EPSON

EPSON RC+ 6.0 Option

Vision Guide 6.0

Properties and Results Reference

Rev.6 EM15XS3088F

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Vision Guide 6.0 Properties and Results Reference

Rev.6

FOREWORD

Thank you for purchasing our robot products. This manual contains the information necessary for the correct use of the EPSON RC+ software.
Please carefully read this manual and other related manuals when using this software.
Keep this manual in a handy location for easy access at all times.

WARRANTY

The robot and its optional parts are shipped to our customers only after being subjected to the strictest quality controls, tests and inspections to certify its compliance with our high performance standards.
Product malfunctions resulting from normal handling or operation will be repaired free of charge during the normal warranty period. (Please ask your Regional Sales Office for warranty period information.)
However, customers will be charged for repairs in the following cases (even if they occur during the warranty period):

1. Damage or malfunction caused by improper use which is not described in the manual, or careless use.

2. Malfunctions caused by customers' unauthorized disassembly.

3. Damage due to improper adjustments or unauthorized repair attempts.

4. Damage caused by natural disasters such as earthquake, flood, etc.

Warnings, Cautions, Usage:

1. If the robot or associated equipment is used outside of the usage conditions and product specifications described in the manuals, this warranty is void.

2. If you do not follow the WARNINGS and CAUTIONS in this manual, we cannot be responsible for any malfunction or accident, even if the result is injury or death.

3. We cannot foresee all possible dangers and consequences. Therefore, this manual cannot warn the user of all possible hazards.

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TRADEMARK NOTIFICATION IN THIS MANUAL

Microsoft® Windows® XP Operating system
Microsoft® Windows® Vista Operating system
Microsoft® Windows® 7 Operating system
Throughout this manual, Windows XP, Windows Vista, and Windows 7 refer to above respective operating systems. In some cases, Windows refers generically to Windows XP, Windows Vista, and Windows 7.

NOTICE

No part of this manual may be copied or reproduced without authorization.
The contents of this manual are subject to change without notice.
Please notify us if you should find any errors in this manual or if you have any comments regarding its contents.

INQUIRIES

Contact the following service center for robot repairs, inspections or adjustments. If service center information is not indicated below, please contact the supplier office for your region.
Please prepare the following items before you contact us.

- Your controller model and its serial number
- Your manipulator model and its serial number
- Software and its version in your robot system
- A description of the problem

SERVICE CENTER

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SAFETY PRECAUTIONS

Installation of robots and robotic equipment should only be performed by qualified personnel in accordance with national and local codes. Please carefully read this manual and other related manuals when using this software.
Keep this manual in a handy location for easy access at all times.

Vision Properties and Results Reference

Overview

This reference manual explains all Vision Guide sequence, object, and calibration properties and results, and all Vision Guide SPEL+ commands. For more information on how to use Vision Guide, refer to the Vision Guide manual.

Vision Properties and Results Format Description

All Vision Guide properties and results are listed in the pages that follow. An explanation of the headings for the property and result reference pages is given below:

Applies To	If the property or result is used with vision objects, then this section simply lists the vision objects for which this property applies. (Ex. Blob, Correlation, Polar...) If the property or result is used with vision sequences then the words Vision Sequence will appear in this section. If the property or result is used with vision calibration then the words Vision Calibration will appear in this section.
Description	A simple description is given for each property or result. This section is normally very short for simplicity.
Usage	The Usage Section describes how to access the property or result from the SPEL$^+$ Language.
Values	Describes the range of acceptable values which the property can be set to or which the result will return. A default value is also shown for those properties that have a default.
Remarks	Explains more details than the Description Section. This section is normally used to describe any caveats or special information that may apply to the specific property or result. (It is highly recommended to read the Remarks Section for each property prior to its usage.)
See Also	Gives a list of related properties, results, vision objects and other topics that may prove useful to review.
Runtime only	This is displayed under the property or result name when it applies. Runtime only properties and results cannot be accessed from the Vision Guide GUI. They can only be accessed from the SPEL+ language or from VB Guide.

AbortSeqOnFail Property

Applies To

Vision Objects: All

Description

Allows the user to specify that if an object fails (i.e. is not found), then the entire sequence is aborted at that point and no further objects are processed.

Usage

VGet *Sequence*.*Object*.**AbortSeqOnFail**, *var*

VSet *Sequence*.*Object*.**AbortSeqOnFail**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

False	Does not cause the sequence to abort when the object is not found.
True	Causes the sequence to abort when the object is not found.
Default:	0 – False

Remarks

Use AbortSeqOnFail when you no longer want a sequence to continue if an object is not found.

See Also

Blob Object, ColorMatch Object, Correlation Object, Edge Object, Frame Object, Geometric Object, Line Object, Point Object, Polar Object, CodeReader Object, Object Tab, OCR Object

Accept Property

Applies To

Vision Objects: CodeReader, ColorMatch, Correlation, Edge, Geometric, Polar

Description

The Accept property specifies the score that a feature must equal or exceed to be considered found.

Usage

VGet *Sequence*.*Object*.**Accept**, *var*

VSet *Sequence*.*Object*.**Accept**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1 - 999

Default: 700 – CodeReader, ColorMatch, Correlation, Geometric, Polar
100 – Edge

Remarks

The Accept property can also affect the searching speed by providing a hint as to when to pursue the search in a given area of the Region of Interest. When the Accept property is high, features must be very similar to the model, so many regions can be ruled out by a cursory examination and not pursued further. However, if the Accept property is low, features that are only slightly similar to the model may exceed the Accept property, so that a detailed examination of more regions in the scene is needed. Thus, raising the Accept property tends to reduce the time required for searches.

If the specified value is small, it may result in false detection.

See Also

CodeReader Object, ColorMatch Object, Confusion Property, Correlation Object, Edge Object, Geometric Object, Object Tab, Polar Object, Score Result

AcceptChar Property

Applies To

Vision Objects: OCR

Description

Sets / returns the character acceptance percentage for the OCR object.

Usage

VGet *Sequence*.*Object*.**AcceptChar**, *var*

VSet *Sequence*.*Object*.**AcceptChar**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 ~ 100 %

Default: 50

Remarks

The AcceptChar property allows you to adjust the accept level on a character basis in percent. When the OCR object is searching, each character found must have a score greater than or equal to the AcceptChar value. The AcceptChar property is used with the AcceptString property to determine if a string is valid.

See Also

AcceptString Property, Object Tab, OCR Object

AcceptString Property

Applies To

Vision Objects: OCR

Description

Sets / returns the string acceptance percentage for the OCR object.

Usage

VGet *Sequence*.*Object*.**AcceptString**, *var*

VSet *Sequence*.*Object*.**AcceptString**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 ~ 100%

Default: 50

Remarks

The AcceptString property allows you to adjust the accept level for the entire string in percent. When the OCR object is searching, first each character found must have a score greater than or equal to the AcceptChar value. Then, the entire string of characters must have an average score greater than or equal to the AcceptString value.

See Also

AcceptChar Property, Object Tab, OCR Object

AcquireState Result

Runtime only

Applies To

Vision Sequence

Description

The AcquireState result is used determine if a picture has been taken for a sequence whose RuntimeAcquire property has been set to Strobed.

Usage

VGet *Sequence*.**AcquireState**, *var*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the result.

Values

0	Picture has not been taken, strobe has not yet fired.
3	Picture has been taken.

Remarks

After calling VRun for a strobed sequence, the SPEL$^+$ program must wait for the AcquireState to become 3 before further vision processing can continue.

See Also

Object Tab, RunTimeAcquire Property

AllFound Result

Applies To

Vision Sequence

Description

The AllFound result returns whether or not all objects within the specified sequence were found.

Usage

VGet *Sequence*.**AllFound**, *var*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Boolean variable that will contain the value of the result.

Values

0 – False	One of the objects within the sequence was not found.
1 – True	All objects within the sequence were found.

Remarks

The AllFound result is useful to determine that all objects within a specified sequence are found. This result applies to sequences only and will not be found in object results.

See Also

Found Result, Sequence Tab, Time Result, Vision Sequences

Angle Result

Applies To

Vision Objects: Blob, Correlation, Frame, Geometric, Line, Polar

Description

Returns the angle of the found object.

Usage

VGet *Sequence.Object*.**Angle**[(result)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in degrees

Blob : –90 to 90 degree
Others : 0 to 360 degree

Remarks

The Angle result returns the found part's angle in the image coordinate system. In some cases, you may want to use a Polar object to determine angle because it can be faster and more accurate.

Statistics

For the Angle result, the following statistics are available. AngleMax, AngleMean, AngleMin, AngleRange, AngleStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

AngleEnable Property, AngleMaxIncrement Property, AngleOffset Property, AngleTolerance Property, Blob Object, Correlation Object, Frame Object, Geometric Object, Line Object, Object Tab, Polar Object, RobotU Result

AngleAccuracy Property

Applies To

Vision Objects: Correlation

Description

Specifies the accuracy of a correlation search with rotation.

Usage

VGet *Sequence.Object*.**AngleAccuracy,** *var*

VSet *Sequence.Object*.**AngleAccuracy,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number in degrees from 0.1 - 10

Default: 1

Remarks

The AngleAccuracy property is used at model training time and not at run-time. This value specifies the desired accuracy for angle search.

The Correlation model must be taught after a new value for the AngleAccuracy property is set in order for the new setting to take affect. If you teach a Correlation Model, then later set the AngleAccuracy property to a new value, and then try to run that Correlation object, it will not search with the new angle accuracy. You must re-teach the Correlation Model with the AngleEnable property set to 1–True, and with the new value for the AngleAccuracy property in order for Correlation search with angle to use the new AngleAccuracy property value.

See Also

AngleMaxIncrement Property, AngleRange Property, Angle Result, Correlation Object, Object Tab

AngleEnable Property

Applies To

Vision Objects: Correlation, Geometric

Description

Specifies whether or not a correlation or geometric object will search for rotation of a feature.

Usage

VGet *Sequence.Object***.AngleEnable,** *var*

VSet *Sequence.Object***.AngleEnable,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Do not search for rotation.
1 – True	Search for rotation.

Default: 0 – False

Remarks

The AngleRange and AngleMaxIncrement properties will not be used with the correlation or geometric search object if the AngleEnable property is set to 0–False.

It should be noted that while correlation with angle is normally able to find rotated parts, the correlation search time usually increase significantly. This is why correlation with angle is most useful for finding parts which rotate only slightly. The Polar object however, is normally very fast and can be used in conjunction with the Correlation object for a powerful and fast combination. (See the sections on Correlation or Polar Searching for more information.)

The Correlation Model must be taught after the AngleEnable property is set to 1–True. If you teach a Correlation Model, then set the AngleEnable property to 1–True, and then try to run that Correlation object, it will not search with angle. You must re-teach the Correlation Model with the AngleEnable property set to 1–True in order for Correlation search with angle to work properly. You must also have the proper settings for the AngleMaxIncrement and AngleRange Properties prior to teaching the new Model as well.

See Also

AngleMaxIncrement Property, AngleRange Property, Angle Result, Correlation Object, Geometric Object, Object Tab

AngleMaxIncrement Property

Applies To

Vision Objects: Correlation

Description

The AngleMaxIncrement property specifies the maximum angle increment amount for teaching a correlation model for searching with angle. The model training function selects an angular increment automatically and then uses the smaller of the automatically selected increment and the maximum angle increment defined by the AngleMaxIncrement property.

Usage

VGet *Sequence.Object***.AngleMaxIncrement,** *var*

VSet *Sequence.Object***.AngleMaxIncrement,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number in degrees from 1 - 45

Default: 5

Remarks

Before reading anything else about the AngleMaxIncrement property it should be noted that the Correlation Model must be taught after a new value for the AngleMaxIncrement property is set in order for those settings to take affect. If you teach a Correlation Model, then later set the AngleMaxIncrement property to a new value, and then try to run that Correlation object, it will not search with the new angle increment. You must re-teach the Correlation Model with the AngleEnable property set to 1–True, and with the new value for the AngleMaxIncrement property in order for Correlation search with angle to use the new AngleMaxIncrement property value. You must also have the proper settings for the AngleRange property prior to teaching the new Model as well.

If you wish to measure angle precisely, you should provide a maximum angle increment corresponding to the degree of precision you desire. You should keep in mind, however, that the smaller the angle increment, the more storage will be required for the model and the slower the search time will be.

It should be noted that while correlation with angle is normally able to find rotated parts, the correlation search time usually increase significantly. This is why correlation with angle is most useful for finding parts which rotate only slightly. The Polar object however, is normally very fast and can be used in conjunction with a Correlation object for a powerful and fast combination. (See the sections on Correlation or Polar Searching for more information.)

See Also

Angle Result, AngleEnable Property, AngleRange Property, Correlation Object, Object Tab

AngleObject Property

Applies To

Vision Objects: ImageOp

Description

Sets / returns the object to be used to determine the angle of rotation for the ImageOp object Rotate operation.

Usage

VGet *Sequence.Object***.AngleObject,** *var*

VSet *Sequence.Object***.AngleObject,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Screen, or the name of an object whose step number is prior to the step number of the ImageOp object and returns an Angle result.

Default: Screen

Remarks

Use AngleObject together with the Rotate setting of the Operation property to automatically rotate the image according to the Angle result of the AngleObject.

