th>
<th>Axis 5 angle</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Positive</td>
<td>In front of</td>
<td>Positive</td>
</tr>
<tr>
<td>1</td>
<td>Positive</td>
<td>In front of</td>
<td>Negative</td>
</tr>
<tr>
<td>2</td>
<td>Positive</td>
<td>Behind</td>
<td>Positive</td>
</tr>
<tr>
<td>3</td>
<td>Positive</td>
<td>Behind</td>
<td>Negative</td>
</tr>
<tr>
<td>4</td>
<td>Negative</td>
<td>In front of</td>
<td>Positive</td>
</tr>
<tr>
<td>5</td>
<td>Negative</td>
<td>In front of</td>
<td>Negative</td>
</tr>
<tr>
<td>6</td>
<td>Negative</td>
<td>Behind</td>
<td>Positive</td>
</tr>
<tr>
<td>7</td>
<td>Negative</td>
<td>Behind</td>
<td>Negative</td>
</tr>
</tbody>
</table>

Paint robots

All four configuration parameters are used. cf1, cf4, cf6 for joints 1, 4, and 6 respectively and cf1 for joint 5.

IRB 5500

All four configuration parameters are used. cf1, cf4, cf6 for joints 1, 4, and 6 respectively. The cf1 parameter contains a combination of the joint 5 quadrant number and the four possible configurations for axes 2 and 3.

For more information see the Product Manual - IRB 5500.

IRB 5350

The robot have two rotation axes (arms 1 and 2) and one linear axis (arm 3).

• cf1 is used for the rotating axis 1
• cf4 is used for the rotating axis 2
• cf4 and cf6 are not used

Components

cf1

Data type: num
Rotating axis:
The current quadrant of axis 1, expressed as a positive or negative integer.
Linear axis:
The current meter interval of axis 1, expressed as a positive or negative integer.

cf4

Data type: num
Rotating axis:
The current quadrant of axis 4, expressed as a positive or negative integer.
Linear axis:
The current meter interval of axis 4, expressed as a positive or negative integer.

**cf6**

**Data type:** num  
**Rotating axis:**  
The current quadrant of axis 6, expressed as a positive or negative integer.  
**Linear axis:**  
The current meter interval of axis 6, expressed as a positive or negative integer.

**cfx**

**Data type:** num  
**Rotating axis:**  
For serial link robots, the current robot configuration, expressed as an integer in the range from 0 to 7.

**Note**  
The GoFa robot uses the same representation for cfx as 6-axis serial link manipulators.

For SCARA robots, the current robot configuration, expressed as an integer in the range from 0 to 1, see **SCARA robots on page 1485**.

For 7-axis robots, the current robot configuration, expressed as an integer in the range from 0 to 7, see **7-axis serial link robots on page 1486**.

For paint robots, the current quadrant of axis 5, expressed as a positive or negative integer. For IRB 5500, see **IRB 5500 on page 1486**.

For other robots, using the current quadrant of axis 2, expressed as a positive or negative integer.

**Linear axis:**  
The current meter interval of axis 2, expressed as a positive or negative integer.

**Structure**

```xml  
< dataobject of confdata >  
  < cf1 of num >  
  < cf4 of num >  
  < cf6 of num >  
  < cfx of num >  
```

**Related information**

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<td>System parameters</td>
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</tbody>
</table>
3 Data types

3.13 corrdescr - Correction generator descriptor

Path Offset

3.13 corrdescr - Correction generator descriptor

Usage

Corrdescr (Correction generator descriptor) is used by correction generators. A correction generator adds geometric offsets in the path coordinate system.

Description

Data of the type corrdescr contains a reference to a correction generator. Connection to a correction generator is done by the instruction CorrCon and the descriptor (the reference to the correction generator) can be used to deliver geometric offsets in the path coordinate system with the instruction CorrWrite. Offsets provided earlier can be removed by disconnecting a correction generator with the instruction CorrDiscon. All connected correction generators can be removed with the instruction CorrClear.

The function CorrRead returns the sum of all the delivered offsets so far (includes all connected correction generators).

Basic examples

The following example illustrates the data type corrdescr:

Example 1

VAR corrdescr id;
VAR pos offset;
...
CorrCon id;
offset := [1, 2, 3];
CorrWrite id, offset;

A correction generator is connected with the instruction CorrCon and referenced by the descriptor id. Offsets are then delivered to the correction generator (with reference id) using the instruction CorrWrite.

Characteristics

Corrdescr is a non-value data type.

Related information

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</tr>
<tr>
<td>Writes to a correction generator</td>
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<td>Reads the current total offsets</td>
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</tr>
<tr>
<td>Removes all correction generators</td>
<td>CorrClear - Removes all correction generators on page 117</td>
</tr>
</tbody>
</table>
3 Data types

3.13 corrdescr - Correction generator descriptor

Path Offset
Continued

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<tbody>
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</tr>
<tr>
<td></td>
<td>section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.14 datapos - Enclosing block for a data object

Usage

`datapos` is the enclosing block to a data object (internal system data) retrieved with the function `GetNextSym`.

Description

Data of the type `datapos` contains information of where a certain object is defined in the system. It is used for instructions `GetDataVal` and `SetDataVal`.

Basic examples

The following example illustrates the data type `datapos`:

Example 1

```rapid
VAR datapos block;
VAR string name;
VAR bool truevar:=TRUE;
...
SetDataSearch "bool" \Object:="my.*" \InMod:="mymod"\LocalSym;
WHILE GetNextSym(name,block) DO
  SetDataVal name\Block:=block,truevar;
ENDWHILE
```

This session will set all local `bool` data objects that begin with `my` in the module `mymod` to `TRUE`.

Characteristics

`datapos` is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
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<td>SetDataVal - Set the value of a data object on page 593</td>
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<td>Set the value of many object</td>
<td>SetAllDataVal - Set a value to all data objects in a defined set on page 584</td>
</tr>
</tbody>
</table>
3.15 dionum - Digital values (0-1)

Usage

\texttt{dionum} (\textit{digital input output numeric}) is used for digital values (0 or 1).
This data type is used in conjunction with instructions and functions that handle
digital input or output signals.

Description

Data of the type \texttt{dionum} represents a digital value 0 or 1.

Basic examples

The following example illustrates the data type \texttt{dionum}:

Example 1

\begin{verbatim}
CONST dionum close := 1;
SetDO grip1, close;
\end{verbatim}

Definition of a constant \texttt{close} with a value equal to 1. The signal \texttt{grip1} is then
set to \texttt{close}, i.e. 1.

Predefined data

The constants \texttt{high}, \texttt{low}, and \texttt{edge} are predefined in the system:

\begin{verbatim}
CONST dionum low:=0;
CONST dionum high:=1;
CONST dionum edge:=2;
\end{verbatim}

The constants \texttt{low} and \texttt{high} are designed for I/O instructions.
\texttt{Edge} can be used together with the interrupt instructions ISignalDI and
ISignalDO.

Characteristics

\texttt{dionum} is an alias data type for \texttt{num} and consequently inherits its characteristics.

Related information

\begin{tabular}{|l|l|}
\hline
For information about & See \\
\hline
Summary input/output instructions & Technical reference manual - RAPID Overview, section RAPID Summary - Input and output signals \\
\hline
Configuration of I/O & Technical reference manual - System parameters \\
\hline
Alias data types & Technical reference manual - RAPID Overview, section Basic Characteristics- Data types \\
\hline
\end{tabular}
3 Data types

3.16 dir - File directory structure

RobotWare - OS

3.16 dir - File directory structure

Usage

dir (directory) is used to traverse directory structures.

Description

Data of the type dir contains a reference to a directory on disk or network. It can be linked to the physical directory by means of the instruction OpenDir and then used for reading.

Basic examples

The following example illustrates the data type dir:

Example 1

PROC lsdir(string dirname)
    VAR dir directory;
    VAR string filename;
    OpenDir directory, dirname;
    WHILE ReadDir(directory, filename) DO
        TPWrite filename;
    ENDWHILE
    CloseDir directory;
ENDPROC

This example prints out the names of all files or subdirectories under the specified directory.

Characteristics

dir is a non-value data type and cannot be used in value-oriented operations.

Related information

<table>
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<tr>
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</tr>
</tbody>
</table>
3.17 dnum - Double numeric values

Usage
dnum is used for numeric values, for example counters. It can handle larger integer values than data type num but its characteristics and function is the same as for num.

Description
The value of the dnum data type can be:
- An integer, for example -5
- A decimal number, for example 3.45

It can also be written exponentially, for example 2E3 (= 2*10^3 = 2000), 2.5E-2 (= 0.025).

Integers between -4503599627370496 and +4503599627370496 are always stored as exact integers.

Basic examples
The following examples illustrate the data type dnum:

Example 1
VAR dnum reg1;
... 
reg1:=1000000; 
reg1 is assigned the value 1000000.

Example 2
VAR dnum hex;
Var dnum bin;
VAR dnum oct;
! Hexadecimal representation of decimal value 4294967295
hex := 0xFFFFFFFF;
! Binary representation of decimal value 255
bin := 0b11111111;
! Octal representation of decimal value 255
oct := 0o377;

Example 3
VAR dnum a:=0;
VAR dnum b:=0;
a := 10 DIV 3;
b := 10 MOD 3;

Integer division where a is assigned an integer (=3) and b is assigned the remainder (=1).

Limitations
Literal values between -4503599627370496 to 4503599627370496 assigned to a dnum variable are stored as exact integers.
If a literal value that has been interpreted as a num is assigned/used as a dnum, it is automatically converted to a dnum.

### Related information

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<td>Technical reference manual - RAPID overview, section Basic RAPID programming</td>
</tr>
<tr>
<td>Operations using numeric values</td>
<td>Technical reference manual - RAPID overview, section Basic RAPID programming</td>
</tr>
</tbody>
</table>
3.18 errdomain - Error domain

Usage

errdomain \textit{(error domain)} is used to specify an error domain.

Description

Data of the type \textit{errdomain} represents the domain where the error, warning, or state changed is logged.

Basic examples

The following example illustrates the data type \textit{errdomain}:

Example 1

\begin{verbatim}
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
VAR trapdata err_data;
...
TRAP trap_err
  GetTrapData err_data;
  ReadErrData err_data, err_domain, err_number, err_type;
ENDTRAP
\end{verbatim}

When an error is trapped to the trap routine \textit{trap_err}, the error domain, the error number, and the error type are saved into appropriate variables.

Predefined data

The following predefined constants can be used to specify an error domain.

<table>
<thead>
<tr>
<th>Name</th>
<th>Error Domain</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMON_ERR</td>
<td>All error and state changed domains</td>
<td>0</td>
</tr>
<tr>
<td>OP_STATE</td>
<td>Operational state change</td>
<td>1</td>
</tr>
<tr>
<td>SYSTEM_ERR</td>
<td>System errors</td>
<td>2</td>
</tr>
<tr>
<td>HARDWARE_ERR</td>
<td>Hardware errors</td>
<td>3</td>
</tr>
<tr>
<td>PROGRAM_ERR</td>
<td>Program errors</td>
<td>4</td>
</tr>
<tr>
<td>MOTION_ERR</td>
<td>Motion errors</td>
<td>5</td>
</tr>
<tr>
<td>OPERATOR_ERR</td>
<td>Operator errors - Obsolete, not used anymore</td>
<td>6</td>
</tr>
<tr>
<td>IO_COM_ERR</td>
<td>I/O and Communication errors</td>
<td>7</td>
</tr>
<tr>
<td>USER_DEF_ERR</td>
<td>User defined errors (raised by RAPID)</td>
<td>8</td>
</tr>
<tr>
<td>SAFETY_ERR</td>
<td>Safety related events</td>
<td>9</td>
</tr>
<tr>
<td>PROCESS_ERR</td>
<td>Process errors</td>
<td>11</td>
</tr>
<tr>
<td>CFG_ERR</td>
<td>Configuration error</td>
<td>12</td>
</tr>
</tbody>
</table>

Characteristics

\textit{errdomain} is an alias data type for num and consequently inherits its characteristics.
3 Data types

3.18 errdomain - Error domain

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### Related information

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</tr>
<tr>
<td>Alias data types</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
3.19 errnum - Error number

Usage

errnum is used to describe all recoverable (non fatal) errors that occur during program execution, such as division by zero.

Description

If the robot detects an error during program execution, this can be dealt with in the error handler of the routine. Examples of such errors are values that are too high and division by zero. The system variable ERRNO, of type errnum, is thus assigned different values depending on the nature of an error. The error handler may be able to correct an error by reading this variable and then program execution can continue in the correct way.

An error can also be created from within the program using the RAISE instruction. This particular type of error can be detected in the error handler by specifying an error number (within the range 1-90 or booked with instruction BookErrNo) as an argument to RAISE.

Basic examples

The following examples illustrate the data type errnum:

Example 1

```
reg1 := reg2 / reg3;
...
ERROR
  IF ERRNO = ERR_DIVZERO THEN
    reg3 := 1;
    RETRY;
  ENDIF
```

If reg3 = 0, the robot detects an error when division is taking place. This error, however, can be detected and corrected by assigning reg3 the value 1. Following this, the division can be performed again and program execution can continue.

Example 2

```
CONST errnum machine_error := 1;
...
IF di1=0 RAISE machine_error;
...
ERROR
  IF ERRNO=machine_error RAISE;
```

An error occurs in a machine (detected by means of the input signal di1). A jump is made to the error handler in the routine which, in turn, calls the error handler of the calling routine where the error may possibly be corrected. The constant, machine_error, is used to let the error handler know exactly what type of error has occurred.

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3 Data types

3.19 errnum - Error number

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Predefined data

The system variable `ERRNO` can be used to read the latest error that occurred. A number of predefined constants can be used to determine the type of error that has occurred.

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_ACC_TOO_LOW</td>
<td>Too low acceleration/deceleration specified in instruction <code>PathAccLim</code> or <code>WorldAccLim</code>.</td>
</tr>
<tr>
<td>ERR_ACTIV_PROF</td>
<td>Error in the activated profile.</td>
</tr>
<tr>
<td>ERR_ALIASCAM_DEF</td>
<td>The camera in argument <code>CameraName</code> or the cameradev used in argument <code>FromCamera</code> is not defined in the system parameter Communication configuration. Or the ToCamera is not declared in the RAPID program or is already defined in the system parameter Communication configuration.</td>
</tr>
<tr>
<td>ERR_ALIASIO_DEF</td>
<td>The <code>FromSignal</code> is not defined in the I/O configuration or the <code>ToSignal</code> is not declared in the RAPID program or is defined in the I/O configuration. Instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_ALIASIO_TYPE</td>
<td>The signal types for the arguments <code>FromSignal</code> and <code>ToSignal</code> is not the same (signalx). Instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_ALRDYCNT</td>
<td>The interrupt variable is already connected to a trap routine.</td>
</tr>
<tr>
<td>ERR_ALRDY_MOVING</td>
<td>The robot is already moving when executing a <code>StartMove</code> or <code>StartMoveRetry</code> instruction.</td>
</tr>
<tr>
<td>ERR_AO_LIM</td>
<td>Analog signal value outside limit</td>
</tr>
<tr>
<td>ERR_ARGDUPCND</td>
<td>More than one present conditional argument for the same parameter</td>
</tr>
<tr>
<td>ERRARGINAME</td>
<td>Argument is an expression, not present, or of type <code>switch</code> when executing <code>ArgName</code>.</td>
</tr>
<tr>
<td>ERR_ARGNOTPER</td>
<td>Argument is not a persistent reference.</td>
</tr>
<tr>
<td>ERR_ARGNOTVAR</td>
<td>Argument is not a variable reference.</td>
</tr>
<tr>
<td>ERRARGVALERR</td>
<td>Argument value error.</td>
</tr>
<tr>
<td>ERR_AXIS_ACT</td>
<td>Axis is not active.</td>
</tr>
<tr>
<td>ERR_AXIS_IND</td>
<td>Axis is not independent.</td>
</tr>
<tr>
<td>ERR_AXIS_MOVING</td>
<td>Axis is moving.</td>
</tr>
<tr>
<td>ERR_AXIS_PAR</td>
<td>Parameter axis in instruction or function is wrong.</td>
</tr>
<tr>
<td>ERR_BWDLIMIT</td>
<td>Limit <code>StepBwdPath</code>.</td>
</tr>
<tr>
<td>ERR_CALLPROC</td>
<td>Procedure call error (not procedure) at runtime (late binding).</td>
</tr>
<tr>
<td>ERR_CAM_BUSY</td>
<td>The camera is busy with some other request and cannot perform the current order.</td>
</tr>
<tr>
<td>ERR_CAM_COM_TIMEOUT</td>
<td>The communication towards the camera timed out. The camera is not responding.</td>
</tr>
<tr>
<td>ERR_CAM_GET_MISMATCH</td>
<td>The parameter fetched from the camera with instruction <code>CamGetParameter</code> has the wrong data type.</td>
</tr>
<tr>
<td>ERR_CAM_MAXTIME</td>
<td>Timeout when executing a <code>CamLoadJob</code> or a <code>CamGetResult</code> instruction.</td>
</tr>
<tr>
<td>ERR_CAM_NO_MORE_DATA</td>
<td>No more vision results can be fetched.</td>
</tr>
</tbody>
</table>
### 3.19 errnum - Error number

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<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CAM_NO_PROGMODE</td>
<td>The camera is not in program mode.</td>
</tr>
<tr>
<td>ERR_CAM_NO_RUNMODE</td>
<td>The camera is not in running mode.</td>
</tr>
<tr>
<td>ERR_CAM_NOT_ON_NETWORK</td>
<td>The camera is not connected.</td>
</tr>
<tr>
<td>ERR_CAM_SET_MISMATCH</td>
<td>The parameter written to the camera with instruction <code>CamSetParameter</code> has the wrong data type, or the value is out of range.</td>
</tr>
<tr>
<td>ERR_CFG_INTERNAL</td>
<td>Not allowed to read or write internal parameter.</td>
</tr>
<tr>
<td>ERR_CFG_ILL_DOMAIN</td>
<td>The <code>cfgdomain</code> used in instruction <code>SaveCfgData</code> is invalid or not in use.</td>
</tr>
<tr>
<td>ERR_CFG_ILLTYPE</td>
<td>Type mismatch - <code>ReadCfgData, WriteCfgData</code>.</td>
</tr>
<tr>
<td>ERR_CFG_LIMIT</td>
<td>Data limit - <code>WriteCfgData</code>.</td>
</tr>
<tr>
<td>ERR_CFG_NOTFND</td>
<td>Not found - <code>ReadCfgData, WriteCfgData</code>.</td>
</tr>
<tr>
<td>ERR_CFG_OUTOFBOUNDS</td>
<td>If ListNo is -1 at input or bigger than number of available instances - <code>ReadCfgData, WriteCfgData</code>.</td>
</tr>
<tr>
<td>ERR_CFG_WRITEFILE</td>
<td>The directory does not exist, or the <code>FilePath and File used is a directory, or some other problem regarding saving the file when using instruction </code>SaveCfgData`.</td>
</tr>
<tr>
<td>ERR_CNTNOTVAR</td>
<td>CONNECT target is not a variable reference.</td>
</tr>
<tr>
<td>ERR_CNV_NOT_ACT</td>
<td>The conveyor is not activated.</td>
</tr>
<tr>
<td>ERR_CNV_CONNECT</td>
<td>The <code>WaitWobj</code> instruction is already active.</td>
</tr>
<tr>
<td>ERR_CNV_DROPPED</td>
<td>The object that the instruction <code>WaitWobj</code> was waiting for has been dropped.</td>
</tr>
<tr>
<td>ERR_CNV_OBJ_LOST</td>
<td>The object that the instruction <code>WaitWobj</code> or <code>WaitSensor</code> was waiting for has passed the <code>StartwindowWidth</code> without being connected.</td>
</tr>
<tr>
<td>ERR_COLL_STOP</td>
<td>Stop of the movement because of motion collision.</td>
</tr>
<tr>
<td>ERR_CONC_MAX</td>
<td>The number of movement instructions in succession using argument <code>&lt;Conc</code> has been exceeded.</td>
</tr>
<tr>
<td>ERR_DEV_MAXTIME</td>
<td>Timeout when executing a <code>ReadBin, ReadNum, ReadStr, ReadStrBin, ReadAnyBin, or a ReadRawBytes instruction</code>.</td>
</tr>
<tr>
<td>ERR_DIPLAG_LIM</td>
<td>Too big DipLag in the instruction TriggSpeed connected to current TriggL/TriggC/TriggJ/CapL/CapC.</td>
</tr>
<tr>
<td>ERR_DIVZERO</td>
<td>Division by zero.</td>
</tr>
<tr>
<td>ERR_EXCRTYMAX</td>
<td>Maximum number of retries exceeded. RAISE or TRYNEXT can be used to handle this error.</td>
</tr>
<tr>
<td>ERR_EXECPHR</td>
<td>An attempt was made to execute an instruction using a place holder.</td>
</tr>
<tr>
<td>ERR_FILEACC</td>
<td>A file is accessed incorrectly.</td>
</tr>
<tr>
<td>ERR_FILEEXIST</td>
<td>A file already exists.</td>
</tr>
<tr>
<td>ERR_FILEOPEN</td>
<td>A file cannot be opened.</td>
</tr>
<tr>
<td>ERR_FILNOTFND</td>
<td>File not found.</td>
</tr>
<tr>
<td>ERR_FNCNORET</td>
<td>No return value.</td>
</tr>
</tbody>
</table>

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#### 3.19 errnum - Error number