The following objects can be used:

Blob, Correlation, Geometric, Polar, Frame

See Also

ImageOp Object, Operation Property, RotationAngle Property

AngleOffset Property

Applies To

Vision Objects: Polar

Description

An angle value which is used as an offset to line up the Polar Search direction indicator (graphic line on the image display) with the part since it is virtually impossible and normally impractical to teach a polar object with the proper rotation of a part so that the direction lines up with the part.

Usage

VGet *Sequence.Object*.**AngleOffset,** *var*

VSet *Sequence.Object*.**AngleOffset,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number in degrees from 0 - 360

Default: 0

Remarks

The AngleOffset is provided to allow the Polar object's graphic direction indicator to line up with a specific area on a part. The graphic direction indicator is normally set at the default position for the polar object which is 0 degrees (at 3 O'clock). The rotation for the AngleOffset property is then defined in a counter clockwise direction.

See Also

Object Tab, Polar Object

AngleRange Property

Applies To

Vision Objects: CodeReader, Correlation, Geometric

Description

Specifies the range within which to train a series of rotated models.

Usage

VGet *Sequence.Object*.**AngleRange,** *var*

VSet *Sequence.Object*.**AngleRange,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Correlation: Integer number in degrees from 0 – 180 for local cameras and 0 – 45 for Compact Vision Smart cameras.

Geometric: Integer number in degrees from 0 – 180 for all cameras.

Default: 10

Remarks

Before reading anything else about the AngleRange property it should be noted that the Correlation Model must be taught after a new value for the AngleRange property is set in order for those settings to take affect. If you teach a Correlation Model, then later set the AngleRange property to a new value, and then try to run that Correlation object, it will not search with the new angle range. You must re-teach the Correlation Model with the AngleEnable property set to 1–True, and with the new value for the AngleRange property in order for Correlation search with angle to use the new AngleRange property value. You must also have the proper settings for the AngleMaxIncrement property prior to teaching the new Model as well.

The AngleRange property is must be set before teaching the model. This value specifies the range within which to train a series of rotated models. For example, if the AngleRange property is set to 5, then when the model is trained, a set of models is actually trained within +/- 5 degrees of the current model position. These models are then used when a correlation search with angle is specified.

It should be noted that using correlation with angle will generally cause the correlation time to increase significantly. This is why correlation with angle is normally used for small angle increments only. The Polar object however, is normally very fast and can be used in conjunction with the Correlation object for a powerful and fast combination. (See the sections on Correlation or Polar Searching in the *Vision Guide Manual* for more information.)

Specify a small value for the setting. If the value is large, the detection time gets longer and may result in false detection.

See Also

Angle Result, AngleEnable Property, AngleMaxIncrement Property, CodeReader Object, Correlation Object, Geometric Object, Object Tab

AngleStart Property

Applies To

Vision Objects: CodeReader, Correlation, Geometric

Description

Sets / returns the starting search angle.

Usage

VGet *Sequence.Object*.**AngleStart,** *var*

VSet *Sequence.Object*.**AngleStart,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number in degrees from 0 - 360

Default: 0

Remarks

Use AngleStart to set the starting search angle. This property is only valid when AngleEnable is set to 1–True. The system will search for the model starting with AngleStart using the AngleRange property. For example, if AngleStart is 45 degrees and AngleRange is 10 degrees, then the system will search from 35 to 55 degrees.

Note that after setting AngleStart, the model will be automatically preprocessed on the next run, which could cause slower cycle time on that first run. Subsequent cycle times will be at normal speed.

See Also

Angle Result, AngleEnable Property, AngleMaxIncrement Property, AngleRange Property, CodeReader Object, Correlation Object, Geometric Object, Object Tab

Area Result

Applies To

Vision Objects: Blob

Description

Returns the area of a blob.

Usage

VGet *Sequence.Object*.**Area**[(*result*)], *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult.

Values

Real number in pixels from 1 to searchWinWidth x searchWinHeight

Remarks

The Area result is the total area of the blob (in pixels). The area measurement may have a fractional component.

Statistics

For the Area result, the following statistics are available. AreaMax, AreaMean, AreaMin, AreaStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Blob Object, MaxArea Property, MinArea Property, MinMaxArea Property, Object Tab

AsyncMode Property

Runtime Only

Applies To

Vision Sequence

Description

Defines whether or not VRun returns after acquiring the image and before sequence processing.

Usage

VGet *Sequence*.**AsyncMode**, *var*

VSet *Sequence*.**AsyncMode**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Causes VRun to acquire the image and perform the sequence processing during VRun.
1 – True	Causes VRun to return after the image is acquired.

Default: 1 – True

Remarks

The AsyncMode property lets you choose whether VRun should return after acquiring the image and before sequence processing. When AsyncMode is True, VRun acquires the image and returns to SPEL+. The sequence is then processed by the vision system. This is useful for taking a picture and then moving the robot while the vision sequence is processing. If VRun, VGet, VSet, or any other vision command are called after VRun for the same sequence, they will wait for the previous sequence to be processed before executing.

See Also

VRun

BackColor Property

Applies To

Vision Objects: All

Description

Sets the background color for an object's label.

Usage

VGet *Sequence.Object***.BackColor,** *var*

VSet *Sequence.Object***.BackColor,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - None

1 - Black

2 – White

Default: 0 – None

Remarks

With some images, it is difficult to read the label because of the video background. Use BackColor to make the label easier to read.

See Also

FoundColor Property

CalComplete Result

Applies To

Vision Calibration

Description

Returns the completion status of a calibration.

Usage

VGet *Calibration*.**CalComplete,** *var*

Calibration	Name of a calibration or string variable containing a calibration name.
var	Boolean variable that will contain the value of the result.

Values

0 – False	Calibration has not been completed.
1 – True	Calibration has been completed.

Remarks

Use CalComplete to determine if a calibration has been completed successfully.

See Also

PointsTaught Property

Calibrate Property

Applies To

Vision Objects: OCR

Description

Calibrates a character recognition font.

Usage

VSet *Sequence*.*Object*.**Calibrate, True**

Sequence Name of a sequence or string variable containing a sequence name.

Object Name of an object or string variable containing an object name. The object must exist in the specified sequence.

Values

At run time, set to True to calibrate the font. From the Vision Guide GUI, a button is provided.

Remarks

The Calibrate property is used to automatically set the target character height, width, and spacing from an image with a known string. The OCR search window must be positioned around the calibration text and the CalString property must contain the text in the image.

After calibration, the TargetCharHeight, TargetCharWidth, and TargetCharSpacing properties will be set.

Font calibration must be executed when using fonts derived from SEMI fonts.

See Also

CalString Property, TargetCharHeight Property, TargetCharSpacing Property, TargetCharWidth Property, Object Tab, OCR Object

Calibration Property

Applies To

Vision Sequence

Description

Sets / returns the calibration used with the specified sequence.

Usage

VGet *Sequence*.**Calibration**, *var*

VSet *Sequence*.**Calibration**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	String variable that will contain the value of the property.
value	Name of a calibration or string expression containing a calibration name.

Values

String value of up to 16 characters containing the name of the calibration

Defalut: None

Remarks

Calibration is required for most vision applications to calculate the proper results for the robot coordinate system and camera coordinate system. The Calibration property associates a previously defined calibration with the specified vision sequence. All calibrations which have been completed previously will appear in the **Sequence Tab** Calibration property which allows the user to select which calibration to use for this sequence.

It should be noted that each vision sequence may have only 1 calibration defined at a time. However, if you want to run a sequence with different calibrations, you can set the Calibration property for the sequence at runtime prior to initiating the sequence. For example, you can run the sequence *test* with calibration *calib1* and then later run the sequence *test* with calibration *calib2* as follows:

```
VSet test.Calibration, calib1
VRUN test
VSet test.Calibration, calib2
VRUN test
```

See Also

Calibration Details, Sequence Tab, Vision Sequences

CalString Property

Applies To

Vision Objects: OCR

Description

Sets / returns the text used to calibrate an OCR font.

Usage

VGet *Sequence*.*Object*.**CalString,** *var*

VSet *Sequence*.*Object*.**CalString,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

String containing the text to search for during font calibration.

See Also

InvalidChar Property, Object Tab, OCR Object

Camera Property

Applies To

Vision Sequence

Vision Calibration

Description

Specifies which camera to use for a vision sequence or calibration.

Usage

VGet {*Sequence* | *Calibration*}.**Camera**, *var*

VSet {*Sequence* | *Calibration*}.**Camera**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 1-8.

Default: 1

Remarks

One camera may be associated with a vision sequence or calibration at a time.

For sequences, the camera number must be selected before executing VRun.

For calibrations, the camera number must match the camera number of the calibration target sequence.

Example

The following example shows how to use different cameras with the same vision sequence. We will set the Camera property prior to executing the vision sequence called FINDMARK.

```
Function test
  #define CAMERA1  1
  #define CAMERA2  2
  VSet findmark.Camera, CAMERA1
  VRun findmark
  'Get any info req'd from 1st sequence here  (i.e.  VGet findmark.xxx.xxx)
  VSet findmark.Camera, CAMERA2
  VRun findmark
  'Get any info req'd from 2nd sequence here  (i.e.  VGet findmark.xxx.xxx)
Fend
```

See Also

CameraGain Property, CameraOffset Property, Sequence Tab, Vision Sequences

CameraBrightness Property

Applies To

Vision Sequence

Description

Specifies the brightness setting for the camera used in the current sequence.

Usage

VGet *Sequence*.**CameraBrightness**, *var*

VSet *Sequence*. **CameraBrightness**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 255

Default: 128

Remarks

The CameraBrightness property is normally left at a value of 128.

Adjust the value of the CameraBrightness property when you want to change the brightness of an acquisition. The CameraBrightness property can have values in the range of 0-255, with higher values giving more brightness.

This property is available only for Morphis, Concord, and Compact Vision cameras.

See Also

Camera Property, CameraContrast Property, Sequence Tab, Vision Sequences

CameraContrast Property

Applies To

Vision Sequence

Description

Specifies the contrast setting for the camera used in the current sequence.

Usage

VGet *Sequence*.**CameraContrast**, *var*

VSet *Sequence*. **CameraContrast**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 to 255

Default: 128

Remarks

The CameraContrast property is normally left at a value of 128.

Adjust the value of the CameraContrast property when you want to change the contrast of an acquisition. The CameraContrast property can have values in the range of 0-255, with higher values giving more contrast.

This property is available only for Morphis, Concord, and Compact Vision cameras.

See Also

Camera Property, CameraBrightnessProperty, Sequence Tab, Vision Sequences

CameraGain Property

Applies To

Vision Sequence

Description

Specifies the gain settings for the camera used in the current sequence. The gain determines the dynamic range of the digital values that will be assigned to the video signal in the A/D converter on the camera. (Also known as Contrast.)

Usage

VGet *Sequence*.**CameraGain**, *var*

VSet *Sequence*.**CameraGain**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 0 to 255

Default: 80 – Smart Camera

255 – Frame Grabber

Remarks

Adjust the value of the CameraGain property when you want to change the contrast of an acquisition. The CameraGain property can have values in the range of 0-255, with lower values representing higher gain in the analog section.

The CameraGain property is normally left at a value of 80. Setting too high or low CameraGain property value may cause improper vision processing.

Before adjusting the value of the CameraGain property, make sure that ExposureTime = 0.

This property is available only for Meteor2/MC cameras and Smart Cameras.

See Also

Camera Property, CameraContrast Property, CameraOffset Property, Sequence Tab, Vision Sequences

CameraHue Property

Applies To

Vision Sequence

Description

Specifies the hue setting for the camera used in the current sequence.

Usage

VGet *Sequence*.**CameraHue**, *var*

VSet *Sequence*. **CameraHue**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 255

Default: 128

Remarks

The CameraHue property is normally left at a value of 128. It is only available for color cameras.

Adjust the value of the CameraHue property when you want to change the color hue of an acquisition. The CameraHue property can have values in the range of 0-255.

See Also

Camera Property, CameraSaturation Property, Sequence Tab, Vision Sequences

CameraOffset Property

Applies To

Vision Sequence

Description

Specifies the offset for the camera used in the current sequence. The offset is the lower limit of the digital values that will be assigned to the video signal in the A/D converter. (Also known as Brightness.)

Usage

VGet *Sequence*.**CameraOffset**, *var*

VSet *Sequence*.**CameraOffset**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 0 - 255

Default: 0

Remarks

The CameraOffset property is normally left at the default value.

Change the CameraOffset property when you want to change the brightness of an acquisition. Adjusting the CameraOffset property allows you to select the lower and upper limits (saturation points) at which differentiation of assigned digital values begins and ends. Due to variations in camera components, the lowest digital values that can be converted may not be precisely 0, but will be close to 0. All signal voltages that exceed the upper limit of the dynamic range are assigned the highest digital value possible.

This property is available only for Meteor2/MC cameras and Smart Cameras.

See Also

Camera Property, CameraGain Property, Sequence Tab, Vision Sequences

CameraOrientation Property

Applies To

Vision Calibration

Description

Sets / returns the CameraOrientation type for the specified calibration.

Usage

VGet *Calibration*.**CameraOrientation**, *var*

VSet *Calibration*.**CameraOrientation**, *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

1 - Standalone

2 - Fixed Downward

3 - Fixed Upward

4 - Mobile on J2

5 - Mobile on J4

6 - Mobile on J5

7 - Mobile on J6

Default: 1 – Standalone

Remarks

The CameraOrientation property must be set before teaching calibration points.

See Also

Camera Property, CameraGain Property, Sequence Tab, Vision Sequences

CameraSaturation Property

Applies To

Vision Sequence

Description

Specifies the color saturation setting for the camera used in the current sequence.

Usage

VGet *Sequence*.**CameraSaturation**, *var*

VSet *Sequence*. **CameraSaturation**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 255

Default: 128

Remarks

The CameraSaturation property is normally left at a value of 128. It is only available for color cameras.

Adjust the value of the CameraSaturation property when you want to change the color saturation of an acquisition. The CameraSaturation property can have values in the range of 0-255.

See Also

Camera Property, CameraHue Property, Sequence Tab, Vision Sequences

CameraX Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the X position coordinate of the found part's position in the camera coordinate frame.

Usage

VGet *Sequence.Object*.**CameraX** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in millimeters.

Remarks

The CameraX result is always in millimeters in the camera coordinate system.

It should be noted that the CameraX result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraX result, an error will occur.

Statistics

For the CameraX result, the following statistics are available. CameraXMax, CameraXMean, CameraXMin, CameraXStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle result, Blob Object, CameraY result, CameraXYU result, Correlation Object, Edge Object, Found result, Geometric Object, Object Tab, Point Object, Polar Object, RobotX result

CameraX1 Result

Applies To

Vision Objects: Line

Description

Returns the starting point position (X1) of a Line object in Camera coordinates.

Usage

VGet *Sequence.Object*.**CameraX1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

The value returned for the CameraX1 result depends upon the calibration used for the camera. Values are always returned in millimeters.

Remarks

Every line must have a starting point and ending point. The CameraX1 and CameraX2 results represent the X coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (CameraX1, CameraY1) and (CameraX2, CameraY2) coordinate pairs can actually be Camera coordinate positions which match the CameraX and CameraY results for other vision objects. (In other words if a Line Object's starting point is defined by a Correlation object, then the (CameraX, CameraY) results from the Correlation object will match the (CameraX1, CameraY1) results for the Line object.)

It should be noted that the CameraX1 result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraX1 result, an error will occur.

See Also

Angle Result, CameraX2 Result, CameraY1 Result, CameraY2 Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, RobotX Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

CameraX2 Result

Applies To

Vision Objects: Line

Description

Returns the end point position (X2) of a Line object in Camera coordinates.

Usage

VGet *Sequence.Object***.CameraX2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

The value returned for the CameraX2 result depends upon the calibration used for the camera. Values are always returned in millimeters.

Remarks

Every line must have a starting point and ending point. The CameraX1 and CameraX2 results represent the X coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (CameraX1, CameraY1) and (CameraX2, CameraY2) coordinate pairs can actually be Camera coordinate positions which match the CameraX and CameraY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (CameraX, CameraY) results from the Correlation object will match the (CameraX1, CameraY1) results for the Line object.)

It should be noted that the CameraX2 result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraX2 result, an error will occur.

See Also

Angle Result, CameraX1 Result, CameraY1 Result, CameraY2 Result, Line Object, Object Tab, PixelX Result, PixelX2 Result, RobotX Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

CameraXYU Result

Runtime Only

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the CameraX, CameraY and Angle position coordinates of the found part's position in the camera coordinate frame.

Usage

VGet *Sequence.Object*.**CameraXYU** [(*result*)]**,** *found, xVar, yVar, uVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
found	Boolean variable representing whether or not the part you are looking for was found.
xVar	Real variable that will contain the X coordinate position of the part.
yVar	Real variable that will contain the Y coordinate position of the part.
uVar	Real variable that will contain the angular position (rotation) of the part with respect to the camera coordinate system
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

found	Boolean value which is either True or False
xVar	Real number in millimeters
yVar	Real number in millimeters
uVar	Real number in degrees

Remarks

The *xVar* and *yVar* values are returned in millimeters since the Camera Coordinate Frame is calibrated in millimeters. The *uVar* value is returned in degrees.

It should be noted that the CameraXYU result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraXYU result, an error will occur.

The CameraXYU result is available at runtime only.

See Also

Angle Result, Blob Object, CameraX Result, CameraY Result, Correlation Object, Edge Object, Found Result, Geometric Object, Point Object, Polar Object, RobotXYU Result

CameraY Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the Y position coordinate of the found part's position in the camera coordinate frame.

Usage

VGet *Sequence.Object*.**CameraY** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in millimeters

Remarks

The CameraY result is always in millimeters in the camera coordinate system.

It should be noted that the CameraY result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraY result, an error will occur.

Statistics

For the CameraY result, the following statistics are available. CameraYMax, CameraYMean, CameraYMin, CameraYStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraX Result, CameraXYU Result, Correlation Object, Edge Object, Found Result, Geometric Object, Point Object, Polar Object, RobotXYU Result, RobotY Result

CameraY1 Result

Applies To

Vision Objects: Line

Description

Returns the starting point position Y coordinate (Y1) of a Line object in Camera coordinates.

Usage

VGet *Sequence*.*Object*.**CameraY1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in millimeters

Remarks

Every line must have a starting point and ending point. The CameraY1 and CameraY2 results represent the Y coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (CameraX1, CameraY1) and (CameraX2, CameraY2) coordinate pairs can actually be Camera coordinate positions which match the CameraX and CameraY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (CameraX, CameraY) results from the Correlation object will match the (CameraX1, CameraY1) results for the Line object.)

It should be noted that the CameraY1 result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraY1 result, an error will occur.

See Also

Angle Result, CameraX1 Result, CameraX2 Result, CameraY2 Result, Line Object, Object Tab, PixelX Result, PixelY2 Result, RobotY Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

CameraY2 Result

Applies To

Vision Objects: Line

Description

Returns the ending point position (Y2) of a Line object in Camera coordinates.

Usage

VGet *Sequence.Object***.CameraY2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

The value returned for the CameraY2 result depends upon the calibration used for the camera. Values are always returned in millimeters.

Remarks

Every line must have a starting point and ending point. The CameraY1 and CameraY2 results represent the Y coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (CameraX1, CameraY1) and (CameraX2, CameraY2) coordinate pairs can actually be Camera coordinate positions which match the CameraX and CameraY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (CameraX, CameraY) results from the Correlation object will match the (CameraX1, CameraY1) results for the Line object.)

It should be noted that the CameraY2 result can only be calculated for vision sequences which have been associated with a calibration. If no calibration has been assigned to the vision sequence then if VGet is used to retrieve the CameraY2 result, an error will occur.

See Also

Angle Result, CameraX1 Result, CameraX2 Result, CameraY1 Result, Line Object, Object Tab, PixelX Result, PixelY2 Result, RobotY Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

Caption Property

Applies To

Vision Objects: All

Description

Sets or returns the caption of the object.

Usage

VGet *Sequence.Object.***Caption**, *var*

VSet *Sequence.Object.***Caption**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

String of 16 characters or less. Any alphanumeric or the following punctuation characters are allowed.

‘ _ ( ) * & $ # @ . : \ / < > “
Default: Empty string

Remarks

The Caption property allows you to assign a meaningful label to the vision object. By default, the Caption property is an empty string, and the name of the object will be used as its label.

See Also

Blob Object, CodeReader Object, Correlation Object, Edge Object, Frame Object, Geometric Object, ImageOp Object, Line Object, Object Tab, OCR Object, Point Object, Polar Object

CenterPntObjResult Property

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, OCR, Polar

Description

Specifies which result to use from the CenterPointObject.

Usage

VGet *Sequence.Object*.**CenterPntObjResult**, *var*

VSet *Sequence.Object*.**CenterPntObjResult**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The value can normally range from 1 to the NumberToFind value for the CenterPointObject. If the CenterPointObject is 'Screen', then the value is always 1. For ColorMatch objects, the value can be 0. In this case, a ColorMatch result will be created for each result of the CenterPointObject.

Default: 1

Remarks

CenterPntObjResult enables you to attach several objects to the results of one CenterPointObject. For example, you could create a blob object with NumberToFind set to 4. Then you could attach a polar object to each one of the results by specifying the blob for the CenterPointObject of each polar and a different CenterPntObjResult for each polar.

See Also

Blob Object, CenterPointObject Property, CenterX Property, CenterY Property, CodeReader Object, Correlation Object, Geometric Object, OCR Object, Object Tab, Polor Object

CenterPntRotOffset Property

Applies To

Vision Objects: ColorMatch

Description

Specifies whether the center point offset should be rotated or not.

Usage

VGet *Sequence.Object*.**CenterPntRotOffset**, *var*

VSet *Sequence.Object*. **CenterPntRotOffset**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

True – rotate the offset
False – do not rotate the offset
Default: False

Remarks

Set CenterPntRotOffsets to True if you want the center point offset to be rotated by the Angle result of the CenterPointObject.

See Also

ColorMatch Object, CenterPointObject Property, CenterPntOffsetX Property, CenterPntOffsetY Property

CenterPntOffsetX Property

Applies To

Vision Objects: Blob, CodeReader, ColorMatch, Correlation, Geometric, OCR, Polar

Description

Sets or returns the X offset of the center of the search window after it is positioned with the CenterPointObject.

Usage

VGet *Sequence.Object***.CenterPntOffsetX,** *var*

VSet *Sequence.Object***.CenterPntOffsetX,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer in pixels. If the search window would not be positioned within the video image as a result of the value, then the search window will not be re-positioned and the object will be marked as not found.

Default: 0

Remarks

The CenterPntOffsetX property can be used to shift a search window that has been positioned by a CenterPointObject.

If CenterPointObject property is set to None, then CenterPntOffsetX has no effect.

See Also

Blob Pbject, CenterPointObject, CenterPntOffsetY, CodeReader Object, ColorMatch Object, Correlation Object, Geometric Object, OCR Object, Object Tab, Polor Object

CenterPntOffsetY Property

Applies To

Vision Objects: Blob, CodeReader, ColorMatch, Correlation, Geometric, OCR, Polar

Description

Sets or returns the Y offset of the center of the search window after it is positioned with the CenterPointObject.

Usage

VGet *Sequence.Object***.CenterPntOffsetY,** *var*

VSet *Sequence.Object***.CenterPntOffsetY,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer in pixels. If the search window would not be positioned within the video image as a result of the value, then the search window will not be re-positioned and the object will be marked as not found.

Default: 0

Remarks

The CenterPntOffsetY property can be used to shift a search window that has been positioned by a CenterPointObject.

If CenterPointObject property is set to None, then CenterPntOffsetY has no effect.

See Also

Blob Object, CenterPointObject, CenterPntOffsetX, CodeReader Object, ColorMatch Object, Correlation Object, Geometric Object, OCR Object, Object Tab, Polor Object

CenterPointObject Property

Applies To

Vision Objects: Blob, CodeReader, ColorMatch, Correlation, Geometric, OCR, Polar

Description

Specifies the object whose position is used as the center for the specified object.

Usage

VGet *Sequence*.*Object*.**CenterPointObject**, *var*

VSet *Sequence*.*Object*.**CenterPointObject**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Name of a vision object or screen.

Default: Screen

Remarks

The CenterPointObject is based on the resulting coordinate position of an object which is executed prior to the specified object.

When teaching an object which has the CenterPointObject set to something other than Screen, the vision object defined as CenterPointObject is executed first and the resulting position (PixelX and PixelY) is used to position the object before it is taught. In order for the current object to be found in the future also requires that the vision object defined as the CenterPointObject is found so that the center of the current object can be based on the PixelX and PixelY positions for that object.

See Also

Blob Object, CenterX Property, CenterY Property, CodeReader Object, ColorMatch Object, Correlation Object, Geometric Object, Object Tab, OCR Object, Polar Object

CenterX Property

Applies To

Vision Objects: Polar

Description

Specifies the X Coordinate position to be used as the center point for the Polar object.

Usage

VGet *Sequence.Object***.CenterX,** *var*

VSet *Sequence.Object***.CenterX,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number from 0 – (video width in pixels – 1). However, we must take into account the value of the Radius property for the Polar object since the center of the Polar object cannot be at the edge of the Camera's field of view. Therefore, the actual range is:

(0 + Radius) - (Max Camera X Resolution – Radius – 1)

For example, an image resolution of (640x480) and a 16 pixel radius gives a range of 16 - 623.

Default: X coordinate screen position of the center of the Polar object

Remarks

This property is filled in automatically when the CenterPointObject property for a Polar object is set to another vision object. However, if the CenterPointObject property for a Polar object is set to Screen, then the user may set the CenterX property to position the Polar object.

The user may also set the CenterPointObject property for a Polar object automatically by physically dragging the Polar object to a new position on the screen. When this drag operation is done, the CenterX property is automatically updated with the new CenterX position of the Polar object.

See Also

CenterY Property, CenterPoint Property, Object Tab, Polar Object

CenterY Property

Applies To

Vision Objects: Polar

Description

Specifies the Y Coordinate position to be used as the center point for the Polar object.

Usage

VGet *Sequence.Object***.CenterY,** *var*

VSet *Sequence.Object***.CenterY,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number from 1 – (video width in pixels – 1). However, we must take into account the value of the Radius property for the Polar object since the center of the Polar object cannot be at the edge of the Camera's field of view. Therefore, the actual range is:

(0 + Radius) - (Max Camera Y Resolution – Radius – 1)

For example, an image resolution of 640x480 and a 16 pixel radius gives a range of 16 - 463.

Default: Y coordinate Screen Position of the center of the Polar object

Remarks

This property is filled in automatically when the CenterPointObject property for a Polar object is set to another vision object. However, if the CenterPointObject property for a Polar object is set to Screen, then the user may set the CenterY property to position the Polar object.