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<table>
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<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_FRAME</td>
<td>Unable to calculate new frame.</td>
</tr>
<tr>
<td>ERR_GO_LIM</td>
<td>Digital group signal value outside limit.</td>
</tr>
<tr>
<td>ERR_ILLDIM</td>
<td>Incorrect array dimension.</td>
</tr>
<tr>
<td>ERR_ILLQUAT</td>
<td>Attempt to use illegal orientation (quaternion) valve.</td>
</tr>
<tr>
<td>ERR_ILLRAISE</td>
<td>Error number in RAISE out of range.</td>
</tr>
<tr>
<td>ERR_INDCNV_ORDER</td>
<td>An instruction requires execution of IndCnvInit before it is executed.</td>
</tr>
<tr>
<td>ERR_INOISSAFE</td>
<td>If trying to deactivate a safe interrupt temporarily with ISleep.</td>
</tr>
<tr>
<td>ERR_INOMAX</td>
<td>No more interrupt numbers available.</td>
</tr>
<tr>
<td>ERR_INT_NOTVAL</td>
<td>Not valid integer, decimal value.</td>
</tr>
<tr>
<td>ERR_INT_MAXVAL</td>
<td>Not valid integer, too large or small value.</td>
</tr>
<tr>
<td>ERR_INVDIM</td>
<td>Dimensions are not equal.</td>
</tr>
<tr>
<td>ERR_IODISABLE</td>
<td>Time-out when executing IODisable.</td>
</tr>
<tr>
<td>ERR_IOENABLE</td>
<td>Time-out when executing IOEnable.</td>
</tr>
<tr>
<td>ERR_IOERROR</td>
<td>I/O Error from instruction Save, Load and WaitLoad.</td>
</tr>
<tr>
<td>ERR_LINKREF</td>
<td>Reference error in the program task.</td>
</tr>
<tr>
<td>ERR_LOADED</td>
<td>The program module is already loaded.</td>
</tr>
<tr>
<td>ERR_LOADID_FATAL</td>
<td>Only internal use in LoadId and ManLoadIdProc.</td>
</tr>
<tr>
<td>ERR_LOADID_RETRY</td>
<td>Only internal use in LoadId.</td>
</tr>
<tr>
<td>ERR_LOADNO_INUSE</td>
<td>The load session is in use in StartLoad.</td>
</tr>
<tr>
<td>ERR_LOADNO_NOUSE</td>
<td>The load session is not in use in CancelLoad.</td>
</tr>
<tr>
<td>ERR_MODULE</td>
<td>Incorrect module name in instruction Save and EraseModule.</td>
</tr>
<tr>
<td>ERR_MOD_NOT_LOADED</td>
<td>The module does not exist, the symbol is not a module or the name was too long for being a symbol. Error from function ModTimeDnum.</td>
</tr>
<tr>
<td>ERR_NAME_INVALID</td>
<td>The I/O device name does not exist.</td>
</tr>
<tr>
<td>ERR_NETWORKSTATE</td>
<td>An IActivate is done, but the I/O network is in error state before the I/O device is activated.</td>
</tr>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction AliasIO.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
<tr>
<td>ERR_NO_SGUN</td>
<td>The specified servo tool name is not a configured servo tool.</td>
</tr>
<tr>
<td>ERR_NOTARR</td>
<td>Data is not an array.</td>
</tr>
<tr>
<td>ERR_NOTEQDIM</td>
<td>The array dimension used when calling the routine does not coincide with its parameters.</td>
</tr>
<tr>
<td>ERR_NOTINTVAL</td>
<td>Not an integer value.</td>
</tr>
<tr>
<td>ERR_NOTPRES</td>
<td>A parameter is used, despite the fact that the corresponding argument was not used at the routine call.</td>
</tr>
<tr>
<td>Name</td>
<td>Cause of error</td>
</tr>
<tr>
<td>----------------------------</td>
<td>--------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ERR_NOTSAVED</td>
<td>Module has been changed since it was loaded into the system.</td>
</tr>
<tr>
<td>ERR_NOT_MOVETASK</td>
<td>Specified task is a non-motion task.</td>
</tr>
<tr>
<td>ERR_NUM_LIMIT</td>
<td>Value is above $3.40282347E+38 or below $-3.40282347E+38.</td>
</tr>
<tr>
<td>ERR_ORIENT_VALUE</td>
<td>Wrong orientation value in NOrient function.</td>
</tr>
<tr>
<td>ERR_OUTOFBND</td>
<td>The array index is outside the permitted limits.</td>
</tr>
<tr>
<td>ERR_OVERFLOW</td>
<td>Clock overflow.</td>
</tr>
<tr>
<td>ERR_OUTSIDE_REACH</td>
<td>The position (robotarget) is outside the robot's working area for function CalcJoinT.</td>
</tr>
<tr>
<td>ERR_PATH</td>
<td>Missing destination path in instruction Save.</td>
</tr>
<tr>
<td>ERR_PATHDIST</td>
<td>Too long regain distance for StartMove, StartMoveRetry or SetLeadThrough instruction.</td>
</tr>
<tr>
<td>ERR_PATH_STOP</td>
<td>Stop of the movement because of some process error.</td>
</tr>
<tr>
<td>ERR_PERSSUPSEARCH</td>
<td>The persistent variable is already TRUE at the beginning of the search process.</td>
</tr>
<tr>
<td>ERR_PID_MOVESTOP</td>
<td>Only internal use in LoadId and ManLoadIdProc.</td>
</tr>
<tr>
<td>ERR_PID_RAISE_PP</td>
<td>Error from ParIdRobValid, ParIdPosValid, LoadId or ManLoadIdProc.</td>
</tr>
<tr>
<td>ERR_PGMEMFULL</td>
<td>Program memory full.</td>
</tr>
<tr>
<td>ERR_PROCSIGNAL_OFF</td>
<td>Process signal is off.</td>
</tr>
<tr>
<td>ERR_PROGSTOP</td>
<td>The robot is in program stop state when executing a StartMove, StartMoveRetry or SetLeadThrough instruction.</td>
</tr>
<tr>
<td>ERR_RANYBIN_CHK</td>
<td>Check sum error detected at data transfer with instruction ReadAnyBin.</td>
</tr>
<tr>
<td>ERR_RANYBIN_EOF</td>
<td>End of file is detected before all bytes are read in instruction ReadAnyBin or ReadRawBytes.</td>
</tr>
<tr>
<td>ERR_RCVDATA</td>
<td>An attempt was made to read non-numeric data with ReadNum.</td>
</tr>
<tr>
<td>ERR_REFUNKDAT</td>
<td>Reference to entire unknown data object.</td>
</tr>
<tr>
<td>ERR_REFUNKFUN</td>
<td>Reference to unknown function.</td>
</tr>
<tr>
<td>ERR_REFUNKPRC</td>
<td>Reference to unknown procedure at linking time or at run time (late binding).</td>
</tr>
<tr>
<td>ERR_REFUNKTRP</td>
<td>Reference to unknown trap.</td>
</tr>
<tr>
<td>ERR_RMQ_DIM</td>
<td>Wrong dimensions, the dimensions of the given data are not equal to the dimensions of the data in the message.</td>
</tr>
<tr>
<td>ERR_RMQ_FULL</td>
<td>Destination message queue is full.</td>
</tr>
<tr>
<td>ERR_RMQ_INVALID</td>
<td>Destination slot lost or invalid.</td>
</tr>
<tr>
<td>ERR_RMQ_INVMSG</td>
<td>Invalid message, likely sent from other client than a RAPID task.</td>
</tr>
<tr>
<td>ERR_RMQ_MSGSIZE</td>
<td>Size of message is too big. Decrease message size.</td>
</tr>
<tr>
<td>ERR_RMQ_NAME</td>
<td>The given slot name is not valid or not found.</td>
</tr>
</tbody>
</table>
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<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SYM_ACCESS</td>
<td>Symbol read/write access error.</td>
</tr>
<tr>
<td>ERR_SYMBOL_TYPE</td>
<td>The data object and the variable used in argument <code>Value</code> is of different types. If using <code>ALIAS</code> datatypes, you will also get this ERROR, even though the types might have the same base data type. Instructions <code>GetDataVal</code>, <code>SetDataVal</code> and <code>SetAllDataVal</code>.</td>
</tr>
<tr>
<td>ERR_SYNCMOVEOFF</td>
<td>Time-out from <code>SyncMoveOff</code>.</td>
</tr>
<tr>
<td>ERR_SYNCMOVEON</td>
<td>Time-out from <code>SyncMoveOn</code>.</td>
</tr>
<tr>
<td>ERR_SYNTAX</td>
<td>Syntax error in the loaded module.</td>
</tr>
<tr>
<td>ERR_TASKNAME</td>
<td>Task name not found in the system.</td>
</tr>
<tr>
<td>ERR_TP_DIBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital input.</td>
</tr>
<tr>
<td>ERR_TP_DOBREAK</td>
<td>A read instruction from FlexPendant was interrupted by a digital output.</td>
</tr>
<tr>
<td>ERR_TP_MAXTIME</td>
<td>Time-out when executing a read instruction from FlexPendant.</td>
</tr>
<tr>
<td>ERR_TP_NO_CLIENT</td>
<td>No client to interact with when using a read instruction from FlexPendant.</td>
</tr>
<tr>
<td>ERR_TRUSTLEVEL</td>
<td>Not allowed to disable I/O device.</td>
</tr>
<tr>
<td>ERR_TXTNOEXIST</td>
<td>Wrong table or index in function <code>TextGet</code>.</td>
</tr>
<tr>
<td>ERR_UDPUC_COMM</td>
<td>Communication timeout for the UdpUc device.</td>
</tr>
<tr>
<td>ERR_UI_INITVALUE</td>
<td>Initial value error in function <code>UINumEntry</code>.</td>
</tr>
<tr>
<td>ERR_UI_MAXMIN</td>
<td>Min value is greater than max value in function <code>UINumEntry</code>, <code>UIDnumEntry</code>, <code>UIDnumTune</code> or <code>UIDTnumTune</code>.</td>
</tr>
<tr>
<td>ERR_UI_NOTINT</td>
<td>Value is not an integer when specified that an integer should be used when using <code>UINumEntry</code> or <code>UIDnumEntry</code>.</td>
</tr>
<tr>
<td>ERR_UISHOW_FATAL</td>
<td>Other error then ERR_TP_NO_CLIENT or ERR_UISHOW_FULL in instruction <code> UIShow</code>.</td>
</tr>
<tr>
<td>ERR_UISHOW_FULL</td>
<td>No space left on FlexPendant for another application when using instruction <code>UIShow</code>.</td>
</tr>
<tr>
<td>ERR_UNIT_PAR</td>
<td>Parameter <code>Mech_unit</code> in <code>TestSignDefine</code> is wrong.</td>
</tr>
<tr>
<td>ERR_UNKINO</td>
<td>Unknown interrupt number when executing instructions <code>IWatch</code> or <code>ISleep</code>.</td>
</tr>
<tr>
<td>ERR_UNKPROC</td>
<td>Incorrect reference to the load session in instruction <code>WaitLoad</code>.</td>
</tr>
<tr>
<td>ERR_UNLOAD</td>
<td>Unload error in instruction <code>UnLoad</code> or <code>WaitLoad</code>.</td>
</tr>
<tr>
<td>ERR_USE_PROF</td>
<td>Error in the used profile.</td>
</tr>
<tr>
<td>ERR_WAITSYNCTASK</td>
<td>Time-out from <code>WaitSyncTask</code>.</td>
</tr>
<tr>
<td>ERR_WHLSSEARCH</td>
<td>No search stop.</td>
</tr>
<tr>
<td>ERR_WOBJ_MOVING</td>
<td>The mechanical unit with work object is moving <code>CalcJointT</code>.</td>
</tr>
</tbody>
</table>
3 Data types

3.19 errnum - Error number

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Continued

Characteristics

*errnum* is an alias data type for *num* and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error recovery</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
3.20 errstr - Error string

Usage

errstr  is used to write text in error messages.

Basic examples

The following example illustrates the data type errstr:

Example 1

VAR errstr arg:= "This is an example";

ErrLog 5100, \W, ERRSTR_TASK, ERRSTRCONTEXT, arg, ERRSTREMPTY, ERRSTRUNUSED;

Predefined data

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRSTR_EMPTY</td>
<td>Argument is empty</td>
</tr>
<tr>
<td>ERRSTR UNUSED</td>
<td>Argument is not used</td>
</tr>
<tr>
<td>ERRSTR TASK</td>
<td>Name of current task</td>
</tr>
<tr>
<td>ERRSTR CONTEXT</td>
<td>Context</td>
</tr>
</tbody>
</table>

Characteristics

errstr is an alias data type for string and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data Types</td>
</tr>
</tbody>
</table>
3 Data types

3.21 errtype - Error type

Usage

errtype (error type) is used to specify an error type.

Description

Data of the type errtype represents the type (state change, warning, error) of an error message.

Basic examples

The following example illustrates the data type errtype:

Example 1

```plaintext
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
VAR trapdata err_data;
...
TRAP trap_err
    GetTrapData err_data;
    ReadErrData err_data, err_domain, err_number, err_type;
ENDTRAP
```

When an error is trapped to the trap routine trap_err, the error domain, the error number, and the error type are saved into appropriate variables.

Predefined data

The following predefined constants can be used to specify an error type.

<table>
<thead>
<tr>
<th>Name</th>
<th>Error Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE_ALL</td>
<td>Any type of error (state change, warning, error)</td>
<td>0</td>
</tr>
<tr>
<td>TYPE_STATE</td>
<td>State change (operational message)</td>
<td>1</td>
</tr>
<tr>
<td>TYPE_WARN</td>
<td>Warning (such as RAPID recoverable error)</td>
<td>2</td>
</tr>
<tr>
<td>TYPE_ERR</td>
<td>Error</td>
<td>3</td>
</tr>
</tbody>
</table>

Characteristics

errtype is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ordering an interrupt on errors</td>
<td>Error - Orders an interrupt on errors on page 187</td>
</tr>
<tr>
<td>Error numbers</td>
<td>Technical reference manual - Event logs for RobotWare 7</td>
</tr>
<tr>
<td>Alias data types</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
</tbody>
</table>
3.22 event_type - Event routine type

Usage

*event_type* is used to represent the actual event routine type with a symbolic constant.

Description

With the function *EventType*, it is possible to check if the actual RAPID code is executed because of some specific system event or not.

Basic examples

The following example illustrates the data type *event_type*:

**Example 1**

```rapid
VAR event_type my_type;
...
my_type := EventType( );
```

The event routine type that is executed will be stored in the variable *my_type*.

Predefined data

Following constants of type *event_type* are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Type of event executed</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVENT_NONE</td>
<td>0</td>
<td>No event is executed</td>
</tr>
<tr>
<td>EVENT_POWERON</td>
<td>1</td>
<td>POWER_ON event</td>
</tr>
<tr>
<td>EVENT_START</td>
<td>2</td>
<td>START event</td>
</tr>
<tr>
<td>EVENT_STOP</td>
<td>3</td>
<td>STOP event</td>
</tr>
<tr>
<td>EVENT_QSTOP</td>
<td>4</td>
<td>QSTOP event</td>
</tr>
<tr>
<td>EVENT_RESTART</td>
<td>5</td>
<td>RESTART event</td>
</tr>
<tr>
<td>EVENT_RESET</td>
<td>6</td>
<td>RESET event</td>
</tr>
<tr>
<td>EVENT_STEP</td>
<td>7</td>
<td>STEP event</td>
</tr>
</tbody>
</table>

Characteristics

*event_type* is an alias data type for *num* and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event routines in general</td>
<td><strong>Technical reference manual - System parameters</strong>, section Controller - Event Routine</td>
</tr>
<tr>
<td>Get event type</td>
<td><strong>EventType - Get current event type inside any event routine on page 1138</strong></td>
</tr>
<tr>
<td>Data types in general, alias data types</td>
<td><strong>Technical reference manual - RAPID Overview</strong>, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.23 exec_level - Execution level

Usage

exec_level is used to specify program execution level.

Description

With the function ExecLevel, it is possible to get the actual execution level for the RAPID code that currently is executed.

Predefined data

The following constants of type exec_level are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Execution level</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEVEL_NORMAL</td>
<td>0</td>
<td>Execute on base level</td>
</tr>
<tr>
<td>LEVEL_TRAP</td>
<td>1</td>
<td>Execute in trap routine</td>
</tr>
<tr>
<td>LEVEL_SERVICE</td>
<td>2</td>
<td>Execute in service routine</td>
</tr>
</tbody>
</table>

\[^1\] With LEVEL_SERVICE means event routine, service routine (including Call Routine) and interrupt routine from system input signal.

Characteristics

exec_level is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get current execution level</td>
<td>ExecLevel - Get execution level on page 1141</td>
</tr>
</tbody>
</table>
3.24 extjoint - Position of external joints

Usage

extjoint is used to define the axis positions of additional axes, positioners, or workpiece manipulators.

Description

The robot can control up to six additional axes in addition to its six internal axes, i.e. a total of twelve axes. The six additional axes are logically denoted: a, b, c, d, e, f. Each such logical axis can be connected to a physical axis and, in this case, the connection is defined in the system parameters.

Data of the type extjoint is used to hold position values for each of the logical axes a-f.

For each logical axis connected to a physical axis, the position is defined as follows:

- For rotating axes – the position is defined as the rotation in degrees from the calibration position.
- For linear axes – the position is defined as the distance in mm from the calibration position.

If a logical axis is not connected to a physical one then the value 9E9 is used as a position value, indicating that the axis is not connected. At the time of execution, the position data of each axis is checked and it is checked whether or not the corresponding axis is connected. If the stored position value does not comply with the actual axis connection, the following applies:

- If the position is not defined in the position data (value is 9E9) then the value will be ignored if the axis is connected and not activated. But if the axis is activated, it will result in an error.
- If the position is defined in the position data, although the axis is not connected, then the value will be ignored.

No movement is performed but no error is generated for an axis with valid position data if the axis is not activated.

If an additional axis offset is used (instruction EOffsOn or EOffsSet) then the positions are specified in the ExtOffs coordinate system.

If an additional axis is running in independent mode and a new movement shall be performed by the robot and its additional axes, then the position data for the additional axes in independent mode must not be 9E9. The data must be an arbitrary value that is not used by the system.

Basic examples

The following example illustrates the data type extjoint:

Example 1

```
VAR extjoint axpos10 := [11, 12.3, 9E9, 9E9, 9E9, 9E9];
```

The position of an external positioner, axpos10, is defined as follows:

- The position of the external logical axis “a” is set to 11, expressed in degrees or mm (depending on the type of axis).

Continues on next page
3 Data types

3.24 extjoint - Position of external joints

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- The position of the external logical axis “b” is set to 12.3, expressed in degrees or mm (depending on the type of axis).
- Axes c to f are undefined.

Components

eax_a

external axis a
Data type: num
The position of the external logical axis “a” expressed in degrees or mm (depending on the type of axis).

...

eax_f

external axis f
Data type: num
The position of the external logical axis “f” expressed in degrees or mm (depending on the type of axis).

Structure

< dataobject of extjoint >
< eax_a of num >
< eax_b of num >
< eax_c of num >
< eax_d of num >
< eax_e of num >
< eax_f of num >

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position data</td>
<td>robtarget - Position data on page 1570</td>
</tr>
<tr>
<td></td>
<td>jointtarget - Joint position data on page 1521</td>
</tr>
<tr>
<td>ExtOffs coordinate system</td>
<td>EOffsOn - Activates an offset for additional axes on page 135</td>
</tr>
</tbody>
</table>
3.25 handler_type - Type of execution handler

**Usage**

`handler_type` is used to specify type of execution handler in RAPID program routine.

**Description**

With the function `ExecHandler`, it is possible to check if the actual RAPID code is executed in some execution handler in RAPID program routine.

**Basic examples**

The following example illustrates the data type `handler_type`:

**Example 1**

```plaintext
VAR handler_type my_type;
...
my_type := ExecHandler();
```

The type of execution handler that the code is executed in, will be stored in the variable `my_type`.

**Predefined data**

Following constants of type `handler_type` are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Type of execution handler</th>
</tr>
</thead>
<tbody>
<tr>
<td>HANDLER_NONE</td>
<td>0</td>
<td>Not executed in any handler</td>
</tr>
<tr>
<td>HANDLER_BWD</td>
<td>1</td>
<td>Executed in BACKWARD handler</td>
</tr>
<tr>
<td>HANDLER_ERR</td>
<td>2</td>
<td>Executed in ERROR handler</td>
</tr>
<tr>
<td>HANDLER_UNDO</td>
<td>3</td>
<td>Executed in UNDO handler</td>
</tr>
</tbody>
</table>

**Characteristics**

`handler_type` is an alias data type for `num` and consequently inherits its characteristics.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get type of execution handler</td>
<td><code>ExecHandler - Get type of execution handler</code> on page 1140</td>
</tr>
</tbody>
</table>
3 Data types

3.26 icondata - Icon display data

Usage

*icondata* is used for representing standard icons on the User Device such as the FlexPendant.

Description

An *icondata* enumeration constant may be passed to the *Icon* argument in the instructions `UIMsgBox`, `UIViewWrite`, `WaitAI`, `WaitAO`, `WaitDI`, `WaitDO`, `WaitGI`, `WaitGO` and `WaitUntil` and functions `UIMessageBox`, `UINumEntry`, `UIDnumEntry`, `UIDnumTune`, `UINumTune`, `UIAlphaEntry` and `UIListView`.

Basic examples

The following example illustrates the data type *icondata*:

**Example 1**

```plaintext
VAR btnres answer;

UIMsgBox "More ?" \Buttons:=btnYesNo \Icon:=iconInfo \Result:=answer;
IF answer= resYes THEN
  ...
ELSEIF answer =ResNo THEN
  ...
ENDIF
```

The standard button enumeration constant *iconInfo* will give an information icon at the head of the message box on the user interface.

Predefined data

The following constants of the data type *icondata* are predefined in the system:

<table>
<thead>
<tr>
<th>Value</th>
<th>Constant</th>
<th>Icon</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iconNone</td>
<td>No icon</td>
</tr>
<tr>
<td>1</td>
<td>iconInfo</td>
<td>Information icon</td>
</tr>
<tr>
<td>2</td>
<td>iconWarning</td>
<td>Warning icon</td>
</tr>
<tr>
<td>3</td>
<td>iconError</td>
<td>Error icon</td>
</tr>
<tr>
<td>4</td>
<td>iconQuestion</td>
<td>Question icon</td>
</tr>
</tbody>
</table>

Characteristics

*icondata* is an alias data type for *num* and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>User Interaction Message Box</td>
<td><em>UIMsgBox - User Message Dialog Box type basic on page 867</em></td>
</tr>
<tr>
<td>For information about</td>
<td>See</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>---------------------------------------------------------------------</td>
</tr>
<tr>
<td>User Interaction Message Box</td>
<td><strong>UIMessageBox</strong> - User Message Box type advanced on page 1434</td>
</tr>
<tr>
<td>User Interaction Number Entry</td>
<td><strong>UINumEntry</strong> - User Number Entry on page 1443</td>
</tr>
<tr>
<td>User Interaction Number Tune</td>
<td><strong>UINumTune</strong> - User Number Tune on page 1450</td>
</tr>
<tr>
<td>User Interaction Alpha Entry</td>
<td><strong>UIAlphaEntry</strong> - User Alpha Entry on page 1403</td>
</tr>
<tr>
<td>User Interaction List View</td>
<td><strong>UIListView</strong> - User List View on page 1425</td>
</tr>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
</tbody>
</table>
3 Data types

3.27 identno - Identity for move instructions

MultiMove - Coordinated Robots

3.27 identno - Identity for move instructions

Usage

identno (Identity Number) is used to control synchronizing of two or more coordinated synchronized movements with each other.

The data type identno can only be used in a MultiMove system with option Coordinated Robots and only in program tasks defined as Motion Task.

Description

Move instructions in a MultiMove system must be programmed with parameter \ID of data type identno, if coordinated synchronized movement, and \ID is not allowed in any other cases.

The specified \ID number must be the same in all cooperating program tasks. The id number gives a guarantee that the movements are not mixed up at runtime.

In coordinated synchronized mode, there must be the same amount of executed move instructions in all program tasks. The optional parameter \ID of data type identno will be used to check that associated move instructions are run in parallel before the start of the movements. The \ID number must be the same in the move instructions that are run in parallel.

The user does not have to declare any variable of type identno, but can use a number directly in the instructions (see Basic examples).

Basic examples

The following example illustrates the data type identno:

Example 1

PERS tasks task_list{2} := ["T_ROB1"],["T_ROB2"];
VAR syncident sync1;
VAR syncident sync2;

PROC proc1()
...
SyncMoveOn sync1, task_list;
MoveL \ID:=10,v100,z50,mytool;
MoveL \ID:=20,v100,fine,mytool;
SyncMoveOff sync2;
...
ENDPROC

Characteristics

identno is an alias data type for num and thus inherits its properties.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data types</td>
</tr>
</tbody>
</table>

Continues on next page
3 Data types

3.27 `identno` - Identity for move instructions

**MultiMove - Coordinated Robots**

**Continued**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start coordinated synchronized movements</td>
<td><code>SyncMoveOn - Start coordinated synchronized movements on page 724</code></td>
</tr>
<tr>
<td>End coordinated synchronized movements</td>
<td><code>SyncMoveOff - End coordinated synchronized movements on page 718</code></td>
</tr>
</tbody>
</table>
3 Data types

3.28 intnum - Interrupt identity

RobotWare - OS

3.28 intnum - Interrupt identity

Usage

intnum (interrupt numeric) is used to identify an interrupt.

Description

When a variable of type intnum is connected to a trap routine, it is given a specific value identifying the interrupt. This variable is then used in all dealings with the interrupt, such as when ordering or disabling an interrupt.

More than one interrupt identity can be connected to the same trap routine. The system variable INTNO can thus be used in a trap routine to determine the type of interrupt that occurs.

A variable of the type intnum must always be declared global in the module.

Basic examples

The following examples illustrate the data type intnum:

Example 1

VAR intnum feeder_error;
... PROC main()
    CONNECT feeder_error WITH correct_feeder;
    ISignalDI di1, 1, feeder_error;

An interrupt is generated when the input di1 is set to 1. When this happens, a call is made to the correct_feeder trap routine.

Example 2

VAR intnum feeder1_error;
VAR intnum feeder2_error;
... PROC init_interrupt()
    ... CONNECT feeder1_error WITH correct_feeder;
    ISignalDI di1, 1, feeder1_error;
    CONNECT feeder2_error WITH correct_feeder;
    ISignalDI di2, 1, feeder2_error;
...
ENDPROC
... TRAP correct_feeder
    IF INTNO=feeder1_error THEN
    ...
ELSE ...
ENDIF
... ENDTRAP

Continues on next page
An interrupt is generated when either of the inputs $di_1$ or $di_2$ is set to 1. A call is then made to the correct_feeder trap routine. The system variable INTNO is used in the trap routine to find out which type of interrupt has occurred.

**Limitations**

The maximum number of active variables of type intnum at any one time (between CONNECT and IDelete) is limited to 100. The maximum number of interrupts, in the queue for execution of trap routine at any one time, is limited to 30.

**Characteristics**

Intnum is an alias data type for num and thus inherits its properties.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary of interrupts</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Interrupts</td>
</tr>
<tr>
<td>Alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
<tr>
<td>Connecting interrupts</td>
<td>CONNECT - Connects an interrupt to a trap routine on page 104</td>
</tr>
</tbody>
</table>
3 Data types

3.29 iodev - I/O device

Usage

iodev \textit{(I/O device)} is used for I/O devices and files.

Description

Data of the type \textit{iodev} contains a reference to a file or I/O device. It can be linked to the physical unit by means of the instruction \texttt{Open} and then used for reading and writing.

Basic examples

The following example illustrates the data type \textit{iodev}:

Example 1

\begin{verbatim}
VAR iodev file;
...
Open "HOME:/LOGDIR/INFILE.DOC", file\Read;
input := ReadNum(file);
\end{verbatim}

The file \texttt{INFILE.DOC} is opened for reading. When reading from the file, \texttt{file} is used as a reference instead of the file name.

Characteristics

iodev is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communication via I/O devices</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Communication</td>
</tr>
<tr>
<td>Configuration of I/O devices</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
<tr>
<td>File and I/O device handling</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
</tbody>
</table>
3.30 iodevice_state - State of I/O device

Usage

iodevice_state is used to mirror which state an I/O device is currently in.

Description

An iodevice_state constant is intended to be used when checking the return value from the function IODEviceState.

Basic examples

The following example illustrates the data type iodevice_state:

Example 1

```plaintext
IF (IODEviceState ("UNIT1" \Phys) = IO_DEVICE_PHYS_STATE_ACCESSIBLE) THEN
  ! Possible to access some signal on the I/O device
ELSE
  ! Read/Write some signal on the I/O device result in error
ENDIF

Test is done if the I/O device UNIT1 is up and running.
```

Predefined data

The predefined symbolic constants of the data type iodevice_state are found in the function IODEviceState.

Characteristics

iodevice_state is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get current state of I/O device</td>
<td>IODEviceState - Get current state of I/O device on page 1202</td>
</tr>
<tr>
<td>Input/output instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Input/output functionality in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
3.31 ionetwork_state - State of I/O network

Usage

ionetwork_state is used to mirror which state an I/O network is currently in.

Description

An ionetwork_state constant is intended to be used when checking the return value from the function IONetworkState.

Basic examples

The following example illustrates the data type ionetwork_state:

Example 1

IF (IONetworkState ("EthernetIP" \Phys) =
  IO_NETWORK_PHYS_STATE_ACCESSIBLE) THEN
  ! Possible to access some signal on the I/O device
ELSE
  ! Read/Write some signal on the I/O device result in error
ENDIF

Test is done if the I/O network EthernetIP is up and running.

Predefined data

The predefined symbolic constants of the data type ionetwork_state are found in the function IONetworkState.

Characteristics

ionetwork_state is an alias data type for num and consequently inherits its characteristics.

Related information

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<td>Input/output instructions</td>
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<td>Input/output functionality in general</td>
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</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
3.32 jointtarget - Joint position data

Usage

`jointtarget` is used to define the position that the robot and the external axes will move to with the instruction `MoveAbsJ`.

Description

`jointtarget` defines each individual axis position, for both the robot and the external axes.

Basic examples

The following example illustrates the data type `jointtarget`:

Example 1

```plaintext
CONST jointtarget calib_pos := [
  [ 0, 0, 0, 0, 0, 0],
  [ 0, 9E9, 9E9, 9E9, 9E9, 9E9]
];
```

The normal calibration position for IRB2400 is defined in `calib_pos` by the data type `jointtarget`. The normal calibration position 0 (degrees or mm) is also defined for the external logical axis a. The external axes b to f are undefined.

Components

`robax`

*robot axes*

Data type: `robjoint`

Axis positions of the robot axes in degrees.

Axis position is defined as the rotation in degrees for the respective axis (arm) in a positive or negative direction from the axis calibration position.

`extax`

*external axes*

Data type: `extjoint`

The position of the external axes.

The position is defined as follows for each individual axis (eax_a, eax_b ... eax_f):

- For rotating axes, the position is defined as the rotation in degrees from the calibration position.
- For linear axes, the position is defined as the distance in mm from the calibration position.

External axes eax_a ... are logical axes. How the logical axis number and the physical axis number are related to each other is defined in the system parameters.

Continues on next page
The value 9E9 is defined for axes which are not connected. If the axes defined in the position data differ from the axes that are actually connected on program execution, the following applies:

- If the position is not defined in the position data (value 9E9) the value will be ignored, if the axis is connected and not activated. But if the axis is activated it will result in error.
- If the position is defined in the position data, although the axis is not connected, the value is ignored.

No movement is performed but no error is generated for an axis with valid position data, if the axis isn’t activated.

If some external axis is running in independent mode and some new movement shall be performed by the robot and its external axes then the position data for the external axis in independent mode must not be 9E9 but some arbitrary value (not used but the system).

**Structure**

```
< dataobject of jointtarget >
  < robax of robjoint >
    < rax_1 of num >
    < rax_2 of num >
    < rax_3 of num >
    < rax_4 of num >
    < rax_5 of num >
    < rax_6 of num >
  < extax of extjoint >
    < eax_a of num >
    < eax_b of num >
    < eax_c of num >
    < eax_d of num >
    < eax_e of num >
    < eax_f of num >
```

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</tr>
<tr>
<td>Configuration of external axes</td>
<td></td>
</tr>
</tbody>
</table>
3.33 listitem - List item data structure

Usage

listitem is used to define menu lines that include text with optional small icons on the User Device such as the FlexPendant.

Description

Data of the type listitem allows the user to define menu lines for the function UIListView.

Basic example

The following example illustrates the data type listitem:

Example 1

CONST listitem list {3} := [[stEmpty, "Item1"], [stEmpty, "Item2"], [stEmpty, "Item3"]];  
A menu list with Item1....Item3 to use in function UIListView.

Components

The data type has the following components:

image

Data type: string

The path including file name for the icon image to display (not implemented in this software release).

Use empty string "" or stEmpty if no icon to display.

text

Data type: string

The text for the menu line to display.

Structure

<dataobject of listitem>
  <image of string>
  <text of string>

Related information

<table>
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<th>See</th>
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</tbody>
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3 Data types

3.34 loaddata - Load data

RobotWare - OS

3.34 loaddata - Load data

Usage

loaddata is used to describe loads attached to the mechanical interface of the robot (the robot’s mounting flange).

Load data usually defines the payload or grip load (set up by the instruction GripLoad or MechUnitLoad for positioners) of the robot, that is, the load held in the robot gripper. loaddata is also used as part of tooldata to describe the tool load.

Description

Specified loads are used to set up a dynamic model of the robot so that the robot movements is controlled in the best possible way.

⚠️ WARNING

It is important to always define the actual tool load and, when used, the payload of the robot (for example, a gripped part). Incorrect definitions of load data can result in overloading of the robot mechanical structure. There is also a risk that the speed in manual reduced speed mode can be exceeded.

When incorrect load data is specified, it can often lead to the following consequences:

- The robot may not use its maximum capacity.
- Impaired path accuracy including a risk of overshooting.
- Risk of overloading the mechanical structure.

The controller continuously monitors the load and writes an event log if the load is higher than expected. This event log is saved and logged in the controller memory.

Basic examples

The following examples illustrate the data type loaddata:

Example 1

PERS loaddata piece1 := [ 5, [50, 0, 50], [1, 0, 0, 0], 0, 0, 0];

The payload moved by a robot held tool in the figure Robot held tool on page 1526 is described using the following values:

- Weight 5 kg.
- The center of gravity is \( x = 50, y = 0 \) and \( z = 50 \) mm in the tool coordinate system
- The payload is a point mass

Example 2

Set gripper;
WaitTime 0.3;
GripLoad piece1;

Continues on next page
Connection of the payload, **piece1**, specified at the same time as the robot grips the load.

**Example 3**

```c
Reset gripper;
WaitTime 0.3;
GripLoad load0;
```

Disconnection of the payload, specified at the same time as the robot releases a payload.

**Example 4**

```c
PERS loaddata piece2 := [ 5, [50, 50, 50], [0, 0, 1, 0], 0, 0, 0];
PERS wobjdata wobj2 :=[ TRUE, TRUE, "", [ [0, 0, 0], [1, 0, 0 ,0] ], [ [50, -50, 200], [0.5, 0, -0.866 ,0] ]];
```

The payload moved according to the stationary tool in the figure **Stationary tool on page 1527** is described using the following values for the **loaddata**:

- Weight 5 kg
- The center of gravity is \(x = 50, y = 50\) and \(z = 50\) mm in the object coordinate system for work object \(wobj2\)
- The payload coordinate system/axes of moments are rotated 180° around \(Y''\) according to the object coordinate system
- The payload is a point mass

The following values are used for the **wobjdata**:

- The robot is holding the work object
- The fixed user coordinate system is used, that is, the user coordinate system is the same as wrist coordinate system
- The object coordinate system is rotated -120° around \(Y\) and the coordinates of its origin are \(x = 50, y = -50\) and \(z = 200\) mm in the user coordinate system

**Predefined data**

The load **load0** defines a payload, with the mass equal to 0 kg, that is, no load at all. This load is used as the argument in the instructions **GripLoad** and **MechUnitLoad** to disconnect the payload.

The load **load0** can always be accessed from the program, but cannot be changed (it is stored in the system module **BASE**).

```c
PERS loaddata load0 := [ 0.001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0 , 0 ];
```

**Components**

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>In this description, <strong>loaddata</strong> is only described as used for payload. As used for tool load, see <strong>tooldata - Tool data on page 1606.</strong></td>
</tr>
</tbody>
</table>

**mass**

Data type: num

---

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The mass (weight) of the load in kg.

cog

**center of gravity**

*Data type: pos*

The center of gravity of the payload expressed in mm in the tool coordinate system if the robot is holding the tool. If a stationary tool is used then the center of gravity for the payload held by the gripper is expressed in the object frame of the work object coordinate system moved by the robot.

aom

**axes of moment**

*Data type: orient*

The orientation of the axes of moment. These are the principal axes of the payload moment of inertia with origin in cog. If the robot is holding the tool, the axes of moment are expressed in the tool coordinate system.

The figure shows the center of gravity and inertial axes of the payload.

![Diagram of robot with coordinate systems]

**Note**

If `PayloadsInWristCoords` is used, the axes of moment for the payload for the robot held tool are expressed in the wrist coordinate system. For more information see *Technical reference manual - System parameters*, section `PayloadsInWristCoords`.

*Continues on next page*
The axes of moment are expressed in the object coordinate system if a stationary tool is used.

![Diagram of coordinate systems and payload](image)

**Note**

If **PayloadsInWristCoords** or **StationaryPayloadMode** is used, the axes of moment for the payload for the stationary tool are expressed in the wrist coordinate system. See *Technical reference manual - System parameters*, sections **PayloadsInWristCoords** and **StationaryPayloadMode**.

**inertia x**

*Data type: num*

The moment of inertia of the load around the x-axis of moment expressed in kgm\(^2\). Correct definition of the moments of inertia will allow optimal utilization of the path planner and axes control. This may be of special importance when handling large sheets of metal, and so on. All moments of inertia \(i_x, i_y, \) and \(i_z\) equal to 0 kgm\(^2\) imply a point mass.
Normally, the moments of inertia must only be defined when the distance from the
mounting flange to the center of gravity is less than the maximal dimension of the
load (see the following figure).

![Diagram of load and distance](image)

### iy

**inertia y**

*Data type: num*

The moment of inertia of the load around the y-axis, expressed in kgm².

For more information, see [ix](#).

### iz

**inertia z**

*Data type: num*

The moment of inertia of the load around the z-axis, expressed in kgm².

For more information, see [ix](#).

### Limitations

The payload should only be defined as a persistent variable (**PERS**) and not within
a routine. Current values are then saved when saving the program and are retrieved
on loading.

Arguments of the type `loaddata` in the `GripLoad` and `MechUnitLoad` instruction
should only be an entire persistent (not array element or record component).

### Structure

```
<dataobject of loaddata>
    <mass of num>
    <cog of pos>
        <x of num>
        <y of num>
        <z of num>
    <aom of orient>
        <q1 of num>
        <q2 of num>
        <q3 of num>
        <q4 of num>
    <ix of num>
    <iy of num>
```
### Related information

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</tr>
<tr>
<td>StationaryPayLoadMode</td>
<td></td>
</tr>
</tbody>
</table>
3 Data types

3.35 loadidnum - Type of load identification

Usage

loadidnum is used to represent an integer with a symbolic constant.

Description

A loadidnum constant is intended to be used for load identification of tool or payload as arguments in instruction LoadId. See the following example.

Basic examples

The following example illustrates the data type loadidnum:

Example 1

! Load modules into the system
Load \Dynamic, "RELEASE:/system/mockit.sys";
Load \Dynamic, "RELEASE:/system/mockit1.sys";
"LoadId"% TOOL_LOAD_ID, MASS_WITH_AX3, gun1;

Load identification of tool gun1 with identification of mass with movements of robot axis 3 with use of predefined constant MASS_WITH_AX3 of data type loadidnum.

Predefined data

The following symbolic constants of the data type loadidnum are predefined and is used as arguments in instruction LoadId.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MASS_KNOWN</td>
<td>Known mass in tool or payload respectively.</td>
</tr>
<tr>
<td>2</td>
<td>MASS_WITH_AX3</td>
<td>Unknown mass in tool or payload. Identification of mass will be done with movements of axis 3</td>
</tr>
</tbody>
</table>

Characteristics

loadidnum is an alias data type for num and consequently inherits its characteristics.

Related information

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<td>Operating manual - OmniCore, section Programming and testing - Service routines - LoadIdentify, load identification and service routines</td>
</tr>
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</tr>
<tr>
<td>Load identification with complete example</td>
<td>LoadId - Load identification of tool or payload on page 270</td>
</tr>
</tbody>
</table>
3.36 loadsession - Program load session

Usage
loadsession is used to define different load sessions of RAPID program modules.

Description
Data of the type loadsession is used in the instructions StartLoad and WaitLoad to identify the load session. loadsession only contains a reference to the load session.

Characteristics
loadsession is a non-value data type and cannot be used in value-oriented operations.

Related information

<table>
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<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.37 mecunit - Mechanical unit

Usage

mecunit is used to define the different mechanical units which can be controlled and accessed from the program.
The names of the mechanical units are defined in the system parameters and, consequently, must not be defined in the program.

Description

Data of the type mecunit only contains a reference to the mechanical unit.

Basic examples

The following example illustrates the data type mecunit:

Example 1

IF TaskRunRob() THEN
  IndReset ROB_ID, 6;
ENDIF

If actual program task controls a robot, reset axis 6 for the robot.

Predefined data

All the mechanical units defined in the system parameters are predefined in every program task. But only the mechanical units that are controlled by the actual program task (defined in system parameters Controller/Task/Use Mechanical Unit Group) is used to do any control operations.

Besides that, the predefined variable ROB_ID of data type mecunit is available in every program task. If an actual program task controls a robot then the alias variable ROB_ID contains a reference to one of robot ROB_1 to ROB_6, which can be used to do control operation on the robot. The variable ROB_ID is invalid if the actual program task does not control any robot.

Limitations

Data of the type mecunit must not be defined in the program. However, if it is then an error message will be displayed as soon as an instruction or function that refers to this mecunit is executed. The data type can, on the other hand, be used as a parameter when declaring a routine.

Characteristics

mecunit is a non-value data type. This means that data of this type does not permit value-oriented operations.

Related information

<table>
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3.37 mecunit - Mechanical unit

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3 Data types

3.38 motsetdata - Motion settings data

Usage

`motsetdata` is used to define a number of motion settings that affect all movement instructions in the program:

- Max. velocity and velocity override
- Acceleration data
- Behavior around singular points
- Management of different robot configurations
- Override of path resolution
- Motion supervision
- Limitation of acceleration/deceleration
- Tool reorientation during circle path
- Activation and deactivation of event buffer

This data type does not normally have to be used since these settings can only be set using the instructions `VelSet`, `AccSet`, `SingArea`, `ConfJ`, `ConfL`, `PathResol`, `MotionSup`, `PathAccLim`, `CirPathMode`, `WorldAccLim`, `ActEventBuffer`, `DeactEventBuffer` and `CornerPathWarning`.

The current values of these motion settings is accessed using the system variable `C_MOTSET`.

Description

The current motion settings (stored in the system variable `C_MOTSET`) affect all movements.

Basic examples

The following example illustrates the data type `motsetdata`:

Example 1

```plaintext
IF C_MOTSET.vel.oride > 50 THEN
  ...
ELSE
  ...
ENDIF
```

Different parts of the program are executed depending on the current velocity override.

Predefined data

`C_MOTSET` describes the current motion settings of the robot and can always be accessed from the program. On the other hand, `C_MOTSET` can only be changed using a number of instructions, not by assignment.

The following default values for motion parameters are set:

- when using the restart mode `Reset RAPID`
- when loading a new program or a new module
- when starting program execution from the beginning
when moving the program pointer to `main`

when moving the program pointer to a routine

when moving the program pointer in such a way that the execution order is lost.

```lisp
VAR motsetdata C_MOTSET := [

  [ 100, 5000 ],-> veldata
  [ 100, 100, 100 ],-> accdata
  [ FALSE, FALSE, FALSE, TRUE ],-> singdata
  [ TRUE, TRUE, 30, 45, 90 ]-> confsupdata
  100,-> path resolution
  TRUE,-> motionsup
  100,-> tunevalue
  TRUE,-> backoffaftercoll
  FALSE,-> acclim
  -1,-> accmax
  FALSE,-> decellim
  -1,-> decelmax
  0,-> cirpathreori
  FALSE,-> worldacclim
  -1,-> worldaccmax
  TRUE,-> evtbufferact
  FALSE];-> corner_path_warn_suppress
```

**Note**

The maximum TCP speed for the used robot type can be changed in the *Motion configuration* system parameters, type *Motion Planner* and attribute *Linear Max Speed*. The RAPID function `MaxRobSpeed` returns the same value.

**Components**

**Note**

Some components are prepared for in the structure but are currently not implemented in the corresponding instructions.

**vel.**

Data type: `veldata/num`

Velocity override as a percentage of the programmed value.

**vel.max**

Data type: `veldata/num`

Maximum velocity in mm/s.

**acc.acc**

Data type: `accdata/num`

Acceleration and deceleration as a percentage of the normal values.
3 Data types

3.38 motsetdata - Motion settings data
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acc.ramp
Data type: accdata/num
The rate by which acceleration and deceleration increases as a percentage of the normal values.

acc.finepramp
Data type: accdata/num
The rate at which deceleration decreases as a percentage of the normal values when the robot decelerates towards a finepoint.

sing.wrist
Data type: singdata/bool
The orientation of the tool is allowed to deviate somewhat in order to prevent wrist singularity.

sing.lockaxis4
Data type: singdata/bool
Lock axis 4 on a six-axis robot to 0 or ±180 degrees to avoid singularity problems when axis 5 is close to 0.

sing.arm
Data type: singdata/bool
The orientation of the tool is allowed to deviate somewhat in order to prevent arm singularity (not implemented).

sing.base
Data type: singdata/bool
The orientation of the tool is not allowed to deviate.

conf.jsup
Data type: confsupdata/bool
During joint movement the robot will reach the programmed robot configuration.

conf.lsup
Data type: confsupdata/bool
Supervision of joint configuration is active during linear and circular movement.

conf.ax1
Data type: confsupdata/num
Maximum permitted deviation in degrees for axis 1 (not implemented).

conf.ax4
Data type: confsupdata/num
Maximum permitted deviation in degrees for axis 4 (not implemented).

conf.ax6
Data type: confsupdata/num
Maximum permitted deviation in degrees for axis 6 (not implemented).

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3 Data types

3.38 motsetdata - Motion settings data

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pathresol
Data type: num
Current override in percentage of the configured path resolution.

motionsup
Data type: bool
Mirror RAPID status (TRUE = On and FALSE = Off) of motion supervision function.

tunevalue
Data type: num
Current RAPID override as a percentage of the configured tunevalue for the motion supervision function.

backoffaftercoll
Data type: bool
Mirror RAPID status of back up to remove any residual forces at motion collision:
TRUE = Back up to remove residual forces at motion collision
FALSE = No back off at motion collision

acclim
Data type: bool
Limitation of tool acceleration along the path. (TRUE = limitation and FALSE = no limitation).

accmax
Data type: num
TCP acceleration limitation in m/s^2. If acclim is FALSE, the value is always set to -1.

decellim
Data type: bool
Limitation of tool deceleration along the path. (TRUE = limitation and FALSE = no limitation).

decelmax
Data type: num
TCP deceleration limitation in m/s^2. If decellim is FALSE, the value is always set to -1.

cirpathreori
Data type: num
Tool reorientation during circle path:
0 = Standard method with interpolation in path frame
1 = Modified method with interpolation in object frame
2 = Modified method with programmed tool orientation in CirPoint

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3 Data types

3.38 motsetdata - Motion settings data

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worldacclim

Data type: bool

Limitation of acceleration in world coordinate system. (TRUE = limitation and FALSE = no limitation).

worldaccmax

Data type: num

Limitation of acceleration in world coordinate system in m/s². If worldacclim is FALSE, the value is always set to -1.

evtbufferact

Data type: bool

Event buffer active or not active. (TRUE = event buffer active and FALSE = event buffer not active).

corner_path_warn_suppress

Data type: bool

Corner path warning will be reported or not. TRUE = corner path warning is suppressed, FALSE = corner path warning is not suppressed.

Limitations

One and only one of the components sing.wrist, sing.arm or sing.base may have a value equal to TRUE.

Structure

<dataobject of motsetdata>

<vel of veldata>

<oride of num>

<max of num>

<acc of accdata>

<acc of num>

<ramp of num>

<finepramp of num>

<sing of singdata>

<wrist of bool>

<lockaxis4 of bool>

<arm of bool>

<base of bool>

<conf of confsupdata>

<jsup of bool>

<lsup of bool>

<ax1 of num>

<ax4 of num>

<ax6 of num>

<pathresol of num>

<motionsup of bool>

Affected by instruction VelSet

Affected by instruction AccSet

Affected by instruction SingArea

Affected by instructions ConfJ and ConfL

Affected by instruction PathResol

Affected by instruction MotionSup

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3 Data types

3.39 num - Numeric values

Usage

num is used for numeric values; e.g. counters.

Description

The value of the num data type may be

- an integer; e.g. -5,
- a decimal number; e.g. 3.45.

It may also be written exponentially; e.g. 2E3 (= 2*10^3 = 2000), 2.5E-2 (= 0.025).

Integers between -8388607 and +8388608 are always stored as exact integers.

Decimal numbers are only approximate numbers and therefore should not be used in is equal to or is not equal to comparisons. In the case of divisions and operations using decimal numbers, the result will also be a decimal number; that is, not an exact integer. For example:

```
a := 10;
b := 5;
IF a/b=2 THEN
  ...
```

As the result of a/b is not an integer, this condition is not necessarily satisfied.

Basic examples

The following examples illustrate the data type num:

Example 1

```
VAR num reg1;
...
reg1 := 3;
```

reg1 is assigned the value 3.

Example 2

```
a := 10 DIV 3;
b := 10 MOD 3;
```

Integer division where a is assigned an integer (=3) and b is assigned the remainder (=1).

Predefined data

There is some predefined data in the system. For example the constant pi (π) is defined.

```
CONST num pi := 3.1415926;
```

Limitations

Literal values between -8388607 to 8388608 assigned to a num variable are stored as exact integers.
If a literal that has been interpreted as a `dnum` is assigned/used as a `num`, it is automatically converted to a `num`.

### Related information

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</table>
3 Data types

3.40 opnum - Comparison operator

Usage

opnum is used to represent an operator for comparisons in arguments to RAPID functions or instructions.

Description

An opnum constant is intended to be used to define the type of comparison when checking values in generic instructions.

Basic examples

The following example illustrates the data type opnum:

Example 1

```
TriggCheckIO checkgrip, 100, airok, EQ, 1, intno1;
```

Predefined data

The following symbolic constants of the data type opnum are predefined and is used to define the type of comparison used, for instance, in instruction TriggCheckIO.

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<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
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<td>1</td>
<td>LT</td>
<td>Less than</td>
</tr>
<tr>
<td>2</td>
<td>LTEQ</td>
<td>Less than or equal to</td>
</tr>
<tr>
<td>3</td>
<td>EQ</td>
<td>Equal to</td>
</tr>
<tr>
<td>4</td>
<td>NOTEQ</td>
<td>Not equal to</td>
</tr>
<tr>
<td>5</td>
<td>GTEQ</td>
<td>Greater than or equal to</td>
</tr>
<tr>
<td>6</td>
<td>GT</td>
<td>Greater than</td>
</tr>
</tbody>
</table>

Characteristics

opnum is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
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</table>
3.41 orient - Orientation

Usage

orient is used for orientations (such as the orientation of a tool) and rotations (such as the rotation of a coordinate system).

Description

The orientation is described in the form of a quaternion which consists of four components: q1, q2, q3, and q4.

Basic examples

The following example illustrates the data type orient:

Example 1

VAR orient orient1;

orient1 := [1, 0, 0, 0];

The orient1 orientation is assigned the value q1=1, q2-q4=0; this corresponds to no rotation.

Components

The data type orient has the following components:

q1

Data type: num
Quaternion 1.

q2

Data type: num
Quaternion 2.

q3

Data type: num
Quaternion 3.

q4

Data type: num
Quaternion 4.
What is a Quaternion?

The orientation of a coordinate system (such as that of a tool) is described by a rotational matrix that describes the direction of the axes of the coordinate system in relation to a reference system (see the following figure).

![Diagram of coordinate systems](image)

The rotated coordinate systems axes \((x, y, z)\) are vectors which can be expressed in the reference coordinate system as follows:

\[
\begin{align*}
x &= (x_1, x_2, x_3) \\
y &= (y_1, y_2, y_3) \\
z &= (z_1, z_2, z_3)
\end{align*}
\]

This means that the \(x\)-component of the \(x\)-vector in the reference coordinate system will be \(x_1\), the \(y\)-component will be \(x_2\), and so on.

These three vectors can be put together in a matrix (a rotational matrix) where each of the vectors form one of the columns:

\[
\begin{bmatrix}
x_1 & y_1 & z_1 \\
x_2 & y_2 & z_2 \\
x_3 & y_3 & z_3
\end{bmatrix}
\]

A quaternion is just a more concise way to describe this rotational matrix; the quaternions are calculated based on the elements of the rotational matrix:

\[
\begin{align*}
q_1 &= \sqrt{\frac{x_1 + y_2 + z_3 + 1}{2}} \\
q_2 &= \sqrt{\frac{x_1 - y_2 - z_3 + 1}{2}} \\
q_3 &= \sqrt{\frac{y_2 - z_1 - x_3 + 1}{2}} \\
q_4 &= \sqrt{\frac{z_3 - x_1 - y_2 + 1}{2}}
\end{align*}
\]

\[
\begin{align*}
\text{sign } q_2 &= \text{sign } (y_3 - z_2) \\
\text{sign } q_3 &= \text{sign } (z_1 - x_3) \\
\text{sign } q_4 &= \text{sign } (x_2 - y_1)
\end{align*}
\]
Example 1

A tool is orientated so that its Z'-axis points straight ahead (in the same direction as the X-axis of the base coordinate system). The Y'-axis of the tool corresponds to the Y-axis of the base coordinate system (see the following figure). How is the orientation of the tool defined in the position data (robtarget)?

The orientation of the tool in a programmed position is normally related to the coordinate system of the work object used. In this example, no work object is used and the base coordinate system is equal to the world coordinate system. Thus, the orientation is related to the base coordinate system.

The axes will then be related as follows:
\[ x' = -z = (0, 0, -1) \]
\[ y' = y = (0, 1, 0) \]
\[ z' = x = (1, 0, 0) \]

Which corresponds to the following rotational matrix:
\[
\begin{bmatrix}
0 & 0 & 1 \\
0 & 1 & 0 \\
-1 & 0 & 0
\end{bmatrix}
\]

The rotational matrix provides a corresponding quaternion:

| q1 = \( \sqrt{\frac{0+1+0+1}{2}} \) = \( \frac{\sqrt{2}}{2} \) = 0.707 |
| q2 = \( \sqrt{\frac{0-1-0+1}{2}} \) = 0 |
| q3 = \( \sqrt{\frac{1-0-0+1}{2}} \) = \( \frac{\sqrt{2}}{2} \) = 0.707 sign q3 = sign (1+1) = + |
| q4 = \( \sqrt{\frac{0-0-1+1}{2}} \) = 0 |

Continues on next page
The direction of the tool is rotated 30° about the X'- and Z'-axes in relation to the wrist coordinate system (see the following figure). How is the orientation of the tool defined in the tool data?

The axes will then be related as follows:
\[ x' = (\cos 30°, 0, -\sin 30°) \]
\[ y' = (0, 1, 0) \]
\[ z' = (\sin 30°, 0, \cos 30°) \]

Which corresponds to the following rotational matrix:
\[
\begin{bmatrix}
\cos 30° & 0 & \sin 30° \\
0 & 1 & 0 \\
-\sin 30° & 0 & \cos 30°
\end{bmatrix}
\]

The rotational matrix provides a corresponding quaternion:

\[
\begin{align*}
q_1 &= \frac{\sqrt{\cos 30° + 1 + \cos 30° + 1}}{2} = 0.965926 \\
q_2 &= \frac{\sqrt{\cos 30° - 1 - \cos 30° + 1}}{2} = 0 \\
q_3 &= \frac{\sqrt{1 - \cos 30° - \cos 30° + 1}}{2} = 0.258819 \\
q_4 &= \frac{\sqrt{\cos 30° - \cos 30° - 1 + 1}}{2} = 0
\end{align*}
\]

\[
\text{sign } q_3 = \text{sign } (\sin 30° + \sin 30°) = +
\]

The orientation must be normalized; that is, the sum of the squares must equal 1:

Structure

<table>
<thead>
<tr>
<th>dataobject of orient &gt;</th>
</tr>
</thead>
<tbody>
<tr>
<td>q1 of num &gt;</td>
</tr>
<tr>
<td>q2 of num &gt;</td>
</tr>
<tr>
<td>q3 of num &gt;</td>
</tr>
<tr>
<td>q4 of num &gt;</td>
</tr>
</tbody>
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Limitations

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3 Data types

3.41 orient - Orientation

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\[ q_1^2 + q_2^2 + q_3^2 + q_4^2 = 1 \]

Related information

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3.42 paridnum - Type of parameter identification

Usage

paridnum is used to represent an integer with a symbolic constant.

Description

A paridnum constant is intended to be used for parameter identification such as load identification of tool or payload or external manipulator load.