The user may also set the CenterPointObject property for a Polar object automatically by physically dragging the Polar object to a new position on the screen. When this drag operation is done, the CenterY property is automatically updated with the new CenterY position of the Polar object.

See Also

CenterX Property, CenterPoint, Object Tab, Polar Object

CodeType Property

Applies To

Vision Objects: CodeReader

Description

Sets / returns which type of bar code or matrix code to search for with the CodeReader object.

Usage

VGet *Sequence.Object***.CodeType,** *var*

VSet *Sequence.Object***.CodeType,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 – Data Matrix	2-D code
2 – EAN13	Digits 0 - 9, fixed length
3 – Code39	0 - 9, A - Z, ./+-%$Spc, variable length
4 – Interleaved 2 of 5	Digits 0 - 9, fixed length
5 – Code128	Full ASCII, variable length
6 – Codabar	0 - 9,$+.:/
7 – BC412	
8 – PDF417	Portable Data File 2D code
9 – MicroPDF 417	2-D code
10 – QR	2-D code
11 – Maxicode	2-D code
12 – Code 93	0 - 9, A - Z, ./+-%$Spc, variable length
13 – EAN 8	Digits 0 - 9, fixed length
14 – Pharmacode	Single integer between 3-131070
15 – Planet	Half and full height bars, 12 or 14 digits
16 – Postnet	Postal service zip codes
17 – RSS Code	Digits 0 - 9
18 – UPC A	Digits 0 - 9, fixed length.
19 – UPC E	Digits 0 - 9, fixed length

Default: 3 – Code39

Remarks

CodeType specifies which type of bar code or matrix code to search for with the CodeReader object.

See Also

CodeReader Object, Found Result, Object Tab

ColorIndex Result

Applies To

Vision Objects: ColorMatch

Description

Returns the index of the color model found to be the best match.

Usage

VGet *Sequence.Object*.**ColorIndex** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult

Values

Index of the matched color model.

Remarks

The ColorIndex result is the index of the matched color model. ColorName result is the name given to the color model of the best matched model.

See Also

ColorMatch Object, ColorName Result, ColorValue Result, Object Tab

ColorName Result

Applies To

Vision Objects: ColorMatch

Description

Returns the name of the color model found to be the best match.

Usage

VGet *Sequence.Object*.**ColorName** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult

Values

A string containing the name of the color model.

Remarks

ColorName is the name given to the color model of the best matched model. The ColorIndex result is the index of the matched model. The name of a color can be changed from the Vision Guide window by clicking on the Teach button for the object and changing the color names. At runtime, the ModelName property can be used.

See Also

ColorMatch Object, ColorIndex Result, ColorValue Result, ModelName Property, Object Tab

ColorValue Result

Applies To

Vision Objects: ColorMatch

Description

Returns the value of the color model found to be the best match.

Usage

VGet *Sequence*.*Object*.**ColorValue** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult

Values

RGB value of the color.

Remarks

ColorValue returns the RGB value of the matched color in the format &Hrrggbb (red, green, blue).

See Also

ColorMatch Object, ColorIndex Result, ColorName Result, Object Tab

Compactness Result

Applies To

Vision Objects: Blob

Description

Returns the compactness of a blob.

Usage

VGet *Sequence.Object*.**Compactness** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult

Values

Minimum value is 1.0.

Remarks

Compactness is a measure of how close all particles in a blob are from one another. It is derived from the perimeter and area. A circular blob is most compact and is defined to have a compactness measure of 1.0 (the minimum). More convoluted shapes have larger values.

See Also

Blob Object, Holes Result, Object Tab, Perimeter Result, Roughness Result

Confusion Property

Applies To

Vision Objects: Correlation, Geometric, Polar

Description

Indicates the amount of confusion expected in the image to be searched. This is the highest shape score a feature can get that is not an instance of the feature for which you are searching. (i.e. Will there be patterns in the image which will "confuse" the searching algorithms? To what level?)

Usage

VGet *Sequence.Object*.**Confusion,** *var*

VSet *Sequence.Object*.**Confusion,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1-999 with the higher numbers representing a higher confusion in an image.

Default: 800

Remarks

Both the Confusion property and the Accept property affect searching and pattern finding speed. The Confusion property allows the system to quit the Correlation Search or Polar Search before exploring all possible regions of the image, thus speeding up the process.

Set the Confusion property based on the highest value you expect the "wrong part" to get (plus a margin for error). The Confusion property should be greater than or equal to the Accept property. Setting the Confusion property to a high value may increase the time of the search, but may be necessary to insure that the correct features are found.

The Confusion property becomes very important when there are multiple features within an image which are very similar. In these cases the proper setting of the Confusion property (i.e. at a high enough level) helps eliminate the wrong features from the Correlation Search, or Polar Search. However, when an image has few features which look the same then the Confusion property can be set a little lower. This can help reduce processing time.

See Also

Accept Property, Correlation Object, Geometric Object, Object Tab, Polar Object, Score Result

Constraints Property

Applies To

Vision Objects: OCR

Description

Limits the candidates for each character position in an OCR string.

Usage

VGet *Sequence.Object*.**Constraints,** *var*

VSet *Sequence.Object*.**Constraints,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

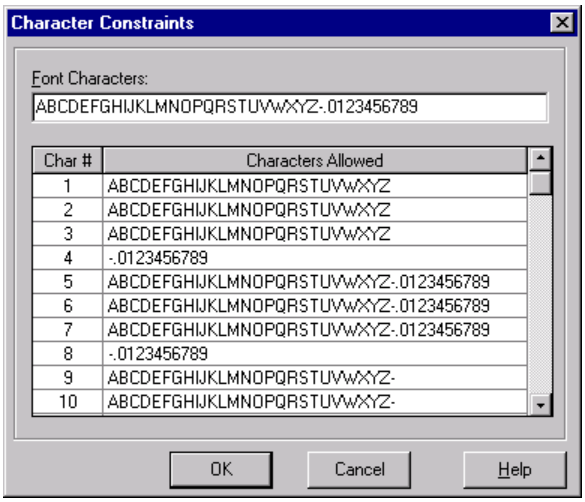
A String containing one or more characters that can be valid for the specified character position. Each character must be in the current font.

Remarks

Use the Constraints property to set limits on which letter or digit each character can be in an OCR string.

The Constraints property is available from both the Vision Guide window Object Tab and from the SPEL$^+$ Language.

From the Vision Guide GUI, a dialog is presented as shown below: All of the characters in the current font are displayed in the Font Characters text box. You can copy and paste characters from the text box to the grid. You can only enter the characters that are in the current font.



From the SPEL+ language, you must use the CurrentChar property to set which character you want to configure constraints for.

For example, this code sets the constraints for character position 2:

```
VSet seq1.ocr01.CurrentChar, 2
VSet seq1.ocr01.Constraints, "ABC123"
```

See Also

CreateFont Property, CurrentChar Property, Robustness Property, Object Tab, OCR Object

Contrast Result

Applies To

Vision Objects: Edge

Description

Returns the contrast of the found Edge.

Usage

VGet *Sequence.Object*.**Contrast,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number from 0 - 255

Remarks

Contrast is the difference in grayscale values between an edge and its background. Contrast can help find weaker edges. First, find the edge you want to search for and record the contrast value. Next, set the ContrastTarget property to this value. Then set the ScoreWeightContrast to a higher value that ScoreWeightStrength. This tells the Edge object to look for an edge with the desired contrast and base the score on it.

See Also

ContrastTarget Property, ContrastVariation Property, Edge Object

ContrastTarget Property

Applies To

Vision Objects: Edge

Description

Sets the desired contrast for the edge search.

Usage

VGet *Sequence.Object*.**ContrastTarget,** *var*

VSet *Sequence.Object*.**ContrastTarget,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - 255

Default: 0 (any contrast)

Remarks

ContrastTarget is the desired difference in grayscale values between an edge and its background. Use ContrastTarget to find weaker edges or edges at an angle. First, find the edge you want to search for and record the Contrast result value. You may have to temoparily change the Edge object position to find it. Next, set the ContrastTarget property to this value. Then set the ScoreWeightContrast to a higher value then ScoreWeightStrength. This tells the Edge object to look for an edge with the desired contrast and base the score on it.

See Also

Contrast Result, ContrastVariation Property, Edge Object

ContrastVariation Property

Applies To

Vision Objects: Edge

Description

ContrastVariation is the tolerance for the ContrastTarget property.

Usage

VGet *Sequence.Object*.**ContrastVariation,** *var*

VSet *Sequence.Object*.**ContrastVariation,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 0 - 255

Default: 0 (any variation)

Remarks

Use ContrastVariation to tighten the search for the edge with contrast of ContrastTarget.

See Also

Contrast Result, ContrastTarget Property, Edge Object

CreateFont Property

Applies To

Vision Objects: OCR

Description

Runs the Font wizard for the OCR object from the Vision Guide window.

Remarks

CreateFont is used to create a font for the OCR object. There are two types of fonts you can create:

SEMI Font	Based on SEMI standard fonts.
User Defined Font	Based on characters from an image and / or individually trained characters.

See Also

Constraints Property, OCR Object

CurrentChar Property

Runtime Only

Applies To

Vision Objects: OCR

Description

Sets / returns the current character index for the Constraints property.

Usage

VGet *Sequence.Object.***CurrentChar**, *var*

VSet *Sequence.Object.***CurrentChar**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1 to the number of characters that can be read.

Remarks

Use the CurrentChar property to set the current character index for the Constraints property.

For example, this code sets the constraints for character position 2:

```
VSet seq1.ocr01.CurrentChar, 2
VSet seq1.ocr01.Constraints, "ABC123"
```

See Also

Constraints Property, OCR Object

CurrentModel Property

Runtime Only

Applies To

Vision Objects: ColorMatch, ImageOp

Description

Sets / returns the current model index for teaching and naming models.

Usage

VGet *Sequence.Object.***CurrentModel**, *var*

VSet *Sequence.Object.***CurrentModel**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1 to the NumberOfModels result value.

Remarks

Use the CurrentModel property to set the current model index for teaching and naming color models.

For example, this code sets the color of model 2:

```
VSet seq1.ColorMatch01.CurrentModel, 2
VSet seq1.ColorMatch01.ColorValue, &Hff0000
VSet seq1.ColorMatch01.ModelName, "Red"
```

See Also

NumberOfModels Property, ColorMatch Object, ImageOp Object

CurrentResult Property

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric

Description

Defines which result to display in the Results list on the Object tab or which result to return data for when an object searches for multiple results.

Usage

VGet *Sequence.Object*.**CurrentResult**, *var*

VSet *Sequence.Object*.**CurrentResult**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1 - NumberToFind property value.

Default: 1

Remarks

Blob, Correlation, Edge, and Geometric objects support finding multiple results. The CurrentResult property defines which result to work with.

When you are only trying to find 1 result (as defined by the NumberToFind property), the CurrentResult property is automatically set to 1 since there is only 1 possible result to return.

When working with the Vision Guide window, you will also notice that the Results list on the Object tab will display a heading like "Result (1 of 15)". This means that the system tried to find 15 features (as defined by the NumberToFind property) and the Results list will display the results for item 1.

If you want to see the results for one of the other results, just change the CurrentResult property value to indicate which result you want to examine.

Results are ordered according to the Sort property setting.

See Also

Blob Object, Correlation Object, Edge Object, Found Result, Geometric Object, NumberFound Result, NumberToFind Property, Object Tab, Sort Property

Example

The following SPEL+ language example runs a vision sequence called "mtest" which contains a Blob object called "Blob01". "Blob01" has been defined to find multiple blobs (3) from within a single Search Window. (i.e. mtest.Blob01.NumberToFind = 3)

The following program will run the sequence and make sure that the proper number of features (3) was found for "Blob01" and then print the Area for each result.

```
Function main
  #define NUM_TO_FIND  3
  Integer foundCount, area
  VRun mtest
  VGet mtest.Blob01.NumberFound, foundCount
  If foundCount = NUM_TO_FIND Then
    Print "The correct number of blobs were found"
  Else
    Print "Only (", found, ") blobs were found"
  EndIf
  VSet mtest.Blob01.CurrentResult, 1
  VGet mtest.BLOB01.Area, area
  Print "1st blob area =", area, "pixels"

  VSet mtest.Blob01.CurrentResult, 2
  VGet mtest.Blob01.Area, area
  Print "2nd blob area =", area, "pixels"

  VSet mtest.Blob01.CurrentResult, 3
  VGet mtest.Blob01.Area, area
  Print "3rd blob area =", area, "pixels"
Fend
```

DetailLevel Property

Applies To

Geometric

Description

Selects the level at which an edge is considered found during the geometric search.

Usage

VGet *Sequence.Object.***DetailLevel**, *var*

VSet *Sequence.Object.***DetailLevel**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression that contains the new value of the property.

Values

1 - Medium

2 - High

3 - Very High

Default: 1 - Medium

Remarks

The DetailLevel property determines what is considered an edge during the search. Edges are defined by the transition in grayscale value between adjacent pixels. The default level (Medium) offers a robust detection of active edges from images with contrast variation, noise, and non-uniform illumination. Nevertheless, in cases where objects of interest have a very low contrast compared to high contrast areas in the image, some low contrast edges can be missed.

If your images contain low-contrast objects, a detail level setting of High should be used to ensure the detection of all important edges in the image. The Very High setting performs an exhaustive edge extraction, including very low contrast edges. However, it should be noted that this mode is very sensitive to noise.

The Smoothness property also affects how edges are extracted.