Basic examples

The following example illustrates the data type paridnum:

Example 1

```rapid
TEST ParIdRobValid (TOOL_LOAD_ID)
  CASE ROB_LOAD_VAL:
    ! Possible to do load identification of tool in actual robot type
    ...
  CASE ROB_LM1_LOAD_VAL:
    ! Only possible to do load identification of tool with
    ! IRB 6400FHD if actual load < 200 kg
    ...
  CASE ROB_NOT_LOAD_VAL:
    ! Not possible to do load identification of tool in actual robot
    type
    ...
ENDTEST
```

Use of predefined constant TOOL_LOAD_ID of data type paridnum.

Predefined data

The following symbolic constants of the data type paridnum are predefined and is used as arguments in the following instructions, ParIdRobValid, ParIdPosValid, LoadId, and ManLoadIdProc.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
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<td>1</td>
<td>TOOL_LOAD_ID</td>
<td>Identify tool load</td>
</tr>
<tr>
<td>2</td>
<td>PAY_LOAD_ID</td>
<td>Identify payload (see instruction GripLoad)</td>
</tr>
<tr>
<td>3</td>
<td>IRBP_K</td>
<td>Identify External Manipulator IRBP K load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_L</td>
<td>Identify External Manipulator IRBP L load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_C</td>
<td>Identify External Manipulator IRBP C load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_C_INDEX</td>
<td>Identify External Manipulator IRBP C_INDEX load</td>
</tr>
<tr>
<td>4</td>
<td>IRBP_T</td>
<td>Identify External Manipulator IRBP T load</td>
</tr>
<tr>
<td>5</td>
<td>IRBP_R</td>
<td>Identify External Manipulator IRBP R load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_A</td>
<td>Identify External Manipulator IRBP A load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_B</td>
<td>Identify External Manipulator IRBP B load</td>
</tr>
<tr>
<td>6</td>
<td>IRBP_D</td>
<td>Identify External Manipulator IRBP D load</td>
</tr>
</tbody>
</table>

Continues on next page
Only TOOL_LOAD_ID and PAY_LOAD_ID is used in user defined RAPID Programs for load identification of the tool respectively the payload for the robot.

Characteristics

paridnum is an alias data type for num and consequently inherits its characteristics.

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</tr>
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<td>Load identification of external manipulators</td>
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</tr>
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3 Data types

3.43 paridvalidnum - Result of ParIdRobValid

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3.43 paridvalidnum - Result of ParIdRobValid

Usage

paridvalidnum is used to represent an integer with a symbolic constant.

Description

A paridvalidnum constant is intended to be used for parameter identification, such as load identification of tool or payload, when checking the return value from function ParIdRobValid.

Basic examples

The following examples illustrate the data type paridvalidnum:

```
TEST ParIdRobValid (PAY_LOAD_ID)
    CASE ROB_LOAD_VAL:
        ! Possible to do load identification of payload in actual robot type
    ...
    CASE ROB_LM1_LOAD_VAL:
        ! Only possible to do load identification of payload
        ! with IRB 6400FHD if actual load < 200 kg
    ...
    CASE ROB_NOT_LOAD_VAL:
        ! Not possible to do load identification of payload
        ! in actual robot type
    ...
ENDTEST
```

Use of predefined constants ROB_LOAD_VAL, ROB_LM1_LOAD_VAL and ROB_NOT_LOAD_VAL of data type paridvalidnum.

Predefined data

The following symbolic constants of the data type paridvalidnum are predefined and is used for checking the return value from function ParIdRobValid.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>ROB_LOAD_VAL</td>
<td>Valid robot type for the current parameter identification</td>
</tr>
<tr>
<td>11</td>
<td>ROB_NOT_LOAD_VAL</td>
<td>Not valid robot type for the current parameter identification</td>
</tr>
<tr>
<td>12</td>
<td>ROB_LM1_LOAD_VAL</td>
<td>Valid robot type IRB 6400FHD for the current parameter identification if actual load &lt; 200 kg</td>
</tr>
</tbody>
</table>

Characteristics

paridvalidnum is an alias data type for num and inherits its characteristics.

Related information

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**3.43 paridvalidnum - Result of ParIdRobValid**

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<td>Valid robot type</td>
<td>ParIdRobValid - Valid robot type for parameter identification on page 1263</td>
</tr>
<tr>
<td>Valid robot position</td>
<td>ParIdPosValid - Valid robot position for parameter identification on page 1260</td>
</tr>
<tr>
<td>Load identification with complete example</td>
<td>LoadId - Load identification of tool or payload on page 270</td>
</tr>
</tbody>
</table>
3 Data types

3.44 pathrecid - Path recorder identifier

Path Recovery

Usage

pathrecid is used to identify a breakpoint for the path recorder.

Description

The path recorder is a system function for recording the robots executed path. Data of the type pathrecid can be linked to a specific path location by means of the instruction PathRecStart. The user can then order the recorder to perform a movement back to the path identifier by using the instruction PathRecMoveBwd.

Basic examples

The following example illustrates the data type pathrecid:

Example 1

```
VAR pathrecid start_id;
CONST robtarget p1 := [...];
CONST robtarget p2 := [...];
CONST robtarget p3 := [...];

PathRecStart start_id;
MoveL p1, vmax, z50, tool1;
MoveL p2, vmax, z50, tool1;
MoveL p3, vmax, z50, tool1;
IF(PathRecValidBwd (\ID := start_id)) THEN
  StorePath;
  PathRecMoveBwd \ID:=start_id;
  ...
ENDIF
```

The preceding example will start the path recorder and the starting point will be tagged with the path identifier start_id. Thereafter, the robot will move forward with traditional move instructions and then move back to the start position again using the recorded path. To be able to run PathRecorder move instructions, the path level has to be changed with StorePath.

Characteristics

pathrecid is an non-value data type.

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### 3.44 pathrecid - Path recorder identifier

**Path Recovery**

**Related information**

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<td></td>
<td><em>PathRecStop</em> - Stop the path recorder on page 434</td>
</tr>
<tr>
<td>Check for valid recorded path</td>
<td><em>PathRecValidBwd</em> - Is there a valid backward path recorded on page 1270</td>
</tr>
<tr>
<td></td>
<td><em>PathRecValidFwd</em> - Is there a valid forward path recorded on page 1273</td>
</tr>
<tr>
<td>Play the path recorder backward</td>
<td><em>PathRecMoveBwd</em> - Move path recorder backwards on page 422</td>
</tr>
<tr>
<td>Play the path recorder forward</td>
<td><em>PathRecMoveFwd</em> - Move path recorder forward on page 428</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td><strong>Technical reference manual - RAPID Overview</strong>, section <em>Basic characteristics - Data types</em></td>
</tr>
</tbody>
</table>
3 Data types

3.45 pos - Positions (only X, Y and Z)

Usage

pos is used for positions (only X, Y, and Z).
The robtarget data type is used for the robot's position including the orientation of the tool and the configuration of the axes.

Description

Data of the type pos describes the coordinates of a position: X, Y, and Z.

Basic examples

The following examples illustrate the data type pos:

Example 1

VAR pos pos1;
...
pos1 := [500, 0, 940];
The pos1 position is assigned the value: X=500 mm, Y=0 mm, Z=940 mm.

Example 2

pos1.x := pos1.x + 50;
The pos1 position is shifted 50 mm in the X-direction.

Components

The data type pos has the following components:

x

Data type: num
The X-value of the position.

y

Data type: num
The Y-value of the position.

z

Data type: num
The Z-value of the position.

Structure

< dataobject of pos >
< x of num >
< y of num >
< z of num >
## Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
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<tr>
<td>Robot position including orientation</td>
<td>robtarget - Position data on page 1570</td>
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</table>
3 Data types

3.46 pose - Coordinate transformations

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3.46 pose - Coordinate transformations

Usage

`pose` is used to change from one coordinate system to another.

Description

Data of the type `pose` describes how a coordinate system is displaced and rotated around another coordinate system. The data can, for example, describe how the tool coordinate system is located and oriented in relation to the wrist coordinate system.

Basic examples

The following examples illustrate the data type `pose`:

```plaintext
VAR pose frame1;
...
frame1.trans := [50, 0, 40];
frame1.rot := [1, 0, 0, 0];
```

The `frame1` coordinate transformation is assigned a value that corresponds to a displacement in position, where X=50 mm, Y=0 mm, Z=40 mm; there is, however, no rotation.

Components

The data type has the following components:

- **trans**
  - *translation*
  - Data type: `pos`
  - The displacement in position (x, y, and z) of the coordinate system.

- **rot**
  - *rotation*
  - Data type: `orient`
  - The rotation of the coordinate system.

Structure

```plaintext
< dataobject of pose >
< trans of pos >
< rot of orient >
```

Related information

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</thead>
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<td>What is a Quaternion?</td>
<td><code>orient - Orientation on page 1543</code></td>
</tr>
</tbody>
</table>
3.47 progdisp - Program displacement

Usage

progdisp is used to store the current program displacement of the robot and the external axes.

This data type does not normally have to be used since the data is set using the instructions PDispSet, PDispOn, PDispOff, EOffsSet, EOffsOn, and EOffsOff. It is only used to temporarily store the current value for later use.

Description

The current values for program displacement can be accessed using the system variable C_PROGDISP.

For more information, see the instructions PDispSet, PDispOn, EOffsSet, and EOffsOn.

Basic examples

The following example illustrates the data type progdisp:

Example 1

```rapid
VAR progdisp progdisp1;
...
SearchL sen1, psearch, p10, v100, tool1;
PDispOn \ExeP:=psearch, *, tool1;
EOffsOn \ExeP:=psearch, *;
...
progdisp1:=C_PROGDISP;
PDispOff;
EOffsOff;
...
PDispSet progdisp1.pdisp;
EOffsSet progdisp1.eoffs;
```

First, a program displacement is activated from a searched position. Then, the current program displacement values are temporarily stored in the variable progdisp1 and the program displacement is deactivated. Later on, re-activation is done using the instructions PDispSet and EOffsSet.

Predefined data

The system variable C_PROGDISP describes the current program displacement of the robot and external axes, and can always be accessed from the program. On the other hand, it can only be changed using a number of instructions, not by assignment.

The following default values for program displacement are set

- when using the restart mode Reset RAPID
- when loading a new program or a new module
- when starting program execution from the beginning
- when moving the program pointer to main

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3 Data types

3.47 progdisp - Program displacement

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- when moving the program pointer to a routine
- when moving the program pointer in such a way that the execution order is lost.

VAR progdisp C_PROGDISP :=
[ [ [ 0, 0, 0], [1, 0, 0, 0]],-> posedata
[ 0, 0, 0, 0, 0, 0]];-> extjointdata

Components

pdisp

program displacement
Data type: pose
The program displacement for the robot, expressed using a translation and an orientation. The translation is expressed in mm.

eoffs

external offset
Data type: extjoint
The offset for each of the external axes. If the axis is linear, the value is expressed in mm; if it is rotating, the value is expressed in degrees.

Structure

< dataobject of progdisp >
< pdisp of pose >
< trans of pos >
< x of num >
< y of num >
< z of num >
< rot of orient >
< q1 of num >
< q2 of num >
< q3 of num >
< q4 of num >
< eoffs of extjoint >
< eax_a of num >
< eax_b of num >
< eax_c of num >
< eax_d of num >
< eax_e of num >
< eax_f of num >

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3.48 rawbytes - Raw data

Usage

rawbytes is used as a general data container. It can be used for communication with I/O devices.

Description

rawbytes data can be filled with any type of data - num, byte, string - by means of support instructions/functions. In any variable of rawbytes, the system also stores the current length of valid bytes.

Basic examples

The following example illustrates the data type rawbytes:

Example 1

VAR rawbytes raw_data;
VAR num integer := 8;
VAR num float := 13.4;

ClearRawBytes raw_data;
PackRawBytes integer, raw_data, 1 \IntX := INT;
PackRawBytes float, raw_data, (RawBytesLen(raw_data)+1) \Float4;

In this example the variable raw_data of type rawbytes is first cleared, that is, all bytes set to 0 (same as default at declaration). Then in the first 2 bytes the value of integer is placed and in the next 4 bytes the value of float.

Limitations

A rawbytes variable may contain 0 to 1024 bytes.

Structure

rawbytes is a non-value data type.

At declaration of rawbytes variable, all bytes in rawbytes are set to 0 and the current length of valid bytes in the variable is set to 0.

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<td>CopyRawBytes - Copy the contents of rawbytes data on page 113</td>
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<td>PackDNHeader - Pack DeviceNet Header into rawbytes data on page 403</td>
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**3.48 rawbytes - Raw data**

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3.49 restartdata - Restart data for trigg signals

**Usage**

```restartdata``` mirrors the pre- and postvalues of specified I/O signals (process signals) at the stop sequence of the robot movements. The I/O signals to supervise are specified in the instruction ```TriggStopProc```. ```TriggStopProc``` and ```restartdata``` are intended to be used for restart after program stop (STOP) or emergency stop (QSTOP) of own process instructions defined in RAPID (NOSTEPIN routines).

**Description**

```restartdata``` mirrors the following data after program execution is stopped:
- valid restart data
- robot stopped on path or not
- prevalue of the I/O signals
- postvalue of the I/O signals
- number of flanks between pretime and posttime of the shadow signal for the ongoing process

**Definition**

The table shows the definition of the time point for reading the pre- and postvalues for the I/O signals.

<table>
<thead>
<tr>
<th>Type of stop</th>
<th>Read time for I/O signal pre-value</th>
<th>Read time for I/O signal post-value</th>
</tr>
</thead>
<tbody>
<tr>
<td>STOP on path</td>
<td>When all robot axes are standing still</td>
<td>About 400 ms after the pretime</td>
</tr>
<tr>
<td>QSTOP off path</td>
<td>As soon as possible</td>
<td>About 400 ms after the pretime</td>
</tr>
</tbody>
</table>

**Components**

- ```restartstop```
  - **valid restartdata after stop**
    - Data type: ```bool```
    - TRUE = Mirror last STOP or QSTOP
    - FALSE = Invalid restart data. All I/O signals values are set to -1.

- ```stoponpath```
  - **stop on path**
    - Data type: ```bool```
    - TRUE = The robot is stopped on the path (STOP)
    - FALSE = The robot is stopped but not on the path (QSTOP)

- ```predo1val```
  - **pre do1 value**
    - Data type: ```dionum```

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3 Data types

3.49 restartdata - Restart data for trigg signals

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Continued

The prevalue of the digital signal “do1” specified in the argument DO1 in instruction TriggStopProc.

postdo1val

post do1 value

Data type: dionum

The postvalue of the digital signal “do1” specified in the argument DO1 in instruction TriggStopProc.

prego1val

pre go1 value

Data type: num

The prevalue of the digital group signal “go1” specified in the argument GO1 in instruction TriggStopProc.

postgo1val

post go1 value

Data type: num

The postvalue of the digital group signal “go1” specified in the argument GO1 in instruction TriggStopProc.

prego2val

pre go2 value

Data type: num

The prevalue of the digital group signal “go2” specified in the argument GO2 in instruction TriggStopProc.

postgo2val

post go2 value

Data type: num

The postvalue of the digital group signal “go2” specified in the argument GO2 in instruction TriggStopProc.

prego3val

pre go3 value

Data type: num

The prevalue of the digital group signal “go3” specified in the argument GO3 in instruction TriggStopProc.

postgo3val

post go3 value

Data type: num

The postvalue of the digital group signal “go3” specified in the argument GO3 in instruction TriggStopProc.

prego4val

pre go4 value

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3.49 restartdata - Restart data for trigg signals

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Data type: num

The prevalue of the digital group signal “go4” specified in the argument GO4 in instruction TriggStopProc.

postgo4val

post go4 value
Data type: num

The postvalue of the digital group signal “go4” specified in the argument GO4 in instruction TriggStopProc.

preshadowval

pre shadow value
Data type: dionum

The prevalue of the digital signal “shadow” specified in the argument ShadowDO in instruction TriggStopProc.

shadowflanks

number of shadow flanks
Data type: num

The number of value transitions (flanks) of the digital signal “shadow” between the pretime and the posttime. The signal “shadow” is specified in the argument ShadowDO in instruction TriggStopProc.

postshadowval

post shadow value
Data type: dionum

The postvalue of the digital signal “shadow” specified in the argument ShadowDO in instruction TriggStopProc.

Structure

< dataobject of restartdata >
< restartstop of bool >
< stoponpath of bool >
< predo1val of dionum >
< postdo1val of dionum >
< preg01val of num >
< postg01val of num >
< preg02val of num >
< postg02val of num >
< preg03val of num >
< postg03val of num >
< preg04val of num >
< postg04val of num >
< preshadowval of dionum >
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3.49 restartdata - Restart data for trigg signals

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3.50 rmqheader - RAPID Message Queue Message header

Usage

rmqheader (RAPID Message Queue Header) is used for reading the data structure of the data in a message of type rmqmessage.

Description

The header part of a non-value data type rmqmessage converted to the value data type rmqheader.

Examples

Basic examples of the data type rmqheader are illustrated below.

Example 1

VAR rmqmessage message;
VAR rmqheader header;
...
RMQGetMessage message;
RMQGetMsgHeader message \Header:=header;

Copy and convert the rmqheader information from an rmqmessage message.

Components

datatype

Data type: string

The name of the data type used, e.g num, string or some other value data type.

ndim

Number of Dimensions

Data type: num

Number of array dimensions.

dim1

Size of first dimension

Data type: num

The size of the first dimension. 0 if not used.

dim2

Size of second dimension

Data type: num

The size of the second dimension. 0 if not used.

dim3

Size of third dimension

Data type: num

The size of the third dimension. 0 if not used.
3 Data types

3.50 rmqheader - RAPID Message Queue Message header

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Continued

Structure

<dataobject of rmqheader>
<datatype of string>
<ndim of num>
<dim1 of num>
<dim2 of num>
<dim3 of num>

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<td>RMQ Message</td>
<td>rmqmessage - RAPID Message Queue message on page 1567</td>
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3.51 rmqmessage - RAPID Message Queue message

Usage

rmqmessage (RAPID Message Queue Message) is used for temporary storage of communication data.

Description

The data type rmqmessage is the message used to store data in while communicating between different RAPID tasks or Robot Application Builder clients with RMQ functionality. It contains information about the type of data sent, the dimensions of the data, the identity of the sender and the actual data.

An rmqmessage is a big data type (about 3000 bytes big), and it is recommended that the variable is reused to save RAPID memory.

Basic examples

The following example illustrates the data type rmqmessage:

Example 1

VAR rmqmessage rmqmessage1;
VAR string myrecdata;
...
RMQGetMsgData rmqmessage1, myrecdata;

The variable rmqmessage1 is defined and can be used in an RMQ (RAPID Message Queue) command. In this example, the data part within the rmqmessage1 is copied to the variable myrecdata.

Characteristics

rmqmessage is a non-value data type and cannot be used in value-oriented operations.

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3 Data types

3.52 rmqslot - Identity number of an RMQ client

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3.52 rmqslot - Identity number of an RMQ client

Usage

rmqslot (RAPID Message Queue Slot) is used when communicating with an RMQ or a Robot Application Builder client.

Description

The rmqslot is an identity number of a RAPID Message Queue configured for a RAPID task or the identity number of a Robot Application Builder client.

Basic examples

The following example illustrates the data type rmqslot:

Example 1

```
VAR rmqslot rmqslot1;
RMQFindSlot rmqslot1, "RMQ_T_ROB1";
...
```

The variable rmqslot1 is defined and can be used in the instruction RMQFindSlot to get the identity number of the RAPID Message Queue "RMQ_T_ROB1" configured for the RAPID task "T_ROB1".

Characteristics

rmqslot is a non-value data type and cannot be used in value-oriented operations.

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<td>Send data to the queue of a RAPID task or Robot Application Builder client.</td>
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<td>Send data to a client, and wait for an answer from the client.</td>
<td>RMQSendWait - Send an RMQ data message and wait for a response on page 540</td>
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<td>Get the slot name from a specified slot identity</td>
<td>RMQGetSlotName - Get the name of an RMQ client on page 1316</td>
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3.53 robjoint - Joint position of robot axes

Usage

robjoint is used to define the position in degrees of the robot axes.

Description

Data of the type robjoint is used to store axis positions in degrees of the robot axis 1 to 6. Axis position is defined as the rotation in degrees for the respective axis (arm) in a positive or negative direction from the axis calibration position.

Components

rax_1

robot axis 1
Data type: num
The position of robot axis 1 in degrees from the calibration position.

... 

rax_6

robot axis 6
Data type: num
The position of robot axis 6 in degrees from the calibration position.

Structure

< dataobject of robjoint >
< rax_1 of num >
< rax_2 of num >
< rax_3 of num >
< rax_4 of num >
< rax_5 of num >
< rax_6 of num >

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3 Data types

3.54 robtarget - Position data

Usage

`robtarget` (robot target) is used to define the position of the robot and additional axes.

Description

Position data is used to define the position in the move instructions to which the robot and additional axes are to move.

As the robot is able to achieve the same position in several different ways, the axis configuration is also specified. This defines the axis values, if these are in any way ambiguous, for example:

- if the robot is in a forward or backward position,
- if axis 4 points downwards or upwards,
- if axis 6 has a negative or positive revolution.

**WARNING**

The position is defined based on the coordinate system of the work object, including any program displacement. If the position is programmed with some other work object than the one used in the instruction, the robot will not move in the expected way. Make sure that you use the same work object as the one used when programming move instructions. Incorrect use can injure someone or damage the robot or other equipment.

Basic examples

The following examples illustrate the data type `robtarget`:

**Example 1**

```plaintext
CONST robtarget p15 := [ [600, 500, 225.3], [1, 0, 0, 0], [1, 1, 0, 0], [11, 12.3, 9E9, 9E9, 9E9] ];
```

A position `p15` is defined as follows:

- The position of the robot: \( x = 600, y = 500, \) and \( z = 225.3 \) mm in the object coordinate system.
- The orientation of the tool in the same direction as the object coordinate system.
- The axis configuration of the robot: axes 1 and 4 in position 90-180°, axis 6 in position 0-90°.
- The position of the additional logical axes, a (11) and b (12.3), expressed in degrees or mm (depending on the type of axis). Axes c to f are undefined (9E9).

**Example 2**