See Also

Geometric Object, Smoothness Property

EdgeThreshold Property

Applies To

Vision Objects: Edge

Description

Sets the threshold percentage for which edges with grayscale variation below this value are ignored.

Usage

VGet *Sequence.Object*.**EdgeThreshold,** *var*

VSet *Sequence.Object*.**EdgeThreshold,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 1 - 100%

Default: 2

Remarks

Use EdgeThreshold to reject edges along the search path with smaller grayscale variations. During an edge search, the image in the search area is projected into one line of pixels. Each pixel in the projection is a summation of all the pixels in the same column of the search area. An edge value is determined for each pixel in the projection. The EdgeThreshold rejects edges values below the setting.

See Also

Edge Object, Strength Result, StrengthTarget Property, StrengthVariation Property

EdgeType Property

Applies To

Vision Objects: Edge

Description

Sets / gets the type of edge to search for.

Usage

VGet *Sequence.Object*.**EdgeType,** *var*

VSet *Sequence.Object*.**EdgeType,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - Single

2 - Pair

Default: 1 – Single

Remarks

Use **EdgeType** to choose whether to search for a single edge or an edge pair. An edge pair is two opposing edges. The coordinate of the pair is the midpoint of the line between the two edge coordinates.

See Also

Edge Object

EndPntObjResult Property

Applies To

Vision Objects: Edge, Line

Description

Specifies which result to use from the EndPointObject.

Usage

VGet *Sequence*.*Object*.**EndPntObjResult**, *var*

VSet *Sequence*.*Object*.**EndPntObjResult**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The value can range from 1 to the NumberToFind value for the EndPointObject. If the EndPointObject is 'Screen', then the value is always 1.

Remarks

EndPntObjResult enables you to attach several objects to the results of one EndPointObject. For example, you could create a blob object with NumberToFind set to 4. Then you could attach a line object to each one of the results by specifying the blob for the EndPointObject of each line and a different EndPntObjResult for each line.

See Also

Edge Object, EndPointObject Property, Line Object, Object Tab, StartPntObjResult Property

EndPointObject Property

Applies To

Vision Objects: Edge, Line

Description

Specifies the vision object to use for the end point of a Line object.

Usage

VGet *Sequence*.*Object*.**EndPointObject**, *var*

VSet *Sequence*.*Object*.**EndPointObject**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property. Valid vision objects for the EndPointObject property are: Blob, Correlation, Edge, Geometric, Line, and Point objects. The Screen may also be used as the EndPointObject.

Values

Screen or any object that runs prior to the Line object.

Default: Screen

Remarks

When a Line object is first created, the EndPointObject property is set to Screen. However, Line objects are normally attached to other vision objects. This is the purpose of the StartPointObject and EndPointObject properties. Through these two properties the user can define a line between any two vision objects (except Frames).

Frame objects cannot be used to define an end point for a Line object. However, this does not cause a limitation because Frames are defined by other vision objects. In those cases where you want to define a line end point with a Frame object, use a Point object in the frame to define the end point of the Line object.

It is important to note that for each specific vision sequence, only those vision objects which are executed prior to the Line object in the vision sequence steps will be available to use as an EndPointObject.

See Also

Edge Object, EndPointType Property, Line Object, Object Tab, StartPointObject Property

EndPointType Property

Applies To

Vision Objects: Edge, Line

Description

Specifies the type of end point to use for the line object. In most cases the end point type will be a point (which usually means the PixelX and PixelY position of the EndPointObject). However, when the EndPointObject for the current line is a 2nd Line object, the EndPointType property is used to define an intersection point on the 2nd line such as the lines midpoint, endpoint, startpoint or perpendicular position.

Usage

VGet *Sequence.Object*.**EndPointType,** *var*

VSet *Sequence.Object*.**EndPointType,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

EndPointObject = Line	EndPointObject = Screen, Blob, Correlation, Geometric, Edge, or Point object
See remarks. Default: 2 – MidPoint	0 – Point When used with objects other than the Line object, the EndPointType can only be of type Point. Default: 0 – Point

Remarks

As you can see in the Values Table above, most of the EndPointObject's support only 1 EndPointType called Point. This is because most EndPointObject's use the PixelX and PixelY position for a reference position for defining a Start or End Point for a line. So when the EndPointObject is defined as Screen, Blob, Correlation, Edge, or Point, the EndPointType will always be set to 0 – Point.

The range of valid values for EndPointType depend upon the EndPointObject.

However, when the EndPointObject is another Line object, the user must decide where on the 2nd line to intersect with the 1st line. The choices are as follows:

1 - EndPoint	Use the end point of the other line as the endpoint for this line.
2 - MidPoint	Cut the other line in half and use the center (or midpoint of the other line as the endpoint for this line.
3 - Perpendicular	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion and use this position as the end point.
4 - StartPoint	Use the starting point of the other line as the end point for this line.
5 - PerpToStartPnt	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the start point of the first line and use this position as the end point.
6 - PerpToMidPnt	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the mid point of the first line and use this position as the end point.

7 - PerpToEndPnt Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the end point of the first line and use this position as the end point.

If the EndPointObject is modified to a Line object then the EndPointType is automatically changed to MidPoint.

If the EndPointObject is modified to Screen or Blob, Correlation, Edge, or Point object then the EndPointType is automatically changed to 0 - Point.

See Also

Edge Object, EndPointObject Property, Line Object, Object Tab, StartPointType Property

ErrorCorrection Property

Applies To

Vision Objects: CodeReader

Description

Sets / returns the error correction used for a CodeReader object.

Usage

VGet *Sequence.Object*.**ErrorCorrection,** *var*

VSet *Sequence.Object*.**ErrorCorrection,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values	Applies to CodeType
0 – None	BC412, Codabar, Code39, DataMatrix, Interleaved 2 of 5, Phamacode
1 – Auto	Codabar, Code128, DataMatrix, EAN13, PDF417, QR
2 – Check Digit	Code128, Code39, Code93, EAN8, EAN13, Interleaved 2 of 5, Planet, Postnet, RSS Code, UPCA, UPCE
3 – ECC 050	DataMatrix
4 – ECC 080	DataMatrix
5 – ECC 100	DataMatrix
6 – ECC 140	DataMatrix
7 – ECC 200	DataMatrix
8 – Reed Sol.1	PDF417
9 – Reed Sol.2	PDF417
10 – Reed Sol.3	PDF417
11 – Reed Sol.4	PDF417
12 – Reed Sol.5	PDF417
13 – Reed Sol.6	PDF417
14 – Reed Sol.7	PDF417
15 – Reed Sol.8	PDF417
16 – Reed Sol.	Maxicode, MicroPDF417
17 – ECC H	QR
18 – ECC L	QR
19 – ECC M	QR
20 – ECC Q	QR

Default: 1 - Auto

Remarks

Normally the ErrorCorrection property is set to Auto and automatically determines the which error correction scheme to use. You can set the ErrorCorrection property to a known value to make the search more robust. Note that not all correction schemes apply to all code types, as shown in the values above.

See Also

CodeReader Object, Found Result, Object Tab

ExportFont Property

Applies To

Vision Objects: OCR

Description

Runs a file dialog from the Vision Guide GUI that allows you to export a font file.

Remarks

Use the ExportFont property to export a font file.

See Also

CreateFont Property, ImportFont Property, Object Tab, OCR Object

ExposureDelay Property

Applies To

Vision Sequence

Description

Sets the delay time between receiving the hardware trigger and starting the exposure.

Usage

VGet *Sequence*.**ExposureDelay**, *var*

VSet *Sequence*.**ExposureDelay**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

Long value in microseconds.

Default: 0 (microsecond)

Remarks

Use ExposureDelay to set the time delay between the hardware trigger and the exposure start.

This property is only available for Compact Vision cameras.

See Also

RuntimeAcquire Property, ExposureTime Property, StrobeDelay Property, StrobeTime Property

ExposureTime Property

Applies To

Vision Sequences

Description

Sets the electronic shutter time for a camera that is running in asynchronous reset mode.

Usage

VGet *Sequence*.**ExposureTime**, *var*

VSet *Sequence*.**ExposureTime**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Long variable that will contain the value of the property.

value Long expression for the new value of the property.

Values

Long value in microseconds.

Default: 0 (microsecond)

Remarks

For Compact Vision cameras: When RuntimeAcquire is 1–Stationary and ExposureTime = 0, the default exposure time is used, as shown below.

Camera Model	Default Exposure Time
NET 1044 BU	14000 microseconds
NET 4133 BU	35400 microseconds

For Smart Cameras: When RuntimeAcquire is 1–Stationary and ExposureTime = 0, the camera acquires images in Next Frame mode. When the sequence runs, the camera waits for the next valid frame, then acquires the image. CameraGain and CameraOffset settings are used. Typical image acquire time is from 33 to 66 ms for SC300 series.

When RuntimeAcquire is 1–Stationary and ExposureTime is > 0, the camera acquires images in async reset mode. When the sequence runs, the camera sensor is exposed for the ExposureTime, then the image is acquired. CameraGain and CameraOffset settings are not used. Typical image acquire time is 33 ms + Exposure time.

For Smart Cameras: When RuntimeAcquire is 2–Strobed, ExposureTime must be > 0, and the camera acquires images in async reset mode. After the hardware trigger input is received, the camera sensor is exposed for the ExposureTime, then the image is acquired. CameraGain and CameraOffset settings are not used. Typical image acquire time is 33 ms + Exposure time.

Make sure that ExposureTime = 0 when adjusting the value of the CameraGain property.

See Also

RuntimeAcquire Property, CameraGain Property, CameraOffset Property, Sequence Tab

Extrema Result

Runtime only

Applies To

Vision Objects: Blob

Description

Returns the blob extrema coordinates.

Usage

VGet *Sequence.Object.***Extrema** [(*result*)]**,** *varMinX, varMaxX, varMinY, varMaxY*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
varMinX	Real variable containing minimum X position of the blob's Extrema.
varMaxX	Real variable containing maximum X position of the blob's Extrema.
varMinY	Real variable containing minimum Y position of the blob's Extrema.
varMaxY	Real variable containing maximum Y position of the blob's Extrema.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

The values returned are always in pixels and may be from 1 - video height.

Remarks

The MinX, MaxX, MinY, and MaxY results together define a blob's smallest enclosing rectangle that is aligned with the coordinate axes and completely encloses the blob. This rectangle is known as the extrema. The Extrema result enables you to retrieve all four coordinates in one command.

The Extrema value can be fractional. For example, 100.5 would be between the 100 and 101 pixels.

See Also

Area Result, Blob Object, MinX Result, MaxX Result, MaxY Result, MinY Result, Object Tab

Found Result

Applies To

Vision Objects: Blob, CodeReader, Correlation, Edge, Frame, Geometric, Line, Point, OCR, Polar

Description

Returns whether or not the object was found.

Usage

VGet *Sequence.Object*.**Found** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

0–False	The part was not found
1–True	The part was found

Remarks

The Found result simply returns whether or not the part or the current object is looking for was found. For example, and Edge Object returns whether or not an Edge was found and a Correlation object returns whether or not an image was found which matches the taught model.

The Found result is also included with the RobotXYU, and CameraXYU results to reduce the number of function calls required to move the robot to pick up parts when they are found.

See Also

Blob Object, CameraXYU Result, CodeReader Object, Correlation Object, CurrentResult Property, Edge Object, FoundOnEdge Result, Frame Object, Geometric Object, Line Object, NumberFound Result, NumberToFind Property, Object Tab, OCR Object, Point Object, Polar Object, RobotXYU Result, Score Result

FoundColor Property

Applies To

Vision Objects: All

Description

Selects the color for an object when it is found.

Usage

VGet *Sequence.Object*.**FoundColor,** *var*

VSet *Sequence.Object*.**FoundColor,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - Light Green	If this object is found, show it in Light Green
2 - Dark Green	If this object is found, show it in Dark Green

Default: 1 – Light Green

Remarks

You can set the FoundColor property to show an object that is found in Light Green, or Dark Green. In a bright image, the Dark Green could be easier to see, whereas in a darker image, the Light Green would be easier to see.

See Also

Graphics Property, Found Result

FoundOnEdge Result

Applies To

Vision Objects: Blob, Correlation, Geometric

Description

Returns 1–True when a Blob, Correlation, or Geometric object is found too close to the edge of the search window.

Usage

VGet *Sequence.Object*.**FoundOnEdge** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult.Used for objects that return multiple results.

Values

0–False	The part was not found at the edge of the search window
1–True	The part was found at the edge of the search window

Remarks

The FoundOnEdge result is a special status which works only with the Blob, Correlation, and Geometric objects. It tells the user why a specific Blob, Correlation, or Geometric object is not Found.

Sometimes the Vision System tries to report that a Blob, Correlation, or Geometric object was found even though part of the object may be located outside of the Field of View. Rather than report these objects as Found, Vision Guide returns 0–False for the Found result when a Blob, Correlation, or Geometric object is found but part of the object is outside of the Search Window.

If you want to reject a part when FoundOnEdge is 1–True, set the RejectOnEdge property to 1–True.

There will be cases where you will use a Correlation object and the Found result continues to return 0–False even though the Score result for the object is well below the Accept property. In these situations, check the FoundOnEdge result and RejectOnEdge property. This will tell you that the part was in fact found by the Vision System but that Vision Guide will not return the results because the part or object is outside of the Field of View when the picture was taken.

See Also

Blob Object, Correlation Object, Found Result, Geometric Object, Object Tab, RejectOnEdge Property, Score Result

Frame Property

Applies To

Vision Objects: Blob, CodeReader, ColorMatch, Correlation, Edge, Geometric, ImageOp, Line, Point, OCR, Polar

Description

Defines the current object searching position with respect to the specified frame.

Usage

VGet *Sequence.Object*.**Frame,** *var*

VSet *Sequence.Object*.**Frame,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Any Frame object which is located prior to the current vision object in the Object Execution Step List can be specified as the Frame property value.

Default: None

Remarks

The Frame property is very useful for aligning objects to specific positions which respect to other objects found positions. For more details see the Frame object explanation in *Vision Objects*.

Vision objects can use any Frame objects which have been defined as long as the associated Frame object is located before the vision object in the Object Execution Step List.

The Object Execution Step List is the list shown on the Sequence Tab which shows the execution order for all objects in the current sequence.

See Also

Blob Object, CodeReader Object, ColorMatch Object, Correlation Object, Edge Object, Frame Object, Geometric Object, ImageOp Object, Line Object, Object Tab, OCR Object, Point Object, Polar Object

Graphics Property

Applies To

Vision Objects: All

Description

Specifies which graphics to display at runtime and design time. (i.e. Whether to show graphics for each object, just position information, or nothing at all.) This property can help remove screen clutter from complex vision sequences.

Usage

VGet *Sequence.Object*.**Graphics,** *var*

VSet *Sequence.Object*.**Graphics,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - All	Display object labels, line references, and found position
2 - Position Only	Display found position only
3 - None	Don't display any graphics at run time

Default: 1 – All

Remarks

While graphics such as vision object Labels (which show vision object names), lines, Search Windows, and found position crosshairs are very useful they can get in the way if too many are displayed at the same time. The Graphics property helps eliminate unnecessary clutter on the Vision Guide Development, Run or Operator Windows by removing those graphics from objects which the designer specifies.

The Graphics property is used to define the graphics display characteristics for each vision object. These will normally be set to values which, when combined with the Graphics Properties of other vision objects, will help reduce screen display clutter. The Graphics property is normally used to set the graphics characteristics exactly as you would like your final vision solution to display graphics on the Run or Operator Window.

The Graphics property settings for all vision objects can be overridden with the Force All Graphics On and Force Labels Off Vision Guide toolbar buttons.

It is important to note that the Graphics property settings apply to both runtime and design modes. (i.e. the Run Window, Operator Window, and Vision Guide Window) This is done to ensure that the graphics display is always the same regardless of if you run a sequence from the Vision Guide Window or from a program.

See Also

Blob Object, CodeReader Object, Correlation Object, Edge Object, Frame Object, Geometric Object, ImageOp Object, Line Object, Object Tab, OCR Object, Point Object, Polar Object

Holes Result

Applies To

Vision Objects: Blob

Description

Returns the number of holes found within a Blob object.

Usage

VGet *Sequence.Object*.**Holes** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult

Values

Valid values are zero to the number of holes found.

Remarks

A hole is a blob with opposite polarity located within the blob that was found. Holes that intersect the edge of the blob are not counted.

See Also

Blob Object, Compactness Result, Object Tab, Perimeter Result, Roughness Result

ImageBuffer Property

Applies To

Vision Sequence

Description

Specifies which image buffer to use for a sequence.

Usage

VGet *Sequence*.**ImageBuffer**, *var*

VSet *Sequence*.**ImageBuffer**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 0-10.

Default: 0

Remarks

When a sequence takes a picture or searches for objects, it uses the camera image buffer specified with the ImageBuffer property. Each frame grabber camera has its own private image buffer (0), which is the ImageBuffer default value. In addition, there are 10 global image buffers that are shared between all cameras and sequences in the project. Using shared image buffers, you can grab an image with one sequence and search the same image with other sequences. When you are only searching for objects in an image that has already been acquired by another sequence, you must set the sequence RuntimeAcquire property to None.

Note that the ImageBuffer property cannot be used with Smart Cameras.

Example

In the following example, the robot is moved to five camera positions and a picture is taken at each position into an image buffer. Next, another sequence is used to search the previously acquired images.

```
Function FindParts
  Integer i

  ' Move the camera to 5 positions and grab an image into 5 buffers
  For i = 1 to 5
    Go P(100 + i)
    VSet TakePicture.ImageBuffer, i
    VRun TakePicture
  Next i

  ' Signal to other tasks that we are done with the robot
  MemOn ScanFinished

  ' Search for a part in each image
  ' The SearchPart sequence RuntimeAcquire property is set to None
  For i = 1 to 5
    VSet SearchPart.ImageBuffer, i
    VRun SearchPart
    VGet SearchPart.Blob01.Found, g_PartFound(i)
  Next i
Fend
```

ImageColor Property

Applies To

Vision Sequence

Description

Specifies which how the color image is acquired.

Usage

VGet *Sequence*.**ImageColor**, *var*

VSet *Sequence*.**ImageColor**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 – All	Acquire all three color bands: Red, Green, and Blue.
2 – Red	Acquire only the red color band.
3 – Green	Acquire only the green color band.
4 – Blue	Acquire only the blue color band.
5 – Grayscale	Acquire a grayscale image.

Default: 1 - All

Remarks

Use the ImageColor property to configure which color band(s) to acquire. This property is only available for color cameras.

ImageFile Property

Applies To

Vision Sequence

Description

Sets or returns the image file for the current sequence.

Usage

VGet *Sequence*.**ImageFile,** *var*

VSet *Sequence*.**ImageFile,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	String variable that will contain the value of the property.
value	String expression that contains the new value of the property.

Value

String that containing a image

Default: None

Remarks

Use the ImageFile property to view and search images stored on disk with the SaveImage property.

To set the value to None from the Vision Guide window, select the ImageFile property, then press the Del key.

Supported formats for bitmap files:

(All of the following conditions must be satisfied.)

Uncompressed Windows Bitmap

Bit depth: either of 8, 16 (RGB555), 24, or 32 (RGB888)

Following formats are not supported.

OS/2

Compressed files

Bit depth: 1, 4

See Also

Sequence Tab, Vision Sequences, SaveImage Property, ImageSource Property

ImageSource Property

Applies To

Vision Sequence

Description

Sets or returns the current image source for the sequence.

Usage

VGet *Sequence*.**ImageSource,** *var*

VSet *Sequence*.**ImageSource,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Integer variable that will contain the value of the property.
value	Integer expression that contains the new value of the property.

Value

1 – Camera

2 – File

Default: None

Remarks

ImageSource allows you to run a sequence from a camera image or from an image file set with the ImageFile property.

If the ImageFile property is set to a valid image file, then the ImageSource property will automatically be set to 2 - File.

See Also

Sequence Tab, Vision Sequences, ImageFile Property

ImportFont Property

Designtime only

Applies To

Vision Objects: OCR

Description

Runs a file dialog from the Vision Guide GUI that allows you to import a font file.

Remarks

Use the ImportFont property to import a font file that has been previously exported with the ExportFont property. You can import font files created in any project.

See Also

CreateFont Property, ExportFont Property, OCR Object

InvalidChar Property

Applies To

Vision Objects: OCR

Description

Sets / returns the character used in the Text result to represent an invalid character.

Usage

VGet *Sequence.Object*.**InvalidChar,** *var*

VSet *Sequence.Object*.**InvalidChar,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

String with one character.

Default: "?"

Remarks

The InvalidChar property allows you to set which character should be substituted for invalid characters in the Text result after an OCR search operation.

See Also

CalString Property, Constraints Property, Object Tab, OCR Object, Text Result

Iterations Property

Applies To

Vision Objects: ImageOp

Description

Sets/returns how many times to execute the image operation.

Usage

VGet *Sequence.Object*.**Iterations,** *var*

VSet *Sequence.Object*.**Iterations,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 ~ 99

Default: 1

Remarks

The Iterations property affects the following ImageOp operations:

Open, Close, Erode, Dilate, Smooth, Sharpen1, Sharpen2, Thin, Thicken.

See Also

ImageOp Object, Operation Property

Lamp Property

Applies To

Vision Calibration

Description

Sets the output bit used for the calibration lamp.

Usage

VGet *Calibration*.**Lamp,** *var*

VSet *Calibration*.**Lamp,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value of a valid standard output bit.

Default: None

Remarks

Use the Lamp property to automatically turn on a lamp for calibration. Use the LampDelay property to allow time for a lamp to turn on before calibration continues.

See Also

LampDelay Property, UpwardLamp Property

LampDelay Property

Applies To

Vision Calibration

Description

Sets / returns the amount of time to wait for a calibration lamp to turn on.

Usage

VGet *Calibration*.**LampDelay,** *var*

VSet *Calibration*.**LampDelay,** *value*

Calibration	Name of a calibration or string variable containing a calibration name.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number in seconds

Remarks

Use the LampDelay property to allow time for a lamp to turn on before calibration continues. This is especially useful for flourescent lamps.

See Also

Lamp Property, MotionDelay Property, UpwardLamp Property

Length Result

Applies To

Vision Objects: Line

Description

Returns a length in millimeters of the distance between the starting and ending point of the line.

Usage

VGet *Sequence.Object*.**Length,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the result.

Values

The value returned is always in millimeters and may be from 0 on up. This real number represents the length of the line and depends upon calibration in order to return a value.

Remarks

The Length result can only be returned if calibration has been performed because the length is measured in millimeters. This calibration can be done with or without the robot.

The Length result can be used for inspection and measurement applications where measurements are required. (For example, to measure spark plug gaps.)

See Also

Calibration, Line Object, Object Tab, PixelLength Result

LineObject1 Property

Applies To

Vision Objects: Point

Description

Specifies the 1st Line object to use for defining the position of a Point object. (LineObject1 defines the line which is used by the PointType property for defining the position of the Point object.)

Usage

VGet *Sequence.Object*.**LineObject1,** *var*

VSet *Sequence.Object*.**LineObject1,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Any Line object which is located prior to the Point object can be specified as the LineObject1 property value.

Default: None

Remarks

When a Point object is first created, the default LineObject1 property is set to None. However, if you want to position a point on the midpoint of a line, then the LineObject1 property defines which Line object to use. In this case the LineObject1 property must be set first and then the PointType property can be set to 1–MidPoint. A MidPoint of a line can only be specified for LineObject1. (i.e. you cannot specify the MidPoint of the LineObject2 property.)

LineObject1 can also be used to define the 1st of 2 lines when you want to define a Point object position as the intersection point between 2 lines. (LineObject2 defines the other Line to use for the intersection point.)

It is important to note that for each specific vision sequence, only those Line objects which are executed prior to the Point object in the vision sequence steps will be available to use as LineObject1. (The order of the vision object execution can be adjusted from the Sequence Tab.)

When using the point and click interface click on the LineObject1 property Value Field and a drop down list will appear showing a list of available Line objects which can be used for the LineObject1 property. Click on one of the choices and the value field will be set accordingly.

When using the Point-and-Click Object tab to set the LineObject1 property it is important to note that only those objects which are defined prior to the Point object are displayed in the drop down list. This helps reduce the chances of the user defining a Line object which isn't defined prior to the Point object.

Vision Guide automatically checks which vision objects may be used as LineObject1 and only displays those items in the LineObject1 drop down list.

See Also

Line Object, LineObject2 Property, Object Tab, Point Object, PointType Property

LineObject2 Property

Applies To

Vision Objects: Point

Description

Specifies the 2nd Line object to use for defining the position of a Point object when that position is defined by the intersection point of 2 lines. (LineObject1 and LineObject2 together define 2 lines whose intersection point can be defined as the position of the Point object.)

Usage

VGet *Sequence.Object***.LineObject2,** *var*

VSet *Sequence.Object***.LineObject2,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Any Line object which is located prior to the Point object can be specified as the LineObject2 property value.

Default: None

Remarks

The LineObject2 property is only required when you want to define the position of a Point object as the position of intersection between 2 Lines. In this case LineObject1 must also specify a Line object before the PointType property can be set. Once the lines are defined for LineObject1 and LineObject2, the PointType property can be set to Intersection. However, if either the LineObject1 or LineObject property is not yet defined then an error will occur when trying to set the PointType property to Intersection.

It is important to note that for each specific vision sequence, only those Line objects which are executed prior to the Point object in the vision sequence steps will be available to use as LineObject2. (The order of the vision object execution can be adjusted from the Sequence Tab.)

When using the point and click interface click on the LineObject2 property Value Field and a drop down list will appear showing a list of available Line objects which can be used for the LineObject2 property. Click on one of the choices and the value field will be set accordingly.

When using the Point-and-Click Object tab to set the LineObject2 property it is important to note that only those objects which are defined prior to the Point object are displayed in the drop down list. This helps reduce the chances of the user defining a Line object which isn't defined prior to the Point object.

Vision Guide automatically checks which vision objects may be used as LineObject2 and only displays those items in the LineObject2 drop down list.

See Also

Line Object, LineObject1 Property, Object Tab, Point Object, PointType Property

MaxArea Property

(Maximum Area)

Applies To

Vision Objects: Blob

Description

Defines the upper Area limit for the Blob Object. For a Blob to be found it must have an Area result below the value set for MaxArea property.

Usage

VGet *Sequence.Object***.MaxArea,** *var*

VSet *Sequence.Object***.MaxArea,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

1 - (video width x video height)

Default: 100000

Remarks

The purpose of the MinArea and MaxArea Properties is to set a range for the Blob object such that if a blob area does not fit within the range then it is considered not found. (i.e. the Found result is returned as False.)