```plaintext
VAR robtarget p20;
...
p20 := CRobT(\Tool:=tool\wobj:=wobj0);
p20 := Offs(p20,10,0,0);
```

Continues on next page
The position \( p_{20} \) is set to the same position as the current position of the robot by calling the function CRobT. The position is then moved 10 mm in the x-direction.

### Components

**trans**

*translation*

**Datatype:** pos

The position \((x, y, \text{and } z)\) of the tool center point expressed in mm.

The position is specified in relation to the current object coordinate system, including program displacement. If no work object is specified then this is the world coordinate system.

**rot**

*rotation*

**Datatype:** orient

The orientation of the tool, expressed in the form of a quaternion \((q_1, q_2, q_3, \text{and } q_4)\).

The orientation is specified in relation to the current object coordinate system including program displacement. If no work object is specified then this is the world coordinate system.

**robconf**

*robot configuration*

**Datatype:** confdata

The axis configuration of the robot \((c_{f1}, c_{f4}, c_{f6}, \text{and } c_{fx})\). For articulated robots, this is defined in the form of the current quarter revolution of axis 1, axis 4, and axis 6. The meaning of the component \( c_{fx} \) is dependent on robot type. For more information, see data type *confdata - Robot configuration data on page 1481.*

**extax**

*external axes*

**Datatype:** extjoint

The position of the additional axes.

The position is defined as follows for each individual axis \((e_{ax_a}, e_{ax_b} \ldots e_{ax_f})\):

- For rotating axes, the position is defined as the rotation in degrees from the calibration position.
- For linear axes, the position is defined as the distance in mm from the calibration position.

Additional axes \( e_{ax_a} \ldots \) are logical axes. The relationship between the logical axis number and the physical axis number is defined in the system parameters.
The value 9E9 is defined for axes which are not connected. If the axes defined in the position data differ from the axes that are actually connected at program execution then the following applies:

- If the position is not defined in the position data (value 9E9) then the value will be ignored if the axis is connected and not activated. But if the axis is activated then it will result in an error.
- If the position is defined in the position data although the axis is not connected then the value is ignored.

No movement is performed but no error is generated for an axis with valid position data if the axis is not activated.

If an additional axis is running in independent mode and a new movement shall be performed by the robot and its additional axes, then the position data for the additional axes in independent mode must not be 9E9. The data must be an arbitrary value that is not used by the system.

### Structure

- `<dataobject of robtarget>`
- `<trans of pos>`
  - `<x of num>`
  - `<y of num>`
  - `<z of num>`
- `<rot of orient>`
  - `<q1 of num>`
  - `<q2 of num>`
  - `<q3 of num>`
  - `<q4 of num>`
- `<robconf of confdata>`
  - `<cf1 of num>`
  - `<cf4 of num>`
  - `<cf6 of num>`
  - `<cfx of num>`
- `<extax of extjoint>`
  - `<eax_a of num>`
  - `<eax_b of num>`
  - `<eax_c of num>`
  - `<eax_d of num>`
  - `<eax_e of num>`
  - `<eax_f of num>`

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#### 3.54 robtarget - Position data

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3 Data types

3.55 sensorvardata - Multiple variable setup data for sensor interface

Sensor Interface

Usage

sensorvardata is used to setup the needed information for the different data points that is handled by the ReadVarArr and WriteVarArr commands.

Components

The data type has the following components:

varnumber

Data type: num
Defines the variable number to be read/written.

sensordatatype

Data type: num
The datatype the value is represented by. The value will be converted to the given type before it is sent or after it is received over the sensor communication link.
Valid values are:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>0</td>
<td>INT16</td>
</tr>
<tr>
<td>1</td>
<td>UINT16</td>
</tr>
<tr>
<td>2</td>
<td>DOUBLE</td>
</tr>
</tbody>
</table>

When using a sensor from ServoRobot® over EtherNet link the sensordatatype 2 (double) will always be used. For all other types of sensors and communication senordatatype 0 or 1 must be used.

raw

Data type: bool
If this flag is true no internal modification of the data is done before or after it is sent over the protocol to/from the device. The value sent/received will have the same bit representation as it had on the communication link.

raw is not available for sensordatatype 2.

scale

Data type: num
Set the scale factor used for scaling data values. Valid values are 1, 10 or 100. A value sent to a device via WriteVarArr will be multiplied by the scale factor before it is sent and a value read from a device via ReadVarArr will be divided by the scale factor before it is returned.

scale is not available for sensordatatype 2.

value

Data type: dnum
The value that shall be read/written to/from the device.
3.55 sensorvardata - Multiple variable setup data for sensor interface

Sensor Interface
Continued

Structure

< data object of sensorvardata >
< varnumber of num >
< sensordatatype of num >
< raw of bool >
< scale of num >
< value of dnum >

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<td>Read multiple variables from a device</td>
<td>ReadVarArr - Read multiple variables from a sensor device on page 494</td>
</tr>
<tr>
<td>Write multiple variables to a device</td>
<td>WriteVarArr - Write multiple variables to a sensor device on page 983</td>
</tr>
<tr>
<td>Configuration of sensor communication</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Configuration of sensor communication</td>
<td>Technical reference manual - System parameters</td>
</tr>
</tbody>
</table>
3 Data types

3.56 shapedata - World zone shape data

World Zones

3.56 shapedata - World zone shape data

Usage

shapedata is used to describe the geometry of a world zone.

Description

World zones can be defined in 4 different geometrical shapes:

- a straight box, with all sides parallel to the world coordinate system and defined by a WZBoxDef instruction
- a sphere, defined by a WZSphDef instruction
- a cylinder, parallel to the z axis of the world coordinate system and defined by a WZCylDef instruction
- a joint space area for robot and/or external axes, defined by the instruction WZHomeJointDef or WZLimJointDef

The geometry of a world zone is defined by one of the previous instructions and the action of a world zone is defined by the instruction WZLimSup or WZDOSet.

Basic examples

The following example illustrates the data type shapedata:

Example 1

VAR wzstationary pole;
VAR wzstationary conveyor;
...
PROC ...
VAR shapedata volume;
...
WZBoxDef \Inside, volume, p_corner1, p_corner2;
WZLimSup \Stat, conveyor, volume;
WZCylDef \Inside, volume, p_center, 200, 2500;
WZLimSup \Stat, pole, volume;
ENDPROC

A conveyor is defined as a box and the supervision for this area is activated. A pole is defined as a cylinder and the supervision of this zone is also activated. If the robot reaches one of these areas, the motion is stopped.

Characteristics

shapedata is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>World Zones</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion settings</td>
</tr>
<tr>
<td>Define box-shaped world zone</td>
<td>WZBoxDef - Define a box-shaped world zone on page 985</td>
</tr>
</tbody>
</table>

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3 Data types

3.56 shapedata - World zone shape data

World Zones

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Define sphere-shaped world zone</td>
<td>WZSphDef - Define a sphere-shaped world zone on page 1010</td>
</tr>
<tr>
<td>Define cylinder-shaped world zone</td>
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</tr>
<tr>
<td>Define a world zone for home joints</td>
<td>WZHomeJointDef - Define a world zone for home joints on page 1000</td>
</tr>
<tr>
<td>Define a world zone for limit joints</td>
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</tr>
<tr>
<td>Activate world zone limit supervision</td>
<td>WZLimSup - Activate world zone limit supervision on page 1007</td>
</tr>
<tr>
<td>Activate world zone digital output set</td>
<td>WZDOSet - Activate world zone to set digital output on page 992</td>
</tr>
</tbody>
</table>
3 Data types

3.57 signalorigin - Describes the I/O signal origin

RobotWare - OS

3.57 signalorigin - Describes the I/O signal origin

Usage

signalorigin is used to represent an integer with a symbolic constant.

Description

The predefined symbolic constants of type signalorigin can be used to check the origin of an I/O signal. It is intended to be used when checking the return value from the function GetSignalOrigin.

Basic examples

The following example illustrates the data type signalorigin:

Example 1

VAR signalorigin sigorig;
VAR string signalname;
...
sigorig := GetSignalOrigin(mydo, signalname);
IF sigorig = SIGORIG_NONE THEN
   TPWrite "The signal named " + ArgName(mydo) + " can not be used";
   Stop;
ELSEIF (sigorig = SIGORIG_CFG) OR (sigorig = SIGORIG_ALIAS) THEN
   SetDO mydo, 1;
   ...
ELSE
   TPWrite "Unknown origin " + ValToStr(sigorig);
   Stop;
ENDIF

The signal origin will be stored in the variable sigorig.

Predefined data

Following constants of type signalorigin are predefined:

<table>
<thead>
<tr>
<th>Return value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SIGORIG_NONE</td>
<td>The I/O signal variable is declared in RAPID and has no alias coupling.</td>
</tr>
<tr>
<td>1</td>
<td>SIGORIG_CFG</td>
<td>The signal is configured in I/O configuration.</td>
</tr>
<tr>
<td>2</td>
<td>SIGORIG_ALIAS</td>
<td>The I/O signal variable is declared in RAPID and has an alias coupling to an I/O signal configured in I/O configuration.</td>
</tr>
</tbody>
</table>

Characteristics

signalorigin is an alias data type for num and thus inherits its properties.

Continues on next page
### Related Information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Getting information about the origin of an I/O signal</td>
<td>GetSignalOrigin - Get information about the origin of an I/O signal on page 1172</td>
</tr>
</tbody>
</table>
3 Data types

3.58 signalxx - Digital and analog signals

Usage

Data types within signalxx are used for digital and analog input and output signals. The names of the signals are defined in the system parameters and are consequently not to be defined in the program.

Description

<table>
<thead>
<tr>
<th>Data type</th>
<th>Used for</th>
</tr>
</thead>
<tbody>
<tr>
<td>signalai</td>
<td>analog input signals</td>
</tr>
<tr>
<td>signalao</td>
<td>analog output signals</td>
</tr>
<tr>
<td>signaldi</td>
<td>digital input signals</td>
</tr>
<tr>
<td>signaldo</td>
<td>digital output signals</td>
</tr>
<tr>
<td>signalgi</td>
<td>groups of digital input signals</td>
</tr>
<tr>
<td>signalgo</td>
<td>groups of digital output signals</td>
</tr>
</tbody>
</table>

Variables of the type signalxo only contain a reference to the signal. The value is set using the instructions SetDO, SetGO, and SetAO.

Variables of the type signalxi contain a reference to a signal as well as the possibility to retrieve the value directly in the program, if used in value context.

The value of an input signal can be read directly in the program, e.g.:

```
! Digital input
IF di1 = 1 THEN ... 
```

```
! Digital group input
IF gi1 = 5 THEN ... 
```

```
! Analog input
IF ai1 > 5.2 THEN ... 
```

It can also be used in assignments, e.g.:

```
VAR num current_value;
VAR dnum current_dvalue;

! Digital group input
current_dvalue := gi1;
```

```
! Analog input
current_value := ai1;
```

Predefined data

The signals defined in the system parameters can always be accessed from the program by using the predefined signal variables (installed data). However, it should be noted that if other data with the same name is defined then these signals cannot be used.

Continues on next page
Limitations

Data of the data type `signalxx` must not be defined in the program. However, if this is in fact done then an error message will be displayed as soon as an instruction or function that refers to this signal is executed. The data type can, on the other hand, be used as a parameter when declaring a routine.

Characteristics

`signalxx` is a semi-value data type that permits value oriented operations.

Error handling

The following recoverable errors are generated and can be handled in an error handler. The system variable `ERRNO` will be set to:

<table>
<thead>
<tr>
<th>Name</th>
<th>Cause of error</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NO_ALIASIO_DEF</td>
<td>The signal variable is a variable declared in RAPID. It has not been connected to an I/O signal defined in the I/O configuration with instruction <code>AliasIO</code>.</td>
</tr>
<tr>
<td>ERR_NORUNUNIT</td>
<td>There is no contact with the I/O device.</td>
</tr>
</tbody>
</table>

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary input/output instructions</td>
<td>Technical reference manual - RAPID Overview, section Input and output signals</td>
</tr>
<tr>
<td>Input/Output functionality in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - I/O principles</td>
</tr>
<tr>
<td>Configuration of I/O</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Data types</td>
</tr>
<tr>
<td></td>
<td><strong>Basic Characteristics</strong> - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.59 socketdev - Socket device

Socket Messaging

3.59 socketdev - Socket device

Usage

socketdev (*socket device*) is used to communicate with other computers on a network or between RAPID task.

Description

The socket device is a handle to a communication link to another computer on a network.

Basic examples

The following example illustrates the data type socketdev:

Example 1

```
VAR socketdev socket1;
```

The variable *socket1* is defined and can be used in a socket command, e.g. SocketCreate.

Limitations

Any number of sockets can be declared but it is only possible to use 32 sockets at the same time.

Characteristics

*socketdev* is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket communication in general</td>
<td>Application manual - Controller software OmniCore</td>
</tr>
<tr>
<td>Create a new socket</td>
<td>SocketCreate - Create a new socket on page 624</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
</tbody>
</table>
3.60 socketstatus - Socket communication status

**Usage**
socketstatus is used for representing status of the socket communication.

**Description**
Socket status is fetched with the function SocketGetStatus and can be used for program flow control or debugging purposes.

**Basic examples**
The following example illustrates the data type socketstatus:

**Example 1**

```rapid
VAR socketdev socket1;
VAR socketstatus state;
...
SocketCreate socket1;
state := SocketGetStatus( socket1 );
```

The socket status SOCKET_CREATED will be stored in the variable state.

**Predefined data**
Following constants of type socketstatus are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>The socket is ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOCKET_CREATED</td>
<td>1</td>
<td>Created</td>
</tr>
<tr>
<td>SOCKET_CONNECTED</td>
<td>2</td>
<td>Client connected to a remote host</td>
</tr>
<tr>
<td>SOCKET_BOUND</td>
<td>3</td>
<td>Server bounded to a local address and port</td>
</tr>
<tr>
<td>SOCKET_LISTENING</td>
<td>4</td>
<td>Server listening for incoming connections</td>
</tr>
<tr>
<td>SOCKET_CLOSED</td>
<td>5</td>
<td>Closed</td>
</tr>
</tbody>
</table>

**Characteristics**
socketstatus is an alias data type for num and consequently inherits its characteristics.

**Related information**
<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket communication in general</td>
<td>Application manual - Controller software Omni-Core</td>
</tr>
<tr>
<td>Get socket status</td>
<td>SocketGetStatus - Get current socket state on page 1333</td>
</tr>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic Characteristics - Data Types</td>
</tr>
</tbody>
</table>
3 Data types

3.61 speeddata - Speed data

RobotWare - OS

3.61 speeddata - Speed data

**Usage**

`speeddata` is used to specify the velocity at which both the robot and the external axes move.

**Description**

Speed data defines the velocity:

- at which the tool center point moves,
- the reorientation speed of the tool,
- at which linear or rotating external axes move.

When several different types of movement are combined, one of the velocities often limits all movements. The velocity of the other movements will be reduced in such a way that all movements will finish executing at the same time.

The velocity is also restricted by the performance of the robot. This differs, depending on the type of robot and the path of movement.

**Basic examples**

The following example illustrates the data type `speeddata`:

**Example 1**

```plaintext
VAR speeddata vmedium := [1000, 30, 200, 15];

The speed data `vmedium` is defined with the following velocities:
- 1000 mm/s for the TCP.
- 30 degrees/s for reorientation of the tool.
- 200 mm/s for linear external axes.
- 15 degrees/s for rotating external axes.

vmedium.v_tcp := 900;
```

The velocity of the TCP is changed to 900 mm/s.

**Predefined data**

A number of speed data are already defined in the system.

Predefined speed data to be used for moving the robot and the external axes:

<table>
<thead>
<tr>
<th>Name</th>
<th>TCP speed</th>
<th>Orientation</th>
<th>Linear ext.axis</th>
<th>Rotating ext.axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>v5</td>
<td>5 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v10</td>
<td>10 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v20</td>
<td>20 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v30</td>
<td>30 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v40</td>
<td>40 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v50</td>
<td>50 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v60</td>
<td>60 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v80</td>
<td>80 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v100</td>
<td>100 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
</tbody>
</table>

Continues on next page
<table>
<thead>
<tr>
<th>Name</th>
<th>TCP speed</th>
<th>Orientation</th>
<th>Linear ext.axis</th>
<th>Rotating ext.axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>v150</td>
<td>150 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v200</td>
<td>200 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v300</td>
<td>300 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v400</td>
<td>400 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v500</td>
<td>500 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v600</td>
<td>600 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v800</td>
<td>800 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v1000</td>
<td>1000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v1500</td>
<td>1500 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v2000</td>
<td>2000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v2500</td>
<td>2500 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v3000</td>
<td>3000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v4000</td>
<td>4000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v5000</td>
<td>5000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v6000</td>
<td>6000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>v7000</td>
<td>7000 mm/s</td>
<td>500°/s</td>
<td>5000 mm/s</td>
<td>1000°/s</td>
</tr>
<tr>
<td>vmax</td>
<td>i</td>
<td>ii</td>
<td>iii</td>
<td>iv</td>
</tr>
</tbody>
</table>

- **i**: Max. TCP speed for the used robot type and normal practical TCP values, specified by the system parameter TCP Linear Max Speed (m/s). The RAPID function MaxRobSpeed returns this value. If extremely large TCP values are used in the tool frame, you can create your own speeddata with bigger TCP speed than returned by MaxRobSpeed and use VelSet to allow larger speed.
- **ii**: Max. reorientation speed for the used robot type, specified by the system parameter TCP Reorient Max Speed (deg/s). The RAPID function MaxRobReorientSpeed returns this value.
- **iii**: Max. linear speed for additional axes, specified by the system parameter Ext. Axis Linear Max Speed (m/s). The RAPID function MaxExtLinearSpeed returns this value.
- **iv**: Max. rotational speed for additional axes, specified by the system parameter Ext. Axis Rotational Max Speed (deg/s). The RAPID function MaxExtReorientSpeed returns this value.

Predefined speeddata to be used for moving rotating external axes with instruction `MoveExtJ`.

<table>
<thead>
<tr>
<th>Name</th>
<th>TCP speed</th>
<th>Orientation</th>
<th>Linear ext.axis</th>
<th>Rotating ext.axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>vrot1</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>1°/s</td>
</tr>
<tr>
<td>vrot2</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>2°/s</td>
</tr>
<tr>
<td>vrot5</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>5°/s</td>
</tr>
<tr>
<td>vrot10</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>10°/s</td>
</tr>
<tr>
<td>vrot20</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>20°/s</td>
</tr>
<tr>
<td>vrot50</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>50°/s</td>
</tr>
<tr>
<td>vrot100</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>0 mm/s</td>
<td>100°/s</td>
</tr>
</tbody>
</table>

Predefined speeddata to be used for moving linear external axes with instruction `MoveExtJ`.

<table>
<thead>
<tr>
<th>Name</th>
<th>TCP speed</th>
<th>Orientation</th>
<th>Linear ext.axis</th>
<th>Rotating ext.axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>vlin10</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>10 mm/s</td>
<td>0°/s</td>
</tr>
<tr>
<td>vlin20</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>20 mm/s</td>
<td>0°/s</td>
</tr>
</tbody>
</table>

Continues on next page
### 3 Data types

#### 3.61 speeddata - Speed data

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*Continued*

<table>
<thead>
<tr>
<th>Name</th>
<th>TCP speed</th>
<th>Orientation</th>
<th>Linear ext.axis</th>
<th>Rotating ext.axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>vlin50</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>50 mm/s</td>
<td>0°/s</td>
</tr>
<tr>
<td>vlin100</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>100 mm/s</td>
<td>0°/s</td>
</tr>
<tr>
<td>vlin200</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>200 mm/s</td>
<td>0°/s</td>
</tr>
<tr>
<td>vlin500</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>500 mm/s</td>
<td>0°/s</td>
</tr>
<tr>
<td>vlin1000</td>
<td>0 mm/s</td>
<td>0°/s</td>
<td>1000 mm/s</td>
<td>0°/s</td>
</tr>
</tbody>
</table>

**Components**

- **v_tcp**
  - *velocity tcp*
  - **Data type:** num
  - The velocity of the tool center point (TCP) in mm/s.
  - If a stationary tool or coordinated external axes are used, the velocity is specified relative to the work object.

- **v_ori**
  - *velocity orientation*
  - **Data type:** num
  - The reorientation velocity of the TCP expressed in degrees/s.
  - If a stationary tool or coordinated external axes are used, the velocity is specified relative to the work object.

- **v_leax**
  - *velocity linear external axes*
  - **Data type:** num
  - The velocity of linear external axes in mm/s.

- **v_reax**
  - *velocity rotational external axes*
  - **Data type:** num
  - The velocity of rotating external axes in degrees/s.

**Structure**

```xml
< dataobject of speeddata >
  < v_tcp of num >
  < v_ori of num >
  < v_leax of num >
  < v_reax of num >
```

**Limitations**

At very slow motion each movement should be short enough to give an interpolation time less than 240 seconds.
### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Motion</td>
</tr>
<tr>
<td>Motion/Speed in general</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - Positioning during program execution</td>
</tr>
<tr>
<td>Defining maximum velocity</td>
<td>VelSet - Changes the programmed velocity on page 894</td>
</tr>
<tr>
<td>Max. TCP speed for this robot</td>
<td>MaxRobSpeed - Maximum robot speed on page 1234</td>
</tr>
</tbody>
</table>
3 Data types

3.62 stoppointdata - Stop point data

Usage

stoppointdata is used to specify how a position is to be terminated, i.e. how close to the programmed position the axes must be before moving towards the next position.

Description

A position can be terminated either in the form of a fly-by point or a stop point. A fly-by point means that the programmed position is never reached. A zone is specified in the instruction for the movement, defining a corner path. Instead of heading for the programmed position, the direction of the motion is formed into the corner path before the position is reached. See data type zonedata.

A stop point means that the robot and external axes must reach the specified position before the robot/external axes continues with the next movement. The robot is considered to have reached a stop point when the convergence criteria of the point are satisfied. The convergence criteria are speed and position. It is also possible to specify timing criteria. For stop point fine, see also data type zonedata.

Three types of stop points can be defined by the stoppointdata.

- The in position type of stop point is defined as a percentage of the convergence criteria (position and speed) for the predefined stop point fine. The in-position type also uses a minimum and a maximum time. The robot waits for at least the minimum time, and at most the maximum time, for the position and speed criteria to be satisfied.
- The stop time type of stop point always waits in the stop point for the given time.
- The follow time type of stop point is a special type of stop point used to coordinate the robot movement with a conveyor.

The stoppointdata also determines how the movement shall be synchronized with the RAPID execution. If the movement is synchronized, the RAPID execution waits for a “in pos” event when the robot is in position. If the movement is not synchronized, the RAPID execution gets a “prefetch” event almost a half second before the physical robot reaches the programmed position. When the program execution gets an “in pos” or a “prefetch” event, it continues with the next instruction. When the “prefetch” event arrives, the robot still has a long way to move. When the “in pos” event arrives the robot is close to the programmed position.

For the type stop time and follow time, the next instruction starts its execution at the same time as the stop time and follow time, respectively, start to count down. But for the type in position, the next instruction is started when the convergence criteria is fulfilled.
If use of move instructions with argument \texttt{\texttt{Conc}}, no synchronization at all is done, so the actual move instruction execution will be ready at once.

In the figure above, the termination of the stop points is described. The robot’s speed does not decrease linearly. The robot servo is always ahead of the physical robot. It is shown as the constant lag in the figure above. The constant lag is about 0.1 seconds. The timing elements of \texttt{stoppointdata} use the reference speed as trigger. When the reference speed is zero the time measurement starts. Therefore the time in the timing elements always include the constant lag. Consequently there is no sense in using values less than the constant lag.

**Basic examples**

The following examples illustrate the data type \texttt{stoppointdata}:

**Inpos**

\begin{verbatim}
VAR stoppointdata my_inpos := [ inpos, TRUE, [ 25, 40, 0.1, 5], 0, 0, "", 0, 0];
MoveL *, v1000, fine \{Inpos:=my_inpos, grip4;
\end{verbatim}

The stop point data \texttt{my_inpos} is defined by means of the following characteristics:

- The type of stop point is in-position type, \texttt{inpos}.
- The stop point will be synchronized with the RAPID program execution, \texttt{TRUE}.
- The stop point distance criteria is 25\% of the distance defined for the stop point \texttt{fine}, 25.
- The stop point speed criteria is 40\% of the speed defined for the stop point \texttt{fine}, 40.
- The minimum time to wait before convergence is 0.1 s, 0.1.
- The maximum time to wait on convergence is 5 s, 5.

The robot moves towards the programmed position until one of the criteria position or speeds are satisfied.

\begin{verbatim}
my_inpos.inpos.position := 40;
\end{verbatim}

Continues on next page
3 Data types

3.62 stoppointdata - Stop point data

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Continued

MoveL *, v1000, fine \Inpos:=my_inpos, grip4;

The stop point distance criteria is adjusted to 40%.

Stop point

VAR stoppointdata my_stoptime := [ stoptime, FALSE, [ 0, 0, 0, 1.45, 0, "", 0, 0];
MoveL *, v1000, fine \Inpos:=my_stoptime, grip4;

The stop point data my_stoptime is defined by means of the following characteristics:

- The type of stop point is stop-time type, stoptime.
- The stop point will not be synchronized with the RAPID program execution, FALSE.
- The wait time in position is 1.45 s.

The robot moves towards the programmed position until the prefetch event arrives. The next RAPID instruction executes. If it is a move-instruction then the robot stops for 1.45 seconds before the next movement starts.

my_stoptime.stoptime := 6.66;
MoveL *, v1000, fine \Inpos:=my_stoptime, grip4;

The stop point stoptime is adjusted to 6.66 seconds. If the next RAPID instruction is a move-instruction, the robot stops for 6.66 s.

Follow point

VAR stoppointdata my_followtime := [ fllwtime, TRUE, [ 0, 0, 0, 0.5, 0, 0];
MoveL *, v1000, z10 \Inpos:=my_followtime, grip6\wobj:=conveyor1;

The stop point data my_followtime is defined by means of the following characteristics:

- The type of stop point is follow-time type, fllwtime.
- The stop point will be synchronized with the RAPID program execution, TRUE.
- The stop point follow time is 0.5 s, 0.5.

The robot will follow the conveyor for 0.5 s before leaving it with the zone 10 mm, z10.

my_followtime.followtime := 0.4;

The stop point follow time is adjusted to 0.4 s.

Predefined data

A number of stop point data are already defined in the system.

In position stop points

<table>
<thead>
<tr>
<th>Name</th>
<th>Progsynch</th>
<th>Position</th>
<th>Speed</th>
<th>Mintime</th>
<th>Maxtime</th>
<th>Stop-time</th>
<th>Follow-time</th>
</tr>
</thead>
<tbody>
<tr>
<td>inpos20</td>
<td>TRUE</td>
<td>20%</td>
<td>20%</td>
<td>0 s</td>
<td>2 s</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>inpos50</td>
<td>TRUE</td>
<td>50%</td>
<td>50%</td>
<td>0 s</td>
<td>2 s</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>inpos100</td>
<td>TRUE</td>
<td>100%</td>
<td>100%</td>
<td>0 s</td>
<td>2 s</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

(inpos100 has same convergence criteria as stop point fine)

Continues on next page
Stop time stop points

<table>
<thead>
<tr>
<th>Name</th>
<th>Progsynch</th>
<th>Position</th>
<th>Speed</th>
<th>Mintime</th>
<th>Maxtime</th>
<th>Stop-time</th>
<th>Follow-time</th>
</tr>
</thead>
<tbody>
<tr>
<td>stoptime0_5</td>
<td>FALSE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>0.5 s</td>
<td>-</td>
</tr>
<tr>
<td>stoptime1_0</td>
<td>FALSE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1.0 s</td>
<td>-</td>
</tr>
<tr>
<td>stoptime1_5</td>
<td>FALSE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1.5 s</td>
<td>-</td>
</tr>
</tbody>
</table>

Follow time stop points

<table>
<thead>
<tr>
<th>Name</th>
<th>Progsynch</th>
<th>Position</th>
<th>Speed</th>
<th>Mintime</th>
<th>Maxtime</th>
<th>Stop-time</th>
<th>Follow-time</th>
</tr>
</thead>
<tbody>
<tr>
<td>fllwtime0_5</td>
<td>TRUE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>0.5 s</td>
</tr>
<tr>
<td>fllwtime1_0</td>
<td>TRUE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1.0 s</td>
</tr>
<tr>
<td>fllwtime1_5</td>
<td>TRUE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1.5 s</td>
</tr>
</tbody>
</table>

Components

type

type of stop point

Data type: stoppoint

The following table defines the type of stoppoint.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>inpos</td>
<td>In position type number</td>
</tr>
<tr>
<td>2</td>
<td>stoptime</td>
<td>Stop time type number</td>
</tr>
<tr>
<td>3</td>
<td>fllwtime</td>
<td>Follow time type number</td>
</tr>
</tbody>
</table>

progsynch

program synchronization

Data type: bool

Synchronization with RAPID program execution.

- TRUE: The movement is synchronized with RAPID execution. The program does not start to execute the next instruction until the stop point has been reached.
• **FALSE:** The movement is not synchronized with RAPID execution. The program starts the execution of the next instruction before the stop point has been reached. 

If use of move instructions with argument `Conc`, no synchronization at all is done independent of the data in `progsynch`, so the actual move instruction will always be ready at once.

```plaintext
inpos.position

*position condition for TCP*

**Data type:** num  
The position condition (the radius) for the TCP in percent of a normal fine stop point.

```plaintext
inpos.speed

*speed condition for TCP*

**Data type:** num  
The speed condition for the TCP in percent of a normal fine stop point.

```plaintext
inpos.mintime

*minimum wait time*

**Data type:** num  
The minimum wait time in seconds before in position. Used to make the robot wait at least the specified time in the point. Maximum value is 20.0 seconds.

```plaintext
inpos.maxtime

*maximum wait time*

**Data type:** num  
The maximum wait time in seconds for convergence criteria to be satisfied. Used to assure that the robot does not get stuck in the point if the speed and position conditions are set too tight. Maximum value is 20.0 seconds.