When a new Blob object is created the range between the MinArea property and MaxArea property is quite large because the default values are set at 25 and 100,000 respectively. This means that in most situations the Blob object will return a Found result as 1–True since the range for Blobs is so wide. In most applications it is useful to set a tighter range between the MinArea and MaxArea Properties but of course there values will vary from application to application. The point here is to remember to set the MinArea and MaxArea Properties and don't just rely on the default settings.

Do no set the range between MinArea and MaxArea too large. If the range is too large, it may result in false detection.

See Also

Area Result, Blob Object, MinArea Property, MinMaxArea Property, Object Tab

MaxLength Property

Applies To

Vision Objects: Line

Description

Defines the upper length limit for the Line object. For a Line to be found it must have a Length result below the value set for MaxLength property.

Usage

VGet *Sequence.Object***.MaxLength,** *var*

VSet *Sequence.Object***.MaxLength ,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

0 or higher

Default: 1000

Remarks

The purpose of the MinLength and MaxLength Properties is to set a range for the Line object such that if a line length does not fit within the range then it is considered not found. (i.e. the Found result is returned as 0–False.)

This is useful when you want to gauge the length of a line in millimeters. To gauge a line in pixels, see the MinPixelLength and MaxPixelLength properties.

See Also

Line Object, MinLength Property, MinPixelLength Property, MaxPixelLength Property, Object Tab

MaxPixelLength Property

Applies To

Vision Objects: Line

Description

Defines the upper pixel length limit for the Line object. For a Line to be found it must have a PixelLength result below the value set for MaxPixelLength property.

Usage

VGet *Sequence.Object***.MaxPixelLength,** *var*

VSet *Sequence.Object***.MaxPixelLength ,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

0 or higher in pixels

Default: 1000

Remarks

The purpose of the MinPixelLength and MaxPixelLength Properties is to set a range for the Line object such that if a line length does not fit within the range then it is considered not found. (i.e. the Found result is returned as 0–False.)

This is useful when you want to gauge the length of a line in pixels. To gauge a line in Millimeters, see the MinLength and MaxLength properties. The default settings allow most lines to be found.

See Also

Line Object, MinLength Property, MaxLength Property, MinPixelLength Property, Object Tab

MaxX Result

Applies To

Vision Objects: Blob

Description

Returns the maximum X pixel coordinate of the blob extrema.

Usage

VGet *Sequence.Object*.**MaxX** [(*result*)] **,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

The value returned is always in pixels and may be from 1 - video width.

Remarks

The MinX, MaxX, MinY, and MaxY results together define a blob's smallest enclosing rectangle that is aligned with the coordinate axes and completely encloses the blob. This rectangle is known as the Extrema.

The MinX, MaxX, MinY, and MaxY results can hold fractional values. For example, 100.5 would be between the 100 and 101 pixels.

See Also

Area Result, Blob Object, Extrema Result, MaxY Result, MinX Result, MinY Result, Object Tab

MaxY Result

Applies To

Vision Objects: Blob

Description

Returns the maximum Y pixel coordinate of the blob extrema.

Usage

VGet *Sequence*.*Object*.**MaxY** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in pixels.

Remarks

The MinX, MaxX, MinY, and MaxY results together define a blob's smallest enclosing rectangle that is aligned with the coordinate axes and completely encloses the blob. This rectangle is known as the Extrema.

The MinX, MaxX, MinY, and MaxY results can hold fractional values. For example, 100.5 would be between the 100 and 101 pixels.

See Also

Area Result, Blob Object, Extrema Result, MaxX Result, MinX Result, MinY Result, Object Tab

MinArea Property

Applies To

Vision Objects: Blob

Description

Defines the lower Area limit for the Blob object. For a Blob to be found it must have an Area result above the value set for MinArea property.

Usage

VGet *Sequence.Object***.MinArea,** *var*

VSet *Sequence.Object***.MinArea ,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

1 - MaxArea in pixels

Default: 25

Remarks

The purpose of the MinArea and MaxArea Properties is to set a range for the Blob object such that if a blob area does not fit within the range then it is considered not found.

When a new Blob object is created the range between the MinArea property and MaxArea property is quite large because the default values are set at 25 and 100,000 respectively. This means that in most situations the Blob object will return a Found result as 1–True since the range is large. In most applications it is useful to set a tighter range between the MinArea and MaxArea Properties but of course there values will vary from application to application. The point here is to remember to set the MinArea and MaxArea Properties and don't just rely on the default settings.

Do no set the range between MinArea and MaxArea too large. If the range is too large, it may result in false detection.

See Also

Area Result, Blob Object, MaxArea Property, Object Tab

MinLength Property

Applies To

Vision Objects: Line

Description

Defines the lower length limit for the Line object. For a Line to be found it must have a Length result above the value set for MinLength property.

Usage

VGet *Sequence.Object***.MinLength,** *var*

VSet *Sequence.Object***.MinLength ,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real number in millimeters

Default: 0

Remarks

The purpose of the MinLength and MaxLength Properties is to set a range for the Line object such that if a line length does not fit within the range then it is considered not found.

This is useful when you want to gauge the length of a line in millimeters. To gauge a line in pixels, see the MinPixelLength and MaxPixelLength properties.

See Also

Line Object, MaxLength Property, MinPixelLength Property, MaxPixelLength Property, Object Tab

MinMaxArea Property

Runtime only

Applies To

Vision Objects: Blob

Description

Defines the lower and upper Area limits for the Blob object. For a Blob to be found it must have an Area result greater than the MinArea property and less than the MaxArea property. (MinMaxArea property was added to allow easy manipulation of both the MinArea and MaxArea Properties from one function call in the SPEL$^+$ language.)

Usage

VGet *Sequence.Object*.**MinMaxArea,** *minVar, maxVar*

VSet *Sequence.Object*.**MinMaxArea,** *minVar, maxVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
minVar	Long variable containing the minimum area to get from or set to the MinArea property
maxVar	Long variable containing the maximum area to get from or set to the MaxArea property

Values

For details, refer to MaxArea Property or MinArea Property.

Remarks

The purpose of the MinMaxArea property is to provide a single function call from the SPEL$^+$ language to allow the setting of both the MinArea and MaxArea Properties.

Do no set the MinMaxArea setting too large. If the range is too large, it may result in false detection.

See Also

Area Result, Blob Object, MaxArea Property, MinArea Property, Object Tab

MinPixelLength Property

Applies To

Vision Objects: Line

Description

Defines the lower length limit for the Line object. For a Line to be found it must have a PixelLength result above the value set for MinPixelLength property.

Usage

VGet *Sequence.Object*.**MinPixelLength,** *var*

VSet *Sequence.Object*.**MinPixelLength ,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

0 or higher real number in pixels

Default: 0

Remarks

The purpose of the MinPixelLength and MaxPixelLength Properties is to set a range for the Line object such that if a line pixellength does not fit within the range then it is considered not found.

This is useful when you want to gauge the length of a line in pixels. To gauge a line in Millimeters, see the MinLength and MaxLength properties. The default settings allow most lines to be found.

See Also

Line Object, MaxLength property, MinLength property, MaxPixelLength property, Object Tab

MinX Result

Applies To

Vision Objects: Blob

Description

Returns the minimum X pixel coordinate of the blob extrema.

Usage

VGet *Sequence*.*Object*.**MinX** [(*result*)], *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in pixels

Remarks

The MinX, MaxX, MinY, and MaxY results together define a blob's smallest enclosing rectangle that is aligned with the coordinate axes and completely encloses the blob. This rectangle is known as the extrema.

The MinX, MaxX, MinY, and MaxY results can hold fractional values. For example, 100.5 would be between the 100 and 101 pixels.

See Also

Area Result, Blob Object, MaxX Result, MaxY Result, MinY Result, Object Tab

MinY Result

Applies To

Vision Objects: Blob

Description

Returns the minimum Y pixel coordinate of the blob extrema.

Usage

VGet *Sequence*.*Object*.**MinY** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in pixels

Remarks

The MinX, MaxX, MinY, and MaxY results together define a blob's smallest enclosing rectangle that is aligned with the coordinate axes and completely encloses the blob. This rectangle is known as the Extrema.

The MinX, MaxX, MinY, and MaxY results can hold fractional values. For example, 100.5 would be between the 100 and 101 pixels.

See Also

Area Result, Blob Object, MaxX Result, MaxY Result, MinX Result, Object Tab

ModelColor Property

Runtime Only

Applies To

Vision Objects: ColorMatch, ImageOp

Description

Gets / sets the color of a model.

Usage

VGet *Sequence.Object***.ModelColor,** *var*

VSet *Sequence.Object***.ModelColor,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the property.
value	Long expression that will contain the new value of the property.

Values

The color of the model in the format &Hrrggbb (red, green, blue).

Remarks

The ModelColor property is used to set the color of a model at runtime.

See Also

ColorMatch Object, ImageOp Object, ModelName Property

ModelColorTol Property

Runtime Only

Applies To

Vision Objects: ImageOp

Description

Gets / sets the color tolerance of a model.

Usage

VGet *Sequence*.*Object*.**ModelColorTol,** *var*

VSet *Sequence*.*Object*.**ModelColorTol,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression that will contain the new value of the property.

Values

The color tolerance of the model.

Remarks

The ModelColorTol property is used to set the color tolerance of a model at runtime.

See Also

ImageOp Object

ModelName Property

Runtime Only

Applies To

Vision Objects: ColorMatch, ImageOp

Description

Gets / sets the name of a model.

Usage

VGet *Sequence.Object***.ModelName,** *var*

VSet *Sequence.Object***.ModelName,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression that will contain the new value of the property.

Values

The name of the model.

Remarks

The ModelName property is used to set the name of a model at runtime.

See Also

ColorMatch Object, ImageOp Object, ModelColor Property

ModelObject Property

Applies To

Vision Objects: ColorMatch, Correlation, Geometric, Polar

Description

Determines which model to use for searching.

Usage

VGet *Sequence.Object*.**ModelObject,** *var*

VSet *Sequence.Object*.**ModelObject,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property.

Values

Self	Use the model for this object to search with.
objectName	Use the model for this object.

Default: Self

Remarks

The ModelObject property enables you to use one model for several objects of the same type. For example, if you have 5 polar objects that all search for the same part, you can teach the model for the first polar object, then set the ModelObject for the remaining polar objects to "Polar01" (the first polar object).

Note that you cannot set the ModelObject property to an object whose ModelObject property is not 'Self'.

See Also

ColorMatch Object, Correlation Object, Geometric Object, Polar object, Object Tab

ModelOK Property

Runtime only

Applies To

Vision Objects: Correlation, Geometric, OCR, Polar

Description

Returns the status of an object's model.

Usage

VGet *Sequence.Object***.ModelOK,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.

Values

0 – False

1 – True

Remarks

If the model has been taught, ModelOK will return 1–True. You can ensure that the sequence will run before running a sequence.

See Also

Correlation Object, Geometric Object, ModelObject Property, OCR Object, Polar object

ModelOrgAutoCenter Property

Applies To

Vision Objects: Correlation, Geometric

Description

A model has a fixed reference point by which we describe its location in an image. This point is referred to as the model's origin. The ModelOrgAutoCenter property causes the model origin to be placed at the center of the model window automatically.

Usage

VGet *Sequence.Object.***ModelOrgAutoCenter**, *var*

VSet *Sequence.Object.***ModelOrgAutoCenter**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 – False	Do not cause the model origin to be automatically positioned
1 – True	Automatically position the model origin at the center of the model window

Default: 1 – True

Remarks

The model origin may lie anywhere within the region defined by the model window. The origin's coordinates define the model origin relative to the model window's upper left corner, that is, relative to the location of element [0][0] of the model window that defines the model.

The ModelOrgAutoCenter property causes the model origin to be positioned automatically in the center of the model window whenever the model window is moved or resized.

If the ModelOrgAutoCenter property is set to 1–True, then the ModelOrgX and ModelOrgY Properties cannot be used to reposition the model origin.

See Also

Anatomy of a Vision Object, Correlation Object, Geometric Object, ModelOrgX Property, ModelOrgY Property, Object Tab

ModelOrgX Property

Applies To

Vision Objects: Correlation, Geometric

Description

A model has a fixed reference point by which we describe its location in an image. This point is referred to as the model origin. The ModelOrgX property contains the X coordinate value of the model origin.

Usage

VGet *Sequence.Object*.**ModelOrgX,** *var*

VSet *Sequence.Object*.**ModelOrgX,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The ModelOrgX property can be set between 1-255 because the model window is limited in the X direction to 255 pixels. It should be noted that the ModelOrgX defines the X coordinate of the model origin with respect to the model's upper left corner.

Default: The model origin is placed in the center of the model window when a new object is created.

Remarks

The model origin may lie anywhere within the model window Region. The origin's coordinates define the model origin relative to the model's upper left corner, that is, relative to the location of element [0][0] of the image that defines the model.

When you create a new Correlation, the model origin is set to the center of the model window. However, the user may modify this position by typing in a new X and Y positions into the ModelOrgX and ModelOrgY Properties or by simply clicking on the model origin (the crosshair shown in the middle of the model window) and moving it to the position desired.

The user can also modify the model origin automatically by setting the ModelOrgAutoCenter property to 1–True. If the ModelOrgAutoCenter property is set to 1–True then the model origin is automatically set to the center of the model window.

If the ModelOrgAutoCenter property is set to 1–True, the ModelOrgX property cannot be used to reposition the model origin.