```plaintext
stoptime

*stop time*

**Data type:** num  
The time in seconds, the TCP stands still in position before starting the next movement. Valid range 0 - 20 s, resolution 0.001 s.

```plaintext
followtime

*follow time*

**Data type:** num  
The time in seconds the TCP follows the conveyor. Valid range 0 - 20 s, resolution 0.001 s.

**Structure**

```plaintext
< data object of stoppointdata >
< type of stoppoint >
< progsynch of bool >
```

**Continues on next page**
### Related information

<table>
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<th>See</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>Movements/Paths in general</td>
<td><em>Technical reference manual - RAPID Overview</em>, section Motion and I/O principles - Positioning during program execution</td>
</tr>
<tr>
<td>Stop or fly-by points</td>
<td><em>zonedata - Zone data on page 1634</em></td>
</tr>
</tbody>
</table>
### 3 Data types

#### 3.63 string - Strings

**Usage**

String is used for character strings.

**Description**

A character string consists of a number of characters (a maximum of 80 bytes) enclosed by quotation marks (""), e.g. "This is a character string".

If the quotation marks are to be included in the string, they must be written twice, e.g. "This string contains a ""character".

If the backslashes are to be included in the string, it must be written twice, e.g. "This string contains a \ character".

**Basic examples**

The following example illustrates the data type string:

**Example 1**

```
VAR string text;
...
text := "start welding pipe 1";
TPWrite text;
```

The text *start welding pipe 1* is written on the FlexPendant.

**Predefined data**

A number of predefined string constants are available in the system and can be used together with string functions. See for example *StrMemb*.

<table>
<thead>
<tr>
<th>Name</th>
<th>Character set</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR_DIGIT</td>
<td>&lt;digit&gt; ::= 0</td>
</tr>
</tbody>
</table>
| STR_UPPER     | <upper case letter> ::= A|B|C|D|E|F|G|H|I|J
|               |          | K|L|M|N|O|P|Q|R|S|T         |
|               |          | U|V|W|X|Y|Z|Ä|Å|Ä|Ä          |
|               |          | Ì|Í|Ó|Ó|Ó|Ó|Ó|Ó         |
|               |          | Ù|Ú|Ú|Ú|Ú|Ú|Ú|Ú         |
| STR_LOWER     | <lower case letter> ::= a|b|c|d|e|f|g|h|i|j
|               |          | k|l|m|n|o|p|q|r|s|t |
|               |          | Ù|Ú|Ú|Ú|Ú|Ú|Ú|Ú|Ú         |
|               |          | Ù|Ú|Ú|Ú|Ú|Ú|Ú|Ú         |
| STR_WHITE     | <blank character> ::=                        |

The following constants are already defined in the system:

```
CONST string diskhome := "HOME:";
```
! For old programs from S4C system
CONST string ramdisk := "HOME:";

CONST string disktemp := "TEMP:";

CONST string flpl := "flpl:";

CONST string stSpace := " ";

CONST string stEmpty := "";

Limitations

A string may have 0 to 80 bytes; inclusive of extra quotation marks or back slashes. Note that 1 character can consist of 1 to 4 bytes depending on what character it is. This is a functionality in the UTF-8 format.

A string may contain any of the characters specified by UTF-8 as well as control characters.

Related information

<table>
<thead>
<tr>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operations using strings</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Expressions</td>
</tr>
<tr>
<td>String values</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Basic elements</td>
</tr>
<tr>
<td>Instruction using character set</td>
<td>StrMemb - Checks if a character belongs to a set on page 1360</td>
</tr>
</tbody>
</table>
3 Data types

3.64 switch - Optional parameters

Usage

switch is used for optional parameters.

Description

The special type, switch may (only) be assigned to optional parameters and provides a means to use switch arguments, i.e. arguments that are only specified by names (not values). A value can not be transmitted to a switch parameter. The only way to use a switch parameter is to check for its presence using the predefined function Present.

Basic examples

The following example illustrates the data type switch:

Example 1

PROC my_routine(switch on | switch off)
    ....
    IF Present (off) THEN
        ....
    ENDIF
ENDPROC

Depending on what arguments the caller of my_routine uses, the program flow can be controlled.

Characteristics

switch is a non-value data type and can not be used in value-orientated operations.

Related information

<table>
<thead>
<tr>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parameters</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Routines.</td>
</tr>
<tr>
<td>How to check if an optional parameter is present</td>
<td>Present - Tests if an optional parameter is used on page 1287</td>
</tr>
</tbody>
</table>
3.65 symnum - Symbolic number

Usage
symnum (*Symbolic Number*) is used to represent an integer with a symbolic constant.

Description
A symnum constant is intended to be used when checking the return value from the functions OpMode and RunMode.

Basic examples
The following example illustrates the data type symnum:

Example 1

```c
IF RunMode() = RUN_CONT_CYCLE THEN
  .
ELSE
  .
ENDIF
```

Predefined data
The following symbolic constants of the data type symnum are predefined and can be used when checking return values from the functions OpMode and RunMode.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RUN_UNDEF</td>
<td>Undefined running mode</td>
</tr>
<tr>
<td>1</td>
<td>RUN_CONT_CYCLE</td>
<td>Continuous or cycle running mode</td>
</tr>
<tr>
<td>2</td>
<td>RUN_INSTR_FWD</td>
<td>Instruction forward running mode</td>
</tr>
<tr>
<td>3</td>
<td>RUN_INSTR_BWD</td>
<td>Instruction backward running mode</td>
</tr>
<tr>
<td>4</td>
<td>RUN_SIM</td>
<td>Simulated running mode</td>
</tr>
<tr>
<td>5</td>
<td>RUN_STEP_MOVE</td>
<td>Move instructions in forward running mode and logical instructions in continuous running mode</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>OP_UNDEF</td>
<td>Undefined operating mode</td>
</tr>
<tr>
<td>1</td>
<td>OP_AUTO</td>
<td>Automatic operating mode</td>
</tr>
<tr>
<td>2</td>
<td>OP_MAN_PROG</td>
<td>Manual operating mode max. 250 mm/s</td>
</tr>
<tr>
<td>3</td>
<td>OP_MAN_TEST</td>
<td>Manual operating mode full speed, 100%</td>
</tr>
</tbody>
</table>

Characteristics
Symnum is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.66 syncident - Identity for synchronization point

Multitasking

3.66 syncident - Identity for synchronization point

Usage syncident (synchronization identity) is used to specify the name of a synchronization point. The name of the synchronization point will be the name (identity) of the declared data of type syncident.

Description syncident is used to identify a point in the program where the actual program task will wait for cooperate program tasks to reach the same synchronization point. The data name (identity) of the type syncident must be the same in all cooperative program tasks.

Data type syncident is used in the instructions WaitSyncTask, SyncMoveOn, and SyncMoveOff.

Basic examples The following example illustrates the data type syncident:

Example 1

Program example in program task ROB1

```
PERS tasks task_list{3} := [ "STN1"], ["ROB1"], ["ROB2"];
VAR syncident sync1;

WaitSyncTask sync1, task_list;
```

At execution of instruction WaitSyncTask in the program task ROB1, the execution in that program task will wait until the other program tasks STN1 and ROB2 have reached their corresponding WaitSyncTask with the same synchronization (meeting) point sync1.

Structure syncident is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify cooperated program tasks</td>
<td>tasks - RAPID program tasks on page 1602</td>
</tr>
<tr>
<td>Wait for synchronization point with other tasks</td>
<td>WaitSyncTask - Wait at synchronization point for other program tasks on page 941</td>
</tr>
<tr>
<td>Start coordinated synchronized movements</td>
<td>SyncMoveOn - Start coordinated synchronized movements on page 724</td>
</tr>
<tr>
<td>End coordinated synchronized movements</td>
<td>SyncMoveOff - End coordinated synchronized movements on page 718</td>
</tr>
</tbody>
</table>
3.67 System data - Current RAPID system data settings

Usage

System data mirrors the current settings of RAPID system data such as current model motion settings, current error recovery number ERRNO, current interrupt number INTNO, etc.

These data can be accessed and read by the program. It can be used to read the current status, e.g. the current program displacement.

C_MOTSET

The variable **C_MOTSET** of data type **motsetdata** mirrors the current motion settings:

<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
<th>Also see</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current motion settings, i.e.:</td>
<td>motsetdata</td>
<td>Instructions</td>
<td>motsetdata - Motion settings data on page 1534</td>
</tr>
<tr>
<td>Velocity override and max velocity</td>
<td>VelSet</td>
<td>VelSet - Changes the programmed velocity on page 894</td>
<td></td>
</tr>
<tr>
<td>Acceleration override</td>
<td>AccSet</td>
<td>AccSet - Reduces the acceleration on page 21</td>
<td></td>
</tr>
<tr>
<td>Movements around singular points</td>
<td>SingArea</td>
<td>SingArea - Defines interpolation around singular points on page 610</td>
<td></td>
</tr>
<tr>
<td>Linear configuration control</td>
<td>ConfL</td>
<td>ConfL - Monitors the configuration during linear movement on page 101</td>
<td></td>
</tr>
<tr>
<td>Joint configuration control</td>
<td>ConfJ</td>
<td>ConfJ - Controls the configuration during joint movement on page 99</td>
<td></td>
</tr>
<tr>
<td>Path resolution</td>
<td>PathResol</td>
<td>PathResol - Override path resolution on page 437</td>
<td></td>
</tr>
<tr>
<td>Tuning motion supervision</td>
<td>MotionSup</td>
<td>MotionSup - Deactivates/Activates motion supervision on page 296</td>
<td></td>
</tr>
<tr>
<td>Reduction of TCP acceleration/deceleration along the movement path</td>
<td>PathAccLim</td>
<td>PathAccLim - Reduce TCP acceleration along the path on page 412</td>
<td></td>
</tr>
<tr>
<td>Modification of the tool orientation during circle interpolation</td>
<td>CirPathMode</td>
<td>CirPathMode - Tool reorientation during circle path on page 78</td>
<td></td>
</tr>
<tr>
<td>Reduction of payload acceleration in world coordinate system</td>
<td>WorldAccLim</td>
<td>WorldAccLim - Control acceleration in world coordinate system on page 964</td>
<td></td>
</tr>
</tbody>
</table>

C_PROGDISP

The variable **C_PROGDISP** of data type **progdisp** mirrors the current program displacement and external axes offset:

<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
<th>Also see</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current program displacement for robot axes</td>
<td>progdisp</td>
<td>Instructions:</td>
<td>progdisp - Program displacement on page 1557</td>
</tr>
</tbody>
</table>
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#### 3.67 System data - Current RAPID system data settings

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<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
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</tr>
</thead>
<tbody>
<tr>
<td>PDispSet - Activates program displacement using known frame on page 445</td>
<td>PDispSet</td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Error recovery</td>
</tr>
<tr>
<td>PDispOn - Activates program displacement on page 440</td>
<td>PDispOn</td>
<td></td>
<td>intnum - Interrupt identity on page 1516</td>
</tr>
<tr>
<td>PDispOff - Deactivates program displacement on page 439</td>
<td>PDispOff</td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Interrupts</td>
</tr>
<tr>
<td>Current external axes offset</td>
<td>EOffsSet</td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Error recovery</td>
</tr>
<tr>
<td></td>
<td>EOffsOn</td>
<td></td>
<td>intnum - Interrupt identity on page 1516</td>
</tr>
<tr>
<td></td>
<td>EOffsOff</td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Interrupts</td>
</tr>
</tbody>
</table>

#### ERRNO

The variable **ERRNO** of data type **errnum** mirrors the current error recovery number:

<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
<th>Also see</th>
</tr>
</thead>
<tbody>
<tr>
<td>The latest error that occurred</td>
<td>errnum</td>
<td>The system</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Error recovery</td>
</tr>
<tr>
<td>intnum - Interrupt identity on page 1516</td>
<td></td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Interrupts</td>
</tr>
</tbody>
</table>

#### INTNO

The variable **INTNO** of data type **intnum** mirrors the current interrupt number:

<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
<th>Also see</th>
</tr>
</thead>
<tbody>
<tr>
<td>The latest interrupt that occurred</td>
<td>intnum</td>
<td>The system</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Interrupts</td>
</tr>
<tr>
<td>intnum - Interrupt identity on page 1516</td>
<td></td>
<td></td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Interrupts</td>
</tr>
</tbody>
</table>

#### ROB_ID

The variable **ROB_ID** of data type **mecunit** contains a reference to the TCP-robot (if any) in the actual program task.

<table>
<thead>
<tr>
<th>Description</th>
<th>Data type</th>
<th>Changed by</th>
<th>Also see</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reference to the robot (if any) in the actual program task. Always check before use with TaskRunRob ()</td>
<td>mecunit</td>
<td>The system</td>
<td>mecunit - Mechanical unit on page 1532</td>
</tr>
</tbody>
</table>
3.68 taskid - Task identification

Usage

Taskid is used to identify available program tasks in the system. The names of the program tasks are defined in the system parameters and, consequently, must not be defined in the program.

Description

Data of the type taskid only contains a reference to the program task.

Predefined data

The program tasks defined in the system parameters can always be accessed from the program (installed data). For all program tasks in the system, predefined variables of the data type taskid will be available. The variable identity will be "taskname"+"Id", e.g. for the T_ROB1 task the variable identity will be T_ROB1Id, T_ROB2 - T_ROB2Id etc.

Limitations

Data of the type taskid must not be defined in the program. The data type can, on the other hand, be used as a parameter when declaring a routine.

Characteristics

Taskid is a non-value data type. This means that data of this type does not permit value-oriented operations.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saving program modules</td>
<td>Save - Save a program module on page 546</td>
</tr>
<tr>
<td>Configuration of program tasks</td>
<td>Technical reference manual - System parameters</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>
3 Data types

3.69 tasks - RAPID program tasks

Multitasking

3.69 tasks - RAPID program tasks

Usage
tasks is used to specify several RAPID program tasks.

Description
To specify several RAPID program tasks, the name of each task can be given as a string. An array of data type tasks can then hold all the task names.

This task list can then be used in the instructions WaitSyncTask and SyncMoveOn.

Note
The instructions above demand that the data is defined as system global PERS variables available in all the cooperated tasks.

Basic examples
The following example illustrates the data type tasks:

Example 1

Program example in program task T_ROB1

PERS tasks task_list(3) := [ "T_STN1", "T_ROB1", "T_ROB2" ];
VAR syncident sync1;

WaitSyncTask sync1, task_list;

At execution of instruction WaitSyncTask in the program task T_ROB1, the execution in that program task will wait until all the other program tasks T_STN1 and T_ROB2 have reached their corresponding WaitSyncTask with the same synchronization (meeting) point sync1.

Components
The data type has the following components.

taskname

Data type: string
The name of a RAPID program task specified in a string.

Structure

<dataobject of tasks>
<taskname of string>

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identity for synchronization point</td>
<td>syncident - Identity for synchronization point on page 1598</td>
</tr>
<tr>
<td>Wait for synchronization point with other tasks</td>
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</tr>
<tr>
<td>Start coordinated synchronized movements</td>
<td>SyncMoveOn - Start coordinated synchronized movements on page 724</td>
</tr>
</tbody>
</table>

Continues on next page
### 3 Data types

#### 3.69 tasks - RAPID program tasks

**Multitasking**

*Continued*

<table>
<thead>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>End coordinated synchronized movements</td>
<td>SyncMoveOff - End coordinated synchronized movements on page 718</td>
</tr>
</tbody>
</table>
3.70 testsignal - Test signal

Usage
The data type testsignal is used when a test of the robot motion system is performed.

Description
A number of predefined test signals are available in the robot system. The testsignal data type is available in order to simplify programming of instruction TestSignDefine.

Basic examples
The following examples illustrate the data type testsignal:

Example 1
TestSignDefine 2, speed, Orbit, 2, 0;
The predefined constant speed is used to read the actual speed of axis 2 on the manipulator orbit.

Example 2
TestSignDefine 4, 4001, ROB_1, 2, 0;
The test signal speed is used to read the actual speed of axis 2 on the robot.

Predefined data
The following test signals are available for additional axes and are predefined in the system. All data is in SI units and measured on the motor side of the axis.

<table>
<thead>
<tr>
<th>Symbolic constant</th>
<th>Value</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>speed</td>
<td>6</td>
<td>rad/s</td>
</tr>
<tr>
<td>torque_ref</td>
<td>9</td>
<td>Nm</td>
</tr>
<tr>
<td>resolver_angle</td>
<td>1</td>
<td>rad</td>
</tr>
<tr>
<td>speed_ref</td>
<td>4</td>
<td>rad/s</td>
</tr>
<tr>
<td>dig_input1</td>
<td>102</td>
<td>0 or 1</td>
</tr>
<tr>
<td>dig_input2</td>
<td>103</td>
<td>0 or 1</td>
</tr>
</tbody>
</table>

The following test signals are available for both robot and additional axes and are predefined in the system. All data is measured on the arm side of the axis.

<table>
<thead>
<tr>
<th>Test signal</th>
<th>Value</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position</td>
<td>4000</td>
<td>degrees or mm i</td>
</tr>
<tr>
<td>Speed</td>
<td>4001</td>
<td>degrees/second or mm/s i</td>
</tr>
<tr>
<td>Torque</td>
<td>4002</td>
<td>Nm</td>
</tr>
<tr>
<td>External torque ii</td>
<td>4003</td>
<td>Nm</td>
</tr>
</tbody>
</table>

i The unit depends on if the axis is rotational or linear.
ii Returns an estimated externally applied torque (by contact with the environment). On an additional axis External torque might not be valid.
3 Data types

3.70 testsignal - Test signal

RobotWare - OS
Continued

Characteristics

testsignal is an alias data type for num and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<tr>
<td>Read test signal</td>
<td>TestSignRead - Read test signal value on page 1386</td>
</tr>
<tr>
<td>Reset test signals</td>
<td>TestSignReset - Reset all test signal definitions on page 744</td>
</tr>
</tbody>
</table>
3 Data types

3.71 tooldata - Tool data

Usage

tooldata is used to describe the characteristics of a tool, for example, a welding gun or a gripper. These characteristics are position and orientation of the tool center point (TCP) and the physical characteristics of the tool load.

If the tool is fixed in space (a stationary tool), the tool data firstly defines position and orientation of this very tool in space, TCP. Then it describes the load of the gripper moved by the robot.

Description

Tool data affects robot movements in the following ways:

- The tool center point (TCP) refers to a point that will satisfy the specified path and velocity performance. If the tool is reoriented or if coordinated external axes are used, only this point will follow the desired path at the programmed velocity.
- If a stationary tool is used, the programmed speed and path will relate to the work object held by the robot.
- Programmed positions refer to the position of the current TCP and the orientation in relation to the tool coordinate system. This means that if, for example, a tool is replaced because it is damaged, the old program can still be used if the tool coordinate system is redefined.

Tool data is also used when jogging the robot to:

- Define the TCP which is not moving when the tool is reoriented.
- Define the tool coordinate system in order to facilitate moving in or rotating in the tool coordinate directions.

⚠️ WARNING

It is important to always define the actual tool load and, when used, the payload of the robot (for example, a gripped part). Incorrect definitions of load data can result in overloading of the robot mechanical structure. There is also a risk that the speed in manual reduced speed mode can be exceeded.

When incorrect load data is specified, it can often lead to the following consequences:

- The robot may not use its maximum capacity.
- Impaired path accuracy including a risk of overshooting.
- Risk of overloading the mechanical structure.

The controller continuously monitors the load and writes an event log if the load is higher than expected. This event log is saved and logged in the controller memory.
Basic examples

The following examples illustrate the data type `tooldata`:

Example 1

```plaintext
PERS tooldata gripper := [ TRUE, [[97.4, 0, 223.1], [0.924, 0, 0.383, 0]], [5, [23, 0, 75], [1, 0, 0, 0], 0, 0, 0]];
```

The tool is described using the following values:

- The robot is holding the tool.
- The TCP is located at a point 223.1 mm straight out from the mounting flange and 97.4 mm along the X-axis of the wrist coordinate system.
- The X' and Z' directions of the tool are rotated 45° in relation to Y direction in the wrist coordinate system.
- The tool mass is 5 kg.
- The center of gravity is located at a point 75 mm straight out from mounting flange and 23 mm along the X-axis of the wrist coordinate system.
- The load can be considered a point mass, that is, without any moment of inertia.

Example 2

```plaintext
gripper.tframe.trans.z := 225.2;
```

The TCP of the tool, `gripper`, is adjusted to 225.2 in the z-direction.

Predefined data

The tool `tool0` defines the wrist coordinate system, with the origin being the center of the mounting flange. `tool0` can always be accessed from the program, but cannot be changed (it is stored in system module BASE).

```plaintext
PERS tooldata tool0 := [ TRUE, [[0, 0, 0], [1, 0, 0]], [0.001, [0, 0, 0.001], [1, 0, 0, 0], 0, 0, 0]];
```

Components

`robhold`

`robot hold`

Data type: `bool`

Defines whether or not the robot is holding the tool:

- **TRUE**: The robot is holding the tool.
- **FALSE**: The robot is not holding the tool, that is, a stationary tool.

`tframe`

`tool frame`

Data type: `pose`

The tool coordinate system, that is:

- The position of the TCP (x, y and z) in mm, expressed in the wrist coordinate system (tool0) (see figure below).
- The orientation of the tool coordinate system, expressed in the wrist coordinate system (see figure below).
3 Data types

3.71 tooldata - Tool data

RobotWare - OS
Continued

Figure 3.3: Robot held tool

Note

If a stationary tool is used, the tool frame is defined in relation to the world coordinate system.

Figure 3.4: Stationary tool

Continues on next page
**Data type:** loaddata

**Note**

This data is used both for robot held tool and for stationary tool. For a robot held tool the data describes the tool load. For a stationary tool the data describes the load of the robot held gripper.

**Robot held tool:**

The load of the tool, that is:

- The mass (weight) of the tool in kg.
- The center of gravity of the tool load (x, y and z) in mm, expressed in the wrist coordinate system
- The orientation of the principal inertial axes of moment of the tool expressed in the wrist coordinate system
- The moments of inertia around inertial axes of moment in kgm². If all inertial components are defined as being 0 kgm², the tool is handled as a point mass.

**Stationary tool:**

The load of the gripper holding the work object:

- The mass (weight) of the moved gripper in kg
- The center of gravity of moved gripper (x, y and z) in mm, expressed in the wrist coordinate system
- The orientation of the principal inertial axes of moment of the moved gripper expressed in the wrist coordinate system

Continues on next page
The moments of inertia around inertial axes of moment in kgm$^2$. If all inertial components are defined as being 0 kgm$^2$, the gripper is handled as a point mass.

**Note**

Only the load of the tool/gripper is to be specified in tooldata. The payload handled by a gripper is connected and disconnected by the instruction GripLoad and defined with a loaddata.

Instead of using the instruction GripLoad it is possible to define and use different tooldata for gripper with gripped workpiece and gripper without workpiece.

**Summary**

Position and orientation of TCP in tooldata are defined in the wrist coordinate system for a robot held tool.

Position and orientation of TCP in tooldata are defined in the world coordinate system for a stationary tool.

The loaddata part in tooldata is in all cases related to the wrist coordinate system, regardless of the fact whether a robot held tool (to describe the tool) or a stationary tool (to describe the gripper) is used.

**Structure**

```
< dataobject of tooldata >
< robhold of bool >
< tframe of pose >
< trans of pos >
< x of num >
< y of num >
< z of num >
```
3.71 tooldata - Tool data

Limitations

The tool data should be defined as a persistent variable (PERS) and should not be defined within a routine. The current values are then saved when the program is saved and are retrieved on loading.

Arguments of the type tool data in any motion instruction should only be an entire persistent (not array element or record component).

Related information

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<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion</td>
</tr>
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</tr>
<tr>
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</tr>
<tr>
<td>Definition of load data</td>
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</tr>
<tr>
<td>Definition of work object data</td>
<td>wobjdata - Work object data on page 1626</td>
</tr>
</tbody>
</table>
3 Data types

3.72 tpnum - FlexPendant window number

Usage

`tpnum` is used to represent the FlexPendant window number with a symbolic constant.

Description

A `tpnum` constant is intended to be used in instruction `TPShow`.

Basic examples

The following example illustrates the data type `tpnum`:

**Example 1**

```c
TPShow TP_LATEST;
```

The last used FlexPendant Window before the current FlexPendant window will be active after execution of this instruction.

Predefined data

The following symbolic constant of the data type `tpnum` is predefined and can be used in instruction `TPShow`:

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>TP_LATEST</td>
<td>Latest used FlexPendant window</td>
</tr>
</tbody>
</table>

Characteristics

`tпnum` is an alias data type for `num` and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>Information about</th>
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<tbody>
<tr>
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</tr>
<tr>
<td>Communicating using the FlexPendant</td>
<td>Technical reference manual - RAPID Overview, section RAPID Summary - Communication</td>
</tr>
<tr>
<td>Switch window on the FlexPendant</td>
<td><code>TPShow - Switch window on the FlexPendant on page 761</code></td>
</tr>
</tbody>
</table>
3.73 trapdata - Interrupt data for current trap routine

Usage

`trapdata (trap data)` is used to contain the interrupt data that caused the current trap routine to be executed.

To be used in trap routines generated by instruction `IError`, before use of the instruction `ReadErrData`.

Description

Data of the type `trapdata` represents internal information related to the interrupt that caused the current trap routine to be executed. Its content depends on the type of interrupt.

Basic examples

The following example illustrates the data type `trapdata`:

Example 1

```plaintext
VAR errdomain err_domain;
VAR num err_number;
VAR errtype err_type;
VAR trapdata err_data;
...
TRAP trap_err
  GetTrapData err_data;
  ReadErrData err_data, err_domain, err_number, err_type;
ENDTRAP
```

When an error is trapped to the trap routine `trap_err`, the error domain, the error number, and the error type are saved into appropriate non-value variables of type `trapdata`.

Characteristics

`trapdata` is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
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</tr>
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<td>Gets information about an error</td>
<td><code>ReadErrData - Gets information about an error on page 488</code></td>
</tr>
</tbody>
</table>
3 Data types

3.74 triggdata - Positioning events, trigg

Usage

trigndata is used to store data about a positioning event during a robot movement.

A positioning event can take the form of setting an output signal or running an interrupt routine at a specific position along the movement path of the robot.

Description

To define the conditions for the respective measures at a positioning event, variables of the type triggdata are used. The data contents of the variable are formed in the program using one of the instructions TriggIO, TriggEquip, TriggCheckIO, TriggInt, TriggSpeed or TriggRampAO and are used by one of the instructions TriggL, TriggC or TriggJ.

Basic examples

The following example illustrates the data type triggdata:

Example 1

VAR triggdata gunoff;
TriggIO gunoff, 0,5 \DOp:=gun, 0;
TriggL p1, v500, gunoff, fine, gun1;

The digital output signal gun is set to the value 0 when the TCP is at a position 0,5 mm before the point p1.

Characteristics

trigndata is a non-value data type.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
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<tr>
<td></td>
<td>TriggEquip - Define a fixed position and time I/O event on the path on page 784</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td></td>
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<td>Use of triggs</td>
<td>TriggL - Linear robot movements with events on page 809</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td></td>
<td>TriggJ - Axis-wise robot movements with events on page 801</td>
</tr>
<tr>
<td>Characteristics of non-value data types</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
</tbody>
</table>

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3.75 triggios - Positioning events, trigg

Usage

triggios is used to store data about a positioning event during a robot movement. When the positioning event is distributed at a specific position on the path, an output signal is set to a specified value.

Description

triggios is used to define conditions and actions for setting a digital output signal, a group of digital output signals or an analog output signal at a fixed position along the robot’s movement path.

Examples

The following example illustrates the data type triggios:

Example 1

```plaintext
VAR triggios gunon{1};

  gunon{1}.used:=TRUE;
  gunon{1}.distance:=3;
  gunon{1}.start:=TRUE;
  gunon{1}.signalname:="gun";
  gunon{1}.equiplag:=0;
  gunon{1}.setvalue:=1;

  MoveJ p1, v500, z50, gun1;
  TriggLIOs p2, v500, \TriggData1:=gunon, z50, gun1;
  MoveL p3, v500, z50, gun1;
```

The signal gun is set when the TCP is 3 mm after point p1.

Components

used

Data type: bool
Defines whether or not the array element should be used or not.

distance

Data type: num
Defines the position on the path where the I/O event shall occur. Specified as the distance in mm (positive value) from the end point of the movement path if component start is set to FALSE.

start

Data type: bool
Set to TRUE when the distance starts at the movement start point instead of the end point.

equiplag

Equipment Lag

Continues on next page
**Data type:** num

Specify the lag for the external equipment in s.

For compensation of external equipment lag, use a positive argument value. Positive value means that the I/O signal is set by the robot system at a specified time before the TCP physically reaches the specified distance in relation to the movement start or end point.

Negative value means that the I/O signal is set by the robot system at a specified time after that the TCP has physically passed the specified distance in relation to the movement start or end point.

The figure shows use of component `equiplag`.

**signalname**

**Data type:** string

The name of the signal that shall be changed. It have to be a digital output signal, group of digital output signals or an analog output signal.

**setvalue**

**Data type:** num

Desired value of output signal (within the allowed range for the current signal).

**Structure**

```
<dataobject of triggios>
  <used of bool>
  <distance of num>
  <start of bool>
  <equiplag of num>
  <signalname of string>
  <setvalue of num>
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
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<tr>
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<td>Linear robot movements with I/O events</td>
<td>TriggLIOs - Linear robot movements with I/O events on page 825</td>
</tr>
</tbody>
</table>
### 3.76 triggiosdnum - Positioning events, trigg

**Usage**

`triggiosdnum` is used to store data about a positioning event during a robot movement. When the positioning event is distributed at a specific position on the path, an output signal is set to a specified value.