See Also

Anatomy of a Vision Object, Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgY Property, Object Tab

ModelOrgY Property

Applies To

Vision Objects: Correlation, Geometric

Description

A model has a fixed reference point by which we describe its location in an image. This point is referred to as the model's Origin. The ModelOrgY property contains the Y coordinate value of the model's origin.

Usage

VGet *Sequence.Object*.**ModelOrgY,** *var*

VSet *Sequence.Object*.**ModelOrgY,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Basically, the ModelOrgY property can be set between 1-255. However, it should be noted that the ModelOrgY defines the Y coordinate of the model origin with respect to the model's upper left corner.

Default: The model origin is placed in the center of the model window when a new object is created.

Remarks

The model origin may lie anywhere within the model's bounds. The origin's coordinates define the model origin relative to the model's upper left corner, that is, relative to the location of element [0][0] of the image that defines the model.

When you create a new Correlation object, the model origin is set to the center of the model window. However, the user may modify this position by typing in a new X and Y positions into the ModelOrgX and ModelOrgY Properties or by simply clicking on the model origin (the crosshair shown in the middle of the model window) and moving it to the position desired.

The user can also modify the model origin automatically by setting the ModelOrgAutoCenter property to 1–True. If the ModelOrgAutoCenter property is set to 1–True then the model origin is automatically set to the center of the model window.

If the ModelOrgAutoCenter property is set to 1–True, the ModelOrgY property cannot be used to reposition the model origin.

See Also

Anatomy of a Vision Object , Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgX Property, Object Tab

ModelWin Property

Runtime only

Applies To

Vision Objects: Correlation, Geometric

Description

Defines the position and size of the model window for Correlation and Geometric objects.

Usage

VGet *Sequence.Object*.**ModelWin,** *LeftVar, TopVar, WidthVar, HeightVar*

VSet *Sequence.Object*.**ModelWin,** *LeftVar, TopVar, WidthVar, HeightVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
LeftVar	Integer variable representing the leftmost position of the model window (in Pixels).
TopVar	Integer variable representing the uppermost position of the model window (in Pixels).
WidthVar	Integer variable representing the width of the model window (in Pixels).
HeightVar	Integer variable representing the height of the model window (in Pixels).

Values

All Values are in Pixels. See the ModelWinTop, ModelWinLeft, ModelWinWidth, and ModelWinHeight Properties for exact value data.

Remarks

The ModelWin property was added to provide easy access to the ModelWinTop, ModelWinLeft, ModelWinWidth and ModelWinHeight Properties from the SPEL$^+$ Language. The ModelWin property allows the setting of all 4 Properties. There are cases where the user may want to define the position and size of the model window dynamically and for that reason the ModelWin property was created.

The ModelWin property can be applied to the Correlation and Geometric objects. Each of these object types have rectangular model windows used to define the position and size of the Model.

See Also

Correlation Object, Geometric Object, ModelWinHeight Property, ModelWinLeft Property, ModelWinTop Property, ModelWinWidth Property, Object Tab

ModelWinHeight Property

Applies To

Vision Objects: Correlation, Geometric, OCR

Description

Defines the height of the model window used for Correlation and Geometric object models.

Usage

VGet *Sequence*.*Object*.**ModelWinHeight**, *var*

VSet *Sequence*.*Object*.**ModelWinHeight**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression that contains the new value of the property.

Values

Integer number in pixels from 10 – 240.

Default: 50

Remarks

The model window always fits inside the Search Window.

The Correlation and Geometric objects have rectangular model windows which define the position and size of the model to be taught. The ModelWinHeight property is set automatically when the user drags the upper or lower horizontal sides of the model window.

Keep in mind that larger model windows cause the taught Model to be bigger, which in turn cause the execution time to increase.

The ModelWinHeight property is available from both the Vision Guide window Object tab and from the SPEL$^+$ Language. The easiest way to set the ModelWinHeight is to simply click on the upper or lower horizontal sides of the model window and then drag them vertically.

It is also possible to set a specific height value for the ModelWinHeight property. Click on the ModelWinHeight property Value Field and simply enter in the value which you would like to set the ModelWinHeight property to. Once the user moves the cursor off the value field, the ModelWinHeight will be adjusted for the associated vision object. Note that the additional height is added to the lower side of the model window. This is because the upper most position of the model window is fixed according to the ModelWinTop property.

See Also

Anatomy of a Vision Object , Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgY Property, ModelOrgY Property, ModelWin Property, ModelWinLeft Property, ModelWinTop Property, ModelWinWidth Property, Object Tab, OCR Object

ModelWinLeft Property

Applies To

Vision Objects: Correlation, Geometric, OCR

Description

Defines the left most position of the model window for Correlation and Geometric objects.

Usage

VGet *Sequence.Object*.**ModelWinLeft,** *var*

VSet *Sequence.Object*.**ModelWinLeft,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression that contains the new valuw of the property.

Values

Integer number in pixels from 1 - video width

Remarks

The ModelWinLeft property is available for the Correlation and Geometric objects only since those are the only vision objects which use a Model to define a pattern to search for. The model window always fits inside the Search Window.

The Correlation and Geometric objects have rectangular model windows which define the position and size of the model to be taught. The ModelWinLeft property is set automatically when the user drags the entire model window to a new location or when the leftmost side of the model window is dragged to resize the model window.

The ModelWinLeft property is available from both the Vision Guide window Object Tab and from the SPEL$^+$ Language. The easiest way to set the ModelWinLeft position is to simply click down on one of the sides of the model window and then drag the model window to a new position. You can also click on the leftmost vertical side of the model window at the center of the vertical line where the leftmost window handle is (the small square on the left vertical side of the Model window). You will see the mouse pointer change to a two direction horizontal arrow. Now drag the leftmost vertical side of the model window and you will see the size of the model change. Release the mouse button when you want to set the position.

It is also possible to set a specific value for the ModelWinLeft property. Click on the ModelWinLeft property Value Field in the Object tab and simply enter in the value which you would like to set the ModelWinLeft property to. Once the user moves the cursor off the value field, the leftmost position of the model window will be adjusted for the associated vision object.

See Also

Anatomy of a Vision Object, Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgX Property, ModelOrgY Property, ModelWin Property, ModelWinHeight Property, ModelWinTop Property, ModelWinWidth Property, Object Tab, OCR Object

ModelWinTop Property

Applies To

Vision Objects: Correlation, Geometric, OCR

Description

Defines the upper most position of the model window for Correlation and Geometric objects.

Usage

VGet *Sequence.Object*.**ModelWinTop,** *var*

VSet *Sequence.Object*.**ModelWinTop,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression that contains the new value of the property.

Values

Integer number in pixels from 1 - video height

Remarks

The ModelWinTop property is available for the Correlation and Geometric objects only since those are the only vision objects which use a model to define a pattern to search for. The model window always fits inside the Search Window.

The Correlation and Geometric objects have rectangular model windows which define the position and size of the model to be taught. The ModelWinTop property is set automatically when the user drags the entire model window to a new location or when the topmost side of the model window is dragged to resize the model window.

The ModelWinTop property is available from both the Vision Guide window Object tab and from the SPEL$^+$ Language. The easiest way to set the ModelWinTop position is to simply click on the top or bottom horizontal side of the model window and then drag the model window to a new position. You can also click on the uppermost horizontal side of the model window at the center of the vertical line where the uppermost side window handle is (the small square on the upper horizontal side of the Model window). You will see the mouse pointer change to a two direction vertical arrow. Now drag the uppermost horizontal side of the model window and you will see the size of the model change. Release the mouse button when you want to set the position.

It is also possible to set a specific value for the ModelWinTop property. Click on the ModelWinTop property Value Field and simply enter in the value which you would like to set the ModelWinTop property to. Once the user moves the cursor off the value field, the uppermost position of the model window will be adjusted for the associated vision object.

See Also

Anatomy of a Vision Object, Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgX Property, ModelOrgY Property, ModelWin Property, ModelWinHeight Property, ModelWinLeft Property, ModelWinWidth Property, Object Tab, OCR Obejct

ModelWinWidth Property

Applies To

Vision Objects: Correlation, Geometric, OCR

Description

Defines the width of a model window.

Usage

VGet *Sequence*.*Object*.**ModelWinWidth**, *var*

VSet *Sequence*.*Object*.**ModelWinWidth**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression tha contains the new value of the property.

Values

Integer number in pixels from 10 – 256.

Default: 50

Remarks

The model window always fits inside the search window.

The ModelWinWidth property is set automatically when the user drags the entire model window to a new location or when one of the horizontal sides of the model window is dragged to resize the model window.

Keep in mind that larger model windows cause the taught Model to be larger, which in turn may cause the execution time to increase.

The ModelWinWidth property is available from both the Vision Guide window Object tab and from the SPEL$^+$ Language. The easiest way to set the ModelWinWidth value is to simply click on the left or right vertical side of the model window and then drag the model window to a new position. The ModelWinWidth property will be set automatically.

You can also click on the left or right vertical side of the model window at the center of the vertical line where the window handle is (the small square on the upper horizontal side of the Model window). You will see the mouse pointer change to a two direction horizontal arrow. Now drag the side of the model window and you will see the of the model change in width. Release the mouse button when you want to set the position.

It is also possible to set a specific value for the ModelWinWidth property. Click on the ModelWinWidth property Value Field and simply enter in the value which you would like to set the ModelWinWidth property to. Once the user moves the cursor off the value field, the uppermost position of the model window will be adjusted for the associated vision object. Note that the additional width is added to the right side of the model window. This is because the left most position of the model window is fixed according to the ModelWinLeft property.

See Also

Anatomy of a Vision Object, Correlation Object, Geometric Object, ModelOrgAutoCenter Property, ModelOrgX Property, ModelOrgY Property, ModelWin Property, ModelWinHeight Property, ModelWinLeft Property, ModelWinTop Property, Object Tab, OCR Obejct

MotionDelay Property

Applies To

Vision Calibration

Description

Sets / returns the amount of time to wait after each robot motion during the calibration cycle.

Usage

VGet *Calibration.***MotionDelay,** *var*

VSet *Calibration.***MotionDelay,** *value*

Calibration	Name of a calibration or string variable containing a calibration name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number in milliseconds

Default: 500

Remarks

Use the MotionDelay property to allow settling time after the robot is moved during a calibration cycle. During calibration, it is important that the robot, tooling, and table are not moving when the vision system is acquiring images. It is recommended that values below 500 milliseconds should not be used.

See Also

LampDelay Property

Name Property

Applies To

Vision Sequence

Vision Calibration

Vision Objects: All

Description

All vision objects, Sequences, and Calibrations must have a name. The name is then used to refer to the individual vision object, Sequence or Calibration.

Usage

VGet *Sequence*.*Object*.**Name**, *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.

Remarks

Upon the creation of a new vision sequence, a dialog is displayed requesting a name for the new Sequence. This name is then set as the Name property Value for the vision sequence. However, the user can modify this name from the Sequence Tab.

Upon the creation of a new vision object such as a Blob, Correlation, etc., a name is automatically assigned to the object. The names used are based on the object type with a numeric value appended to the end of the name. For example, the following names might have been created for a specific vision sequence: Blob01, Corr01, Blob02, Blob03, Corr02, Line01.

See Also

Blob Object, CodeReader Object, Correlation Object, Edge Object, Frame Object, Geometric Object, ImageOp Object, Line Object, Object Tab, OCR Object, Point Object, Polar Object, Sequence Tab

NumberFound Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric

Description

Returns the number of features found within a single Search Window for a Blob, Correlation, Edge, or Geometric object.

Usage

VGet Sequence.Object**.NumberFound,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the result.

Values

Valid number found for all objects is 0 - 100.

Remarks

Blob, Correlation, Edge, and Geometric objects support the finding of multiple features within a single Search Window. The NumberToFind property defines how many features to search for.

The NumberFound result returns how may features were actually found.

The NumberFound result is a special result. It will always return the number of features that were found for the specified vision object regardless of the setting of the CurrentResult property. All the other results in the Results List are specific to each individual results record and will have different values depending upon the setting of the CurrentResult property.

Blob results are ordered by largest found blob to smallest found blob. (i.e. result record 1 (CurrentResult = 1) contains the results for the largest blob.)

Correlation results are ordered by highest Score result to lowest Score result. (i.e. result Record 1 (CurrentResult =1) contains the results for the feature with the highest score.)

See Also

Blob Object, Correlation Object, CurrentResult Property, Edge Object, Found Result, Geometric Object, NumberToFind Property, Object Tab

Example

The following SPEL+ language example runs a vision sequence called *mtest* which contains a Correlation object called *Corr01*. *Corr01* has been defined to find multiple features (3).

The following program will run the sequence and make sure that the proper number of features (3) was found for *Corr01* and then print the Score result in descending order.

```
Function main

  #define NUM_TO_FIND 3

  Boolean numfound
  Integer score

  VRun mtest
  VGet mtest.Corr01.NumberFound, numfound
  If numfound = NUM_TO_FIND Then
    Print "The Proper Number of features(3) were found"
  Else
    Print "Only (", numfound, ") features were found"
    Exit Function
  EndIf
  VGet mtest.Corr01.Score(1), score
  Print "1st feature score (Best):   ", score

  VGet mtest.Corr01.Score(2), score
  Print "2nd feature score (Medium): ", score

  VGet mtest.Corr01.Score(3), score
  Print "3rd feature score (Worst):  ", score
Fend
```

NumberOfModels Property

Runtime Only

Applies To

Vision Objects: ColorMatch, ImageOp

Description