**Description**

`triggiosdnum` is used to define conditions and actions for setting a digital output signal, a group of digital output signals or an analog output signal at a fixed position along the robot’s movement path.

**Examples**

The following example illustrates the data type `triggiosdnum`:

**Example 1**

```plaintext
VAR triggiosdnum gunon{1};

gunon{1}.used:=TRUE;
gunon{1}.distance:=3;
gunon{1}.start:=TRUE;
gunon{1}.signalname:="go_gun";
gunon{1}.equiplag:=0;
gunon{1}.setvalue:=123456789;

MoveJ p1, v500, z50, gun1;
TriggLIOs p2, v500, \TriggData3:=gunon, z50, gun1;
MoveL p3, v500, z50, gun1;
```

The signal `go_gun` is set when the TCP is 3 mm after point `p1`.

**Components**

**used**

- **Data type:** `bool`
  - Defines whether or not the array element should be used or not.

**distance**

- **Data type:** `num`
  - Defines the position on the path where the I/O event shall occur. Specified as the distance in mm (positive value) from the end point of the movement path if component `start` is set to `FALSE`.

**start**

- **Data type:** `bool`
  - Set to `TRUE` when the distance starts at the movement start point instead of the end point.

**equiplag**

*Equipment Lag*
### Data type: num

Specifies the lag for the external equipment in s.

For compensation of external equipment lag, use a positive argument value. Positive value means that the I/O signal is set by the robot system at a specified time before the TCP physically reaches the specified distance in relation to the movement start or end point.

Negative value means that the I/O signal is set by the robot system at a specified time after the TCP has physically passed the specified distance in relation to the movement start or end point.

### signalname

**Data type: string**

The name of the signal that shall be changed. It has to be a digital output signal, group of digital output signals or an analog output signal.

### setvalue

**Data type: dnum**

Desired value of output signal (within the allowed range for the current signal).

### Structure

```
<dataobject of triggiosdnum>
  <used of bool>
  <distance of num>
  <start of bool>
  <equiplag of num>
  <signalname of string>
  <setvalue of dnum>
```

### Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning events, trigg</td>
<td>triggios - Positioning events, trigg on page 1615</td>
</tr>
<tr>
<td>Linear robot movements with I/O events</td>
<td>TriggLIOs - Linear robot movements with I/O events on page 825</td>
</tr>
</tbody>
</table>
3.77 triggmode - Trigg action mode

Usage

triggmode is used to specify different action modes when defining triggers.

Description

A triggmode constant is intended to be used to define the mode for instructions used for definition of triggers.

Basic examples

The following examples illustrate the data type triggmode:

Example 1

CONNECT intno1 WITH trap1;
TriggInt trigg1, Distance:=17, intno1 \Inhib:=inhibit  
\Mode:=TRIGG_MODE1;
TriggL p1, v500, trigg1, z50, gun1;

The interrupt routine trap1 is run when the TCP is at a position 17 mm before the point p1 if persistent variable inhibit flag is TRUE (mode TRIGG_MODE1 invert the value read from inhibit flag).

Example 2

TriggEquip trigg1, 17, 0 \GOp:=go1, SetValue:=5 \Inhib:=inhibit  
\Mode:=TRIGG_MODE2;
TriggL p1, v500, trigg1, z50, gun1;
If the persistent flag inhibit is FALSE when the TCP is at a position 17 mm before the point p1, the I/O signal go1 is set to the value specified in SetValue. If persistent variable inhibit is TRUE, no action at all is performed (keep value of I/O signal go1).

Example 3

TriggEquip trigg1, 17, 0 \GOp:=go1, SetValue:=0 \Inhib:=inhibit  
\InhibitSetValue:=setDnum \Mode:=TRIGG_MODE3;
TriggL p1, v500, trigg1, z50, gun1;
If the persistent flag inhibit is TRUE when the TCP is at a position 17 mm before the point p1, the I/O signal go1 is set to the value read from the dnum persistent variable setDnum. If inhibit is FALSE, no action at all is performed (keep value of I/O signal go1).

Example 4

TriggEquip trigg1, 17, 0 \GOp:=go1, SetValue:=5 \Inhib:=inhibit  
\Mode:=TRIGG_MODE3;
TriggL p1, v500, trigg1, z50, gun1;
If the persistent flag inhibit is TRUE when the TCP is at a position 17 mm before the point p1, the I/O signal go1 is set to the value specified in SetValue (5 in this example). If inhibit is FALSE, no action at all is performed (keep value of I/O signal go1).

Continues on next page
### Predefined Data

The following symbolic constants of the data type `triggmode` are predefined and can be used to specify different action modes when defining triggers.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TRIGG_MODE1</td>
<td>Can be used by instructions <code>TriggCheckIO</code>, <code>TriggEquip</code>, <code>TriggIO</code>, <code>TriggInt</code>, <code>TriggSpeed</code>, and <code>TriggRampAO</code>. Invert the value read from persistent variable used in optional argument <code>Inhib</code>.</td>
</tr>
<tr>
<td>2</td>
<td>TRIGG_MODE2</td>
<td>Can be used by instructions <code>TriggEquip</code>, <code>TriggIO</code>, <code>TriggSpeed</code>, and <code>TriggRampAO</code> if using optional argument <code>Inhib</code>. If the actual value of the specified flag used in <code>Inhib</code> is <code>TRUE</code> at the position-time for setting the I/O signal, then the specified I/O signal will not be updated (no action).</td>
</tr>
<tr>
<td>3</td>
<td>TRIGG_MODE3</td>
<td>Mode can only be used together with optional argument <code>Inhib</code> in instructions <code>TriggEquip</code> and <code>TriggIO</code>. If the actual value of the specified flag used in <code>Inhib</code> is <code>FALSE</code>, the I/O signal is not updated (no action). If used only with <code>Inhib</code> and the specified flag used in <code>Inhib</code> is <code>TRUE</code> at the position, the I/O signal is set to the value specified in argument <code>SetValue</code> or <code>SetDvalue</code>. If used with both <code>Inhib</code> and <code>InhibSetValue</code>: The arguments <code>SetValue</code> and <code>SetDvalue</code> are not considered at all. If the actual value of the specified flag used in <code>Inhib</code> is <code>TRUE</code>, then the I/O signal is set to the value that the persistent variable used in optional argument <code>InhibSetValue</code> has at the position.</td>
</tr>
</tbody>
</table>

### Characteristics

`triggmode` is an alias data type for `num` and consequently inherits its characteristics.
Related information

| For information about       | See                                                                。
|---------------------------|----------------------------------------------------------------------
| Use of triggers           | **TriggL** - Linear robot movements with events on page 809<br>**TriggC** - Circular robot movement with events on page 765<br>**TriggJ** - Axis-wise robot movements with events on page 801 |
| Definition of triggers    | **TriggEquip** - Define a fixed position and time I/O event on the path on page 784<br>**TriggInt** - Defines a position related interrupt on page 790<br>**TriggIO** - Define a fixed position or time I/O event near a stop point on page 795<br>**TriggRampAO** - Define a fixed position ramp AO event on the path on page 833<br>**TriggSpeed** - Defines TCP speed proportional analog output with fixed position-time scale event on page 840 |
| Define I/O check at a fixed position | **TriggCheckIO** - Defines I/O check at a fixed position on page 774 |
| Storage of trigg data     | **triggdata** - Positioning events, trigg on page 1614 |
| Data types in general, alias data types | **Technical reference manual** - RAPID Overview, section **Basic characteristics** - **Data types** |
3 Data types

3.78 tsp_status - Task selection panel status

Usage
tsp_status is used to mirror the status of the Task Selection Panel on the FlexPendant.

Description
With the functions TaskIsActive and GetTSPStatus, it is possible to read out current status of Task Selection Panel on the FlexPendant.

Basic examples
The following example illustrates the data type tsp_status:

Example 1

VAR tsp_status tspstatus;
...
tspstatus:=GetTSPStatus("MYTASK");
IF tspstatus >= TSP_NORMAL_UNCHECKED AND tspstatus <=
   TSP_SEMISTATIC_UNCHECKED THEN
   TPWrite "Task MYTASK is unchecked in the Task Selection Panel";
ELSEIF tspstatus >= TSP_NORMAL_CHECKED THEN
   TPWrite "Task MYTASK is checked in the Task Selection Panel";
ELSE
   TPWrite "Task MYTASK is unchecked in TSP due to execution in
   service routine"
ENDIF

This program example investigates if program task MYTASK is checked or unchecked in the Task Selection Panel on the FlexPendant.

Predefined data
Following constants of type tsp_status are predefined:

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TSP_STATUS_NOT_NORMAL_TASK</td>
<td>0</td>
<td>TaskIsActive. The task is a semistatic or static task, not a normal task.</td>
</tr>
<tr>
<td>TSP_STATUS_DEACT</td>
<td>1</td>
<td>TaskIsActive. The normal task is deactivated in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_STATUS_DEACT_SERV_ROUT</td>
<td>2</td>
<td>TaskIsActive. The normal task is deactivated in the Task Selection Panel because some other task is executing a service routine.</td>
</tr>
<tr>
<td>TSP_STATUS_ACT</td>
<td>3</td>
<td>TaskIsActive. The normal task is active in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_UNCHECKED_RUN_SERV_ROUT</td>
<td>10</td>
<td>GetTSPStatus. The normal task is unchecked in the Task Selection Panel because some other task is executing a service routine.</td>
</tr>
<tr>
<td>TSP_NORMAL_UNCHECKED</td>
<td>11</td>
<td>GetTSPStatus. The normal task is unchecked in the Task Selection Panel.</td>
</tr>
</tbody>
</table>

Continues on next page
### 3 Data types

#### 3.78 tsp_status - Task selection panel status

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Continued

<table>
<thead>
<tr>
<th>RAPID constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TSP_STATIC_UNCHECKED</td>
<td>12</td>
<td>GetTSPStatus. The static task is unchecked in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_SEMISTATIC_UNCHECKED</td>
<td>13</td>
<td>GetTSPStatus. The semistatic task is unchecked in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_NORMAL_CHECKED</td>
<td>14</td>
<td>GetTSPStatus. The normal task is checked in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_STATIC_CHECKED</td>
<td>15</td>
<td>GetTSPStatus. The static task is checked in the Task Selection Panel.</td>
</tr>
<tr>
<td>TSP_SEMISTATIC_CHECKED</td>
<td>16</td>
<td>GetTSPStatus. The semistatic task is checked in the Task Selection Panel.</td>
</tr>
</tbody>
</table>

**Characteristics**

*tsp_status* is an alias data type for *num* and consequently inherits its characteristics.

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get current task selection panel status</td>
<td>GetTSPStatus - Get current task selection panel status on page 1183</td>
</tr>
<tr>
<td>Check if a normal task is active</td>
<td>TaskIsActive - Check if a normal task is active on page 1377</td>
</tr>
</tbody>
</table>
3.79 tunetype - Servo tune type

Usage

*tunetype* is used to represent an integer with a symbolic constant for different types of servo tuning.

Description

A tunetype constant is intended to be used as an argument to the instruction *TuneServo*.

Basic examples

The following example illustrates the data type *tunetype*:

**Example 1**

```
TuneServo MHA160R1, 1, 110 \Type:= TUNE_KP;
```

Predefined data

The following symbolic constants of the data type *tunetype* are predefined and can be used as arguments for the instruction *TuneServo*.

<table>
<thead>
<tr>
<th>Value</th>
<th>Symbolic constant</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>TUNE_DF</td>
<td>Reduces overshoots</td>
</tr>
<tr>
<td>1</td>
<td>TUNE_KP</td>
<td>Affects position control gain</td>
</tr>
<tr>
<td>2</td>
<td>TUNE_KV</td>
<td>Affects speed control gain</td>
</tr>
<tr>
<td>3</td>
<td>TUNE_TI</td>
<td>Affects speed control integration time</td>
</tr>
<tr>
<td>4</td>
<td>TUNE_FRIC_LEV</td>
<td>Affects friction compensation level</td>
</tr>
<tr>
<td>5</td>
<td>TUNE_FRIC_RAMP</td>
<td>Affects friction compensation ramp</td>
</tr>
<tr>
<td>6</td>
<td>TUNE_DG</td>
<td>Reduces overshoots</td>
</tr>
<tr>
<td>7</td>
<td>TUNE_DH</td>
<td>Reduces vibrations with heavy loads</td>
</tr>
<tr>
<td>8</td>
<td>TUNE_DI</td>
<td>Reduces path errors</td>
</tr>
<tr>
<td>9</td>
<td>TUNE_DK</td>
<td>Only for ABB internal use</td>
</tr>
<tr>
<td>10</td>
<td>TUNE_DL</td>
<td>Only for ABB internal use</td>
</tr>
</tbody>
</table>

Characteristics

*tunetype* is an alias data type for *num* and consequently inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data types in general, alias data types</td>
<td>Technical reference manual - RAPID Overview, section Basic characteristics - Data types</td>
</tr>
<tr>
<td>Use of data type tunetype</td>
<td>TuneServo - Tuning servos on page 860</td>
</tr>
</tbody>
</table>
3.80 uishownum - Instance ID for UIShow

Usage
uishownum is the data type used for parameter InstanceId in instruction UIShow. It is used to identify a view on the FlexPendant.

Description
When a persistent variable of type uishownum is used with the instruction UIShow, it is given a specific value identifying the view launched on the FlexPendant. This persistent is then used in all dealings with that view, such as launching the view again, modifying the view, etc.

Examples
The following example illustrates the data type uishownum:

Example 1

CONST string Name:="TpsViewMyAppl.gtpu.dll";
CONST string Type:="ABB.Robotics.SDK.Views.TpsViewMyAppl";
CONST string Cmd1:="Init data string passed to the view";
PERS uishownum myinstance:=0;
VAR num mystatus:=0;
...
! Launch one view of the application MyAppl
UIShow Name, Type \InitCmd:=Cmd1 \InstanceID:=myinstance \Status:=mystatus;

The code above will launch one view of the application MyAppl with init command Cmd1. The token used to identify the view is saved in the parameter myinstance.

Characteristics
uishownum is an alias data type for num and thus inherits its properties.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>UIShow</td>
<td>UIShow - User Interface show on page 881</td>
</tr>
</tbody>
</table>

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3 Data types

3.81 wobjdata - Work object data

Usage

wobjdata is used to describe the work object that the robot welds, processes, moves within, etc.

Description

If work objects are defined in a positioning instruction, the position will be based on the coordinates of the work object. The advantages of this are as follows:

• If position data is entered manually, such as in off-line programming, the values can often be taken from a drawing.
• Programs can be reused quickly following changes in the robot installation. If, for example, the fixture is moved, only the user coordinate system has to be redefined.
• Variations in how the work object is attached can be compensated for. For this, however, some sort of sensor will be required to position the work object.

If a stationary tool or coordinated external axes are used, the work object must be defined, since the path and velocity would then be related to the work object instead of the TCP.

Work object data can also be used for jogging:

• The robot can be jogged in the directions of the work object.
• The current position displayed is based on the coordinate system of the work object.

Basic examples

The following example illustrates the data type wobjdata:

Example 1

PERS wobjdata wobj2 := [FALSE, TRUE, "", [[300, 600, 200], [1, 0, 0, 0]], [[0, 200, 30], [1, 0, 0, 0]]];

The work object in the figure above is described using the following values:

• The robot is not holding the work object.
• The fixed user coordinate system is used.
• The user coordinate system is not rotated and the coordinates of its origin are x= 300, y = 600 and z = 200 mm in the world coordinate system.
• The object coordinate system is not rotated and the coordinates of its origin are x= 0, y= 200 and z= 30 mm in the user coordinate system.

wobj2.oframe.trans.z := 38.3;
• The position of the work object wobj2 is adjusted to 38.3 mm in the z-direction.

Predefined data

The work object data wobj0 is defined in such a way that the object coordinate system coincides with the world coordinate system. The robot does not hold the work object.

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3 Data types

3.81 wobjdata - Work object data
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Continued

Wobj0 can always be accessed from the program, but can never be changed (it is stored in system module BASE).

PERS wobjdata wobj0 := [ FALSE, TRUE, "", [ [0, 0, 0], [1, 0, 0, 0] ], [ [0, 0, 0], [1, 0, 0, 0] ] ];

Components

robhold

robot hold
Data type: bool
Defines whether or not the robot in the actual program task is holding the work object:

- TRUE: The robot is holding the work object, i.e. using a stationary tool.
- FALSE: The robot is not holding the work object, i.e. the robot is holding the tool.

ufprog

user frame programmed
Data type: bool
Defines whether or not a fixed user coordinate system is used:

- TRUE: Fixed user coordinate system.
- FALSE: Movable user coordinate system, i.e. coordinated external axes are used. Also to be used in a MultiMove system in semicoordinated or synchronized coordinated mode.

ufmec

user frame mechanical unit
Data type: string
The mechanical unit with which the robot movements are coordinated. Only specified in the case of movable user coordinate systems (ufprog is FALSE). Specify the mechanical unit name defined in system parameters, e.g. orbit_a.

uframe

user frame
Data type: pose
The user coordinate system, i.e. the position of the current work surface or fixture (see figure below):

- The position of the origin of the coordinate system (x, y and z) in mm.
- The rotation of the coordinate system, expressed as a quaternion (q1, q2, q3, q4).

If the robot is holding the tool, the user coordinate system is defined in the world coordinate system (in the wrist coordinate system if a stationary tool is used).

For movable user frame (ufprog is FALSE), the user frame is continuously defined by the system.

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3 Data types

3.81 wobjdata - Work object data

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Continued

oFrame

Object frame

Data type: pose

The object coordinate system, i.e. the position of the current work object (see figure below):

- The position of the origin of the coordinate system (x, y and z) in mm.
- The rotation of the coordinate system, expressed as a quaternion (q1, q2, q3, q4).

The object coordinate system is defined in the user coordinate system.

Structure

< dataobject of wobjdata >
  < robhold of bool >
  < ufprog of bool >
  < ufmech of string >
  < uframe of pose >
    < trans of pos >
      < x of num >
      < y of num >
      < z of num >
    < rot of orient >
      < q1 of num >
      < q2 of num >
      < q3 of num >
      < q4 of num >
  < oframe of pose >
    < trans of pos >
      < x of num >
      < y of num >
      < z of num >
    < rot of orient >
      < q1 of num >

Continues on next page
Limitations

The work object data should be defined as a persistent variable \((\text{PERS})\) and should not be defined within a routine. The current values are then saved when the program is saved and are retrieved on loading.

Arguments of the type work object data in any motion instruction should only be an entire persistent (not array element or record component).

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview, section RAPID summary - Motion</td>
</tr>
<tr>
<td>Coordinate systems</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - Coordinate systems</td>
</tr>
<tr>
<td>Coordinated external axes</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O Principles - Coordinate systems</td>
</tr>
<tr>
<td>Calibration of coordinated axes</td>
<td>Application manual - MultiMove</td>
</tr>
</tbody>
</table>
3 Data types

3.82 wzstationary - Stationary world zone data

World Zones

3.82 wzstationary - Stationary world zone data

Usage

wzstationary (world zone stationary) is used to identify a stationary world zone and can only be used in an event routine connected to the event POWER ON. A world zone is supervised during robot movements both during program execution and jogging. If the robot’s TCP reaches the world zone or if the robot/external axes reaches the world zone in joints, the movement is stopped or a digital output signal is set or reset.

Description

A wzstationary world zone is defined and activated by a WZLimSup or a WZDOSet instruction. WZLimSup or WZDOSet gives the variable or the persistent of data type wzstationary a numeric value. The value identifies the world zone. A stationary world zone is always active in motor on state and is only erased by a Restart. It is not possible to deactivate, activate or erase a stationary world zone via RAPID instructions. Stationary world zones should be active from power on and should be defined in a POWER ON event routine or a semistatic task

Basic examples

The following example illustrates the data type wzstationary:

Example 1

VAR wzstationary conveyor;
...
PROC ...
VAR shapedata volume;
...
WZBoxDef \Inside, volume, p_corner1, p_corner2;
WZLimSup \Stat, conveyor, volume;
ENDPROC

A conveyor is defined as a straight box (the volume below the belt). If the robot reaches this volume, the movement is stopped.

More examples

For a complete example see instruction WZLimSup.

Limitations

A wzstationary data can be defined as a variable (VAR) or as a persistent (PERS). It can be global in task or local within module, but not local within a routine. Arguments of the type wzstationary should only be entire data (not array element or record component). An init value for data of the type wzstationary is not used by the control system. When there is a need to use a persistent variable in a multi-tasking system, set

Continues on next page
3 Data types

3.82 wzstationary - Stationary world zone data

World Zones
Continued

the init value to 0 in both tasks, e.g. PERS wzstationary share_workarea := [0];

Characteristics

wzstationary is an alias data type of wztemporary and inherits its characteristics.

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>World Zones</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - World zones</td>
</tr>
<tr>
<td>World zone shape</td>
<td>shapedata - World zone shape data on page 1576</td>
</tr>
<tr>
<td>Temporary world zone</td>
<td>wztemporary - Temporary world zone data on page 1632</td>
</tr>
<tr>
<td>Activate world zone limit supervision</td>
<td>WZLimSup - Activate world zone limit supervision on page 1007</td>
</tr>
<tr>
<td>Activate world zone digital output set</td>
<td>WZDOSet - Activate world zone to set digital output on page 992</td>
</tr>
</tbody>
</table>
3 Data types

3.83 wztemporary - Temporary world zone data

Usage

wztemporary (world zone temporary) is used to identify a temporary world zone and can be used anywhere in the RAPID program for any motion task.

A world zone is supervised during robot movements both during program execution and jogging. If the robot’s TCP reaches the world zone or if the robot/external axes reaches the world zone in joints, the movement is stopped or a digital output signal is set or reset.

Description

A wztemporary world zone is defined and activated by a WZLimSup or a WZDOSet instruction.

WZLimSup or WZDOSet gives the variable or the persistent of data type wztemporary a numeric value. The value identifies the world zone.

Once defined and activated, a temporary world zone can be deactivated by WZDisable, activated again by WZEnable, and erased by WZFree.

All temporary world zones in the motion task are automatically erased and all data objects of type wztemporary in the motion task are set to 0:

- when a new program is loaded in the motion task
- when starting program execution from the beginning in the motion task

Basic examples

The following example illustrates the data type wztemporary:

Example 1

VAR wztemporary roll;
...
PROC
    VAR shapedata volume;
    CONST pos t_center := [1000, 1000, 1000];
    ...
    WZCylDef \Inside, volume, t_center, 400, 1000;
    WZLimSup \Temp, roll, volume;
ENDPROC

A wztemporary variable, roll, is defined as a cylinder. If the robot reaches this volume, the movement is stopped.

More examples

For a complete example see instruction WZDOSet.

Limitations

A wztemporary data can be defined as a variable (VAR) or as a persistent (PERS). It can be global in a task or local within a module, but not local within a routine. Arguments of the type wztemporary must only be entire data, not an array element or record component.

Continues on next page
A temporary world zone must only be defined (WZLimSup or WZDOSet) and free (WZFree) in the motion task. Definitions of temporary world zones in any background is not allowed because it would affect the program execution in the connected motion task. The instructions WZDisable and WZEnable can be used in the background task. When there is a need to use a persistent variable in a multi-tasking system, set the init value to 0 in both tasks, e.g. PERS wztemporary share_workarea := [0];

**Structure**

```plaintext
< dataobject of wztemporary >
< wz of num >
```

**Related information**

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>World Zones</td>
<td>Technical reference manual - RAPID Overview, section Motion and I/O principles - World zones</td>
</tr>
<tr>
<td>World zone shape</td>
<td>shapedata - World zone shape data on page 1576</td>
</tr>
<tr>
<td>Stationary world zone</td>
<td>wzstationary - Stationary world zone data on page 1630</td>
</tr>
<tr>
<td>Activate world zone limit supervision</td>
<td>WZLimSup - Activate world zone limit supervision on page 1007</td>
</tr>
<tr>
<td>Activate world zone digital output set</td>
<td>WZDOSet - Activate world zone to set digital output on page 992</td>
</tr>
<tr>
<td>Deactivate world zone</td>
<td>WZDisable - Deactivate temporary world zone supervision on page 990</td>
</tr>
<tr>
<td>Activate world zone</td>
<td>WZEnable - Activate temporary world zone supervision on page 996</td>
</tr>
<tr>
<td>Erase world zone</td>
<td>WZFree - Erase temporary world zone supervision on page 998</td>
</tr>
</tbody>
</table>
3.84 zonedata - Zone data

Usage

`zonedata` is used to specify how a position is to be terminated, i.e. how close to the programmed position the axes must be before moving towards the next position.

Description

A position can be terminated either in the form of a stop point or a fly-by point. A stop point means that the robot and additional axes must reach the specified position (stand still) before program execution continues with the next instruction. It is also possible to define stop points other than the predefined `fine`. The stop criteria, that tells if the robot is considered to have reached the point, can be manipulated using the `stoppointdata`.

A fly-by point means that the programmed position is never attained. Instead, the direction of motion is changed before the position is reached. Two different zones (ranges) can be defined for each position:

- The position zone for the TCP path.
- The reorientation and additional axis zone.

The zone for the TCP path

A corner path is generated as soon as the edge of the corner zone is reached (see figure above).
Calculation of reorientation and additional axis zone

The datatype `zonedata` contains one component that determines the position zone, `pzone_tcp`. But the reorientation and additional axis zone can be affected by all of the following `zonedata` components.

- `pzone_ori` - zone radius, in mm TCP movement, for reorientation of the tool
- `pzone_eax` - zone radius, in mm TCP movement, for movement of the additional axis
- `zone_ori` - angle zone, in degrees of tool reorientation
- `zone_leax` - zone size, in mm of linear additional axis movement
- `zone_reax` - angle zone, in degrees of rotational additional axis reorientation

The size of the reorientation and additional axis zone is generally limited by the smallest zone generated from the applicable components above. The zone will be defined as the smallest relative size of the zone based upon the zone components and the programmed motion.

If the calculations result in a reorientation and additional axis zone that is smaller than the position zone, the reorientation and additional axis zone will be set to the same size as the position zone. The exception is if there is no (or almost no) TCP position movement. If the reorientation is large and the position movement is small, the position zone can be reduced to the size of the reorientation and additional axis zone.

**Reorientation and additional axis zone limited by `zone_ori`**

The following figure shows an example of the reorientation and additional axis zone being reduced to 36% of the motion due to `zone_ori`.

![Diagram showing reorientation and additional axis zone limited by `zone_ori`]

**Reorientation and additional axis zone increased to position zone**

The size of the reorientation and additional axis zone must never be smaller than the position zone. So if, for example, `zone_ori` result in a smaller size than `pzone_tcp`, the reorientation and additional axis zone is increased to the size of the position zone.
The following figure shows an example where `zone_ori` would result in a reorientation and additional axis zone of 15% of the motion, but is increased to 30% of the motion to match the position zone.

The relative sizes of the zone are:

\[
\frac{\text{pzone}_\text{tcp}}{\text{length of movement P1 - P2}} = \frac{60}{200} = 30% \\
\frac{\text{zone}_\text{ori}}{\text{angle of reorientation P1 - P2}} = \frac{9°}{60°} = 15%
\]

**Formulas for calculating the reorientation and additional axis zone**

Normally not all `zonedata` components are applicable. For example, for a rotational additional axis reorientation without robot movement, only `zone_reax` is applicable.

For all `zonedata` components that are applicable, the smallest of the following relations determine the size of the reorientation and additional axis zone (as long as it is larger or equal to the position zone).

\[
\frac{\text{pzone}_\text{ori}}{\text{length of movement P1 - P2}} \\
\frac{\text{zone}_\text{ori}}{\text{angle of tool reorientation P1 - P2}} \\
\frac{\text{pzone}_\text{eax}}{\text{length of movement P1 - P2}} \\
\frac{\text{pzone}_\text{eax}}{\text{length of max linear add. axis movement P1 - P2}} \\
\frac{\text{pzone}_\text{reax}}{\text{angle of max reorientation of rotating add. axis P1 - P2}}
\]

**Reduced corner zones**

If programmed positions are close to each other and the corner zones are big, the corner zones can be reduced from the programmed size. See section *Interpolation of corner paths* in *Technical reference manual - RAPID Overview*. 

Continues on next page
Basic examples

The following example illustrates the data type `zonedata`:

Example 1

```plaintext
VAR zonedata path := [ FALSE, 25, 40, 40, 10, 35, 5 ];
```

The zone data `path` is defined by means of the following characteristics:

- The zone size for the TCP path is 25 mm.
- The zone size for the tool reorientation is 40 mm (TCP movement).
- The zone size for external axes is 40 mm (TCP movement).

If the TCP is standing still, or there is a large reorientation, or there is a large external axis movement with respect to the zone, the following apply instead:

- The zone size for the tool reorientation is 10 degrees.
- The zone size for linear external axes is 35 mm.
- The zone size for rotating external axes is 5 degrees.

Predefined data

A number of zone data are already defined in the system.

Stop points

Use `zonedata named` `fine`.

Fly-by points

<table>
<thead>
<tr>
<th>Path zone</th>
<th>Zone</th>
<th>Orientation</th>
<th>Ext. axis</th>
<th>Linear axis</th>
<th>Rotating axis</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>TCP path</td>
<td>Orientation</td>
<td>Ext. axis</td>
<td>Orientation</td>
<td>Linear axis</td>
</tr>
<tr>
<td>z0</td>
<td>0.3 mm</td>
<td>0.3 mm</td>
<td>0.3 mm</td>
<td>0.15°</td>
<td>0.3 mm</td>
</tr>
<tr>
<td>z1</td>
<td>1 mm</td>
<td>1 mm</td>
<td>1 mm</td>
<td>0.5°</td>
<td>1 mm</td>
</tr>
<tr>
<td>z5</td>
<td>5 mm</td>
<td>8 mm</td>
<td>8 mm</td>
<td>4°</td>
<td>8 mm</td>
</tr>
<tr>
<td>z10</td>
<td>10 mm</td>
<td>15 mm</td>
<td>15 mm</td>
<td>7.5°</td>
<td>15 mm</td>
</tr>
<tr>
<td>z15</td>
<td>15 mm</td>
<td>23 mm</td>
<td>23 mm</td>
<td>11°</td>
<td>23 mm</td>
</tr>
<tr>
<td>z20</td>
<td>20 mm</td>
<td>30 mm</td>
<td>30 mm</td>
<td>15°</td>
<td>30 mm</td>
</tr>
<tr>
<td>z30</td>
<td>30 mm</td>
<td>45 mm</td>
<td>45 mm</td>
<td>22°</td>
<td>45 mm</td>
</tr>
<tr>
<td>z40</td>
<td>40 mm</td>
<td>60 mm</td>
<td>60 mm</td>
<td>30°</td>
<td>60 mm</td>
</tr>
<tr>
<td>z50</td>
<td>50 mm</td>
<td>75 mm</td>
<td>75 mm</td>
<td>35°</td>
<td>75 mm</td>
</tr>
<tr>
<td>z60</td>
<td>60 mm</td>
<td>90 mm</td>
<td>90 mm</td>
<td>40°</td>
<td>90 mm</td>
</tr>
<tr>
<td>z80</td>
<td>80 mm</td>
<td>120 mm</td>
<td>120 mm</td>
<td>50°</td>
<td>120 mm</td>
</tr>
<tr>
<td>z100</td>
<td>100 mm</td>
<td>150 mm</td>
<td>150 mm</td>
<td>60°</td>
<td>150 mm</td>
</tr>
<tr>
<td>z150</td>
<td>150 mm</td>
<td>225 mm</td>
<td>225 mm</td>
<td>80°</td>
<td>225 mm</td>
</tr>
<tr>
<td>z200</td>
<td>200 mm</td>
<td>300 mm</td>
<td>300 mm</td>
<td>90°</td>
<td>300 mm</td>
</tr>
</tbody>
</table>

Components

`finep`

`fine point`
3 Data types

3.84 zonedata - Zone data

RobotWare - OS

Continued

Data type: bool

Defines whether the movement is to terminate as a stop point (fine point) or as a fly-by point.

- **TRUE**: The movement terminates as a stop point, and the program execution will not continue until robot reach the stop point. The remaining components in the zone data are not used.
- **FALSE**: The movement terminates as a fly-by point, and the program execution continues when the prefetch conditions have been met (see system parameter *Prefetch Time*).

**pzone_tcp**

*path zone TCP*

Data type: num

The size (the radius) of the TCP zone in mm.

**pzone_ori**

*path zone orientation*

Data type: num

The zone size (the radius) for the tool reorientation. The size is defined as the distance of the TCP from the programmed point in mm.

The size must be larger than the corresponding value for `pzone_tcp`. If a lower value is specified, the size is automatically increased to make it the same as `pzone_tcp`.

**pzone_eax**

*path zone external axes*

Data type: num

The zone size (the radius) for external axes. The size is defined as the distance of the TCP from the programmed point in mm.

The size must be larger than the corresponding value for `pzone_tcp`. If a lower value is specified, the size is automatically increased to make it the same as `pzone_tcp`.

**zone_ori**

*zone orientation*

Data type: num

The zone size for the tool reorientation in degrees. If the robot is holding the work object, this means an angle of rotation for the work object.

**zone_leax**

*zone linear external axes*

Data type: num

The zone size for linear external axes in mm.

**zone_reax**

*zone rotational external axes*

Continues on next page
Data type: `num`
The zone size for rotating external axes in degrees.

Structure

```plaintext
<data object of zonedata>
  <finep of bool>
  <pzone_tcp of num>
  <pzone_ori of num>
  <pzone_eax of num>
  <zone_ori of num>
  <zone_leax of num>
  <zone_reax of num>
```

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positioning instructions</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Movements/Paths in general</td>
<td>Technical reference manual - RAPID Overview</td>
</tr>
<tr>
<td>Configuration of external axes</td>
<td></td>
</tr>
<tr>
<td>Other Stop points</td>
<td>stoppointdata - Stop point data on page 1588</td>
</tr>
</tbody>
</table>
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4 Programming type examples

4.1 ERROR handler with movements

Usage

These type examples describe how to use move instructions in an ERROR handler after an asynchronously raised process or movement error has occurred. This function can only be used in the main task `T_ROB1` or, if in a MultiMove system, in Motion tasks.

Description

The ERROR handler can start a new temporary movement and finally restart the original interrupted and stopped movement. For example, it can be used to go to a service position or to clean the gun after an asynchronously raised process or movement error has occurred.

To reach this functionality, the instructions `StorePath` - `RestoPath` must be used in the ERROR handler. To restart the movement and continue the program execution, several RAPID instructions are available.

Type examples

Type examples of the functionality are illustrated below.

Principle

```plaintext
... ERROR IF ERRNO = ERR_PATH_STOP THEN StorePath; ! Move away and back to the interrupted position ...
RestoPath; StartMoveRetry; ENDIF ENDPROC
```

At execution of `StartMoveRetry` the robot resumes its movement, any active process is restarted and the program retries its execution. `StartMoveRetry` does the same as `StartMove` plus `RETRY` in one indivisible operation.

Automatic restart of execution

```plaintext
CONST robtarget service_pos := [...]; VAR robtarget stop_pos;
...
ERROR IF ERRNO = AW_WELD_ERR THEN ! Current movement on motion base path level ! is already stopped.
! New motion path level for new movements in the ERROR handler StorePath;
! Store current position from motion base path level
```

Continues on next page
4 Programming type examples

4.1 ERROR handler with movements

Path Recovery

Continued

stop_pos := CRobT(\Tool:=tool1, \WObj:=wobj1);
! Do the work to fix the problem
MoveJ service_pos, v50, fine, tool1, \WObj:=wobj1;
...
! Move back to the position on the motion base path level
MoveJ stop_pos, v50, fine, tool1, \WObj:=wobj1;
! Go back to motion base path level
RestoPath;
! Restart the stopped movements on motion base path level,
! restart the process and retry program execution
StartMoveRetry;
ENDIF
ENDPROC

This is a type example of how to use automatic asynchronously error recovery after some type of process error during robot movements.

Manual restart of execution

... ERROR
IF ERRNO = PROC_ERR_XXX THEN
! Current movement on motion base path level
! is already stopped and in stop move state.
! This error must be handle manually.
! Reset the stop move state on motion base path level.
StopMoveReset;
ENDIF
ENDPROC

This is a type example of how to use manual handling of asynchronously error recovery after some type of process error during robot movements.

After the above ERROR handler has executed to the end, the program execution stops and the program pointer is at the beginning of the instruction with the process error (also at beginning of any used NOSTEPIN routine). The next program start restarts the program and movement from the position in which the original process error occurred.

Program execution

Execution behavior:
• At start execution of the ERROR handler, the program leaves its base execution level
• At execution of StorePath, the motion system leaves its base execution level
• At execution of RestoPath, the motion system returns to its base execution level
• At execution of StartMoveRetry, the program returns to its base execution level

Continues on next page
Limitations

The following RAPID instructions must be used in the ERROR handler with move instructions to get it working for automatically error recovery after an asynchronously raised process or path error:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StorePath</td>
<td>Enter new motion path level</td>
</tr>
<tr>
<td>RestoPath</td>
<td>Return to motion base path level</td>
</tr>
<tr>
<td>StartMoveRetry</td>
<td>Restart the interrupted movements on the motion base path level. Also restart the process and retry the program execution. Same functionality as StartMove + RETRY.</td>
</tr>
</tbody>
</table>

The following RAPID instruction must be used in the ERROR handler to get it working for manually error recovery after an asynchronously raised process or path error:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopMoveReset</td>
<td>Enter new motion path level</td>
</tr>
</tbody>
</table>

Related information

For information about

<table>
<thead>
<tr>
<th>To enter a new motion path level</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>StorePath - Stores the path when an interrupt occurs on page 708</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>To return to motion base path level</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>To restart the interrupted movement, process and retry program execution.</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>StartMoveRetry - Restarts robot movement and execution on page 676</td>
<td></td>
</tr>
</tbody>
</table>
4 Programming type examples

4.2 Service routines with or without movements

Path recovery

4.2 Service routines with or without movements

Usage

These type examples describe how to use movement instructions in a service routine. The same principle about StopMove, StartMove, and StopMoveReset are also valid for service routines without movements (only logical instructions).

Both service routines or other routines (procedures) without parameters can be started manually and perform movements according to these type examples.

This functionality can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks in independent or semi-coordinated mode.

Description

The service routine can start a new temporary movement and, at later program start, restart the original movement. For example, it can be used to go to a service position or manually start cleaning the gun.

To reach this functionality the instructions StorePath - RestoPath and StopMoveReset must be used in the service routine.

Type examples

Type examples of the functionality are illustrated below.

Principle

PROC xxxx()
StopMove;
StorePath;
! Move away and back to the interrupted position
...
RestoPath;
StopMoveReset;
ENDPROC

StopMove is required in order to make sure that the originally stopped movement is not restarted upon a manually "stop program-restart program" sequence during execution of the service routine.

Stop on path

VAR robtarget service_pos := [...];
...
PROC proc_stop_on_path()
VAR robtarget stop_pos;
! Current stopped movements on motion base path level
! must not be restarted in the service routine.
StopMove;
! New motion path level for new movements in the service routine.
StorePath;
! Store current position from motion base path level
stop_pos := CRobT(\Tool:=tool1 \WObj:=wobj1);
! Do the work
MoveJ service_pos, v50, fine, tool1 \WObj:=wobj1;

Continues on next page
In this type example the movements in the service routine start and end at the position on the path where the program was stopped. Also note that the tool and work object used are known at the time of programming.

Stop in next stop point

TASK PERS tooldata used_tool := [...];
TASK PERS wobjdata used_wobj := [...];
...
PROC proc_stop_in_stop_point()
VAR robtarget stop_pos;
! Current move instruction on motion base path level continue to its ToPoint and will be finished in a stop point.
StartMove;
! New motion path level for new movements in the service routine
StorePath;
! Get current tool and work object data
GetSysData used_tool;
GetSysData used_wobj;
! Store current position from motion base path level
stop_pos := CRobT(\Tool:=used_tool \WObj:=used_wobj);
! Do the work
MoveJ Offs(stop_pos,0,0,20),v50,fine,used_tool\WObj:=used_wobj;
...
! Move back to interrupted position on the motion base path level
MoveJ stop_pos, v50, fine, tool1, \WObj:=wobj1;
! Go back to motion base path level
RestoPath;
! Reset the stop move state for the interrupted movement
! on motion base path level
StopMoveReset;
ENDPROC

In this type example the movements in the service routine continue to and end at the ToPoint in the interrupted move instructions before the instruction StorePath is ready.

Also note that the tool and work object used are unknown at the time of programming.
Program execution

Execution behavior:

- At start execution of the service routine, the program leaves its base execution level
- At execution of StorePath, the motion system leaves its base execution level
- At execution of RestoPath, the motion system returns to its base execution level
- At execution of ENDPROC, the program returns to its base execution level

Limitations

The following RAPID instructions must be used in the service routine with move instructions to get it working:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StorePath</td>
<td>Enter new motion path level</td>
</tr>
<tr>
<td>RestoPath</td>
<td>Return to motion base path level</td>
</tr>
<tr>
<td>StopMoveReset</td>
<td>Reset the stop move state for the interrupted movement on the motion base path level</td>
</tr>
</tbody>
</table>

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>No restart of the already stopped movement on the motion base path level</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>Restart of the already stopped movement on the motion base path level</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>To enter a new motion path level</td>
<td>StorePath - Stores the path when an interrupt occurs on page 708</td>
</tr>
<tr>
<td>To return to the motion base path level</td>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
</tr>
<tr>
<td>Reset the stop move state for the interrupted movement on the motion base path level</td>
<td>StopMoveReset - Reset the system stop move state on page 706</td>
</tr>
</tbody>
</table>
4.3 System I/O interrupts with or without movements

Usage

These type examples describe how to use movement instructions in a system I/O interrupt routine. The same principle about StopMove, StartMove, and StopMoveReset are also valid for system I/O interrupts without movements (only logical instructions).

This functionality can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks in independent or semi-coordinated mode.

Description

The system I/O interrupt routine can start a new temporary movement and, at later program start, restart the original movement. For example, it can be used to go to a service position or to clean the gun when an interrupt occurs.

To reach this functionality the instructions StorePath – RestoPath and StopMoveReset must be used in the system I/O interrupt routine.

Type examples

Type examples of the functionality are illustrated below.

Principle

PROC xxxx()
    StopMove;
    StorePath;
    ! Move away and back to the interrupted position
    ...
    RestoPath;
    StopMoveReset;
ENDPROC

StopMove is required in order to make sure that the originally stopped movement is not restarted at start of the I/O interrupt routine.

Without StopMove or with StartMove instead the movement in the I/O interrupt routine will continue at once and end at the ToPoint in the interrupted move instruction.

Stop on path

VAR robtarget service_pos := [...];
...
PROC proc_stop_on_path()
    VAR robtarget stop_pos;
    ! Current stopped movements on motion base path level is not
    ! restarted in the system I/O routine.
    StopMove;
    ! New motion path level for new movements in the system I/O
    ! routine.
    StorePath;
    ! Store current position from motion base path level
    stop_pos := CRobT(\Tool:=tool1 \WObj:=wobj1);
    ! Do the work...
4 Programming type examples

4.3 System I/O interrupts with or without movements

Path recovery
Continued

MoveJ service_pos, v50, fine, tool1 \WObj:=wobj1;
...
! Move back to interrupted position on the motion base path level
MoveJ stop_pos, v50, fine, tool1, \WObj:=wobj1;
! Go back to motion base path level
RestoPath;
! Reset the stop move state for the interrupted movement on motion
base path level
StopMoveReset;
ENDPROC

In this type example the interrupted movements are stopped at once and are
restarted at program start after the system I/O interrupt routine is finished.
Also note that the tool and work object used are known at the time of programming.

Stop in next stop point

TASK PERS tooldata used_tool := [...];
TASK PERS wobjdata used_wobj := [...];
...
PROC proc_stop_in_stop_point()
VAR robtarget stop_pos;
! Current move instruction on motion base path level continue to
its ToPoint and will be finished in a stop point.
StartMove;
! New motion path level for new movements in the system
! I/O routine
StorePath;
! Get current tool and work object data
GetSysData used_tool;
GetSysData used_wobj;
! Store current position from motion base path level
stop_pos := CRobT(\Tool:=used_tool \WObj:=used_wobj);
! Do the work
MoveJ Offs(stop_pos,0,0,20),v50,fine,used_tool\WObj:=used_wobj;
...
! Move back to interrupted position on the motion base path level
MoveJ stop_pos, v50, fine, used_tool,\WObj:=used_wobj;
! Go back to motion base path level
RestoPath;
! Reset the stop move state for new movement
! on motion base path level
StopMoveReset;
ENDPROC

In this type example the movements in the system I/O routine continue at once,
and end at the ToPoint in the interrupted move instructions.
Also note that the tool and work object used are unknown at the time of
programming.
Program execution

Execution behavior:
- At start execution of the system I/O routine, the program leaves its base execution level
- At execution of StorePath, the motion system leaves its base execution level
- At execution of RestoPath, the motion system returns to its base execution level
- At execution of ENDPROC, the program returns to its base execution level

Limitations

The following RAPID instructions must be used in the system I/O routine with move instructions to get it working:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StorePath</td>
<td>Enter new motion path level</td>
</tr>
<tr>
<td>RestoPath</td>
<td>Return to motion base path level</td>
</tr>
<tr>
<td>StopMoveReset</td>
<td>Reset the stop move state for the interrupted movement on the motion base path level</td>
</tr>
</tbody>
</table>

Related information

<table>
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<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>No restart of the already stopped movement on the motion base path level</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>Restart of the already stopped movement on the motion base path level</td>
<td>StartMove - Restarts robot movement on page 673</td>
</tr>
<tr>
<td>To enter a new motion path level</td>
<td>StorePath - Stores the path when an interrupt occurs on page 708</td>
</tr>
<tr>
<td>To return to the motion base path level</td>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
</tr>
<tr>
<td>Reset the stop move state for the interrupted movement on the motion base path level</td>
<td>StopMoveReset - Reset the system stop move state on page 706</td>
</tr>
</tbody>
</table>
4 Programming type examples

4.4 Trap routines with movements

Usage

These type examples describe how to use move instructions in a trap routine after an interrupt has occurred.

This functionality can only be used in the main task T_ROB1 or, if in a MultiMove system, in Motion tasks.

Description

The trap routine can start a new temporary movement and finally restart the original movement. For example, it can be used to go to a service position or to clean the gun when an interrupt occurs.

To reach this functionality the instructions StorePath - RestoPath and StartMove must be used in the trap routine.

Type examples

Type examples of the functionality are illustrated below.

Principle

TRAP xxxx
StopMove;
StorePath;
! Move away and back to the interrupted position
...
RestoPath;
StartMove;
ENDTRAP

If StopMove is used, the movement stops at once on the ongoing path; otherwise, the movement continues to the ToPoint in the actual move instruction.

Stop in next stop point

VAR robtarget service_pos := [...];
...
TRAP trap_in_stop_point
VAR robtarget stop_pos;
! Current move instruction on motion base path level continue
! to its ToPoint and will be finished in a stop point.
! New motion path level for new movements in the TRAP
StorePath;
! Store current position from motion base path level
stop_pos := CRobT(\Tool:=tool1 \WObj:=wobj1);
! Do the work
MoveJ service_pos, v50, fine, tool1 \WObj:=wobj1;
...
! Move back to interrupted position on the motion base path level
MoveJ stop_pos, v50, fine, tool1, \WObj:=wobj1;
! Go back to motion base path level
RestoPath;
! Restart the interrupted movements on motion base path level

Continues on next page
In this type example the movements in the trap routine start and end at the ToPoint in the interrupted move instructions. Also note that the tool and work object are known at the time of programming.

Stop on path at once

```rapid
TRAP trap_stop_at_once
  VAR robtarget stop_pos;
  ! Current move instruction on motion base path level stops at once
  StopMove;
  ! New motion path level for new movements in the TRAP
  StorePath;
  ! Get current tool and work object data
  GetSysData used_tool;
  GetSysData used_wobj;
  ! Store current position from motion base path level
  stop_pos := CRobT(\Tool:=used_tool \WObj:=used_wobj);
  ! Do the work
  MoveJ Offs(stop_pos,0,0,20),v50,fine,used_tool\WObj:=used_wobj;
  ...
  ! Move back to interrupted position on the motion base path level
  MoveJ stop_pos, v50, fine, used_tool,\WObj:=used_wobj;
  ! Go back to motion base path level
  RestoPath;
  ! Restart the interrupted movements on motion base path level
  StartMove;
ENDTRAP
```

In this type example the movements in the trap routine start and end at the position on the path where the interrupted move instruction was stopped. Also note that the tool and work object used are unknown at the time of programming.

Program execution

Execution behavior:

- At start execution of the trap routine, the program leaves its base execution level
- At execution of StorePath, the motion system leaves its base execution level
- At execution of RestoPath, the motion system returns to its base execution level
- At execution of ENDTRAP, the program returns to its base execution level
4 Programming type examples

4.4 Trap routines with movements

Path Recovery
Continued

Limitations

The following RAPID instructions must be used in the trap routine with move instructions.

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StorePath</td>
<td>Enter new motion path level</td>
</tr>
<tr>
<td>RestoPath</td>
<td>Return to motion base path level</td>
</tr>
<tr>
<td>StartMove</td>
<td>Restart the interrupted movements on the motion base path level</td>
</tr>
</tbody>
</table>

Related information

<table>
<thead>
<tr>
<th>For information about</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>To stop the current movement at once</td>
<td>StopMove - Stops robot movement on page 702</td>
</tr>
<tr>
<td>To enter a new motion path level</td>
<td>StorePath - Stores the path when an interrupt occurs on page 708</td>
</tr>
<tr>
<td>To return to the motion base path level</td>
<td>RestoPath - Restores the path after an interrupt on page 514</td>
</tr>
<tr>
<td>To restart the interrupted movement</td>
<td>StartMove - Restarts robot movement on page 673</td>
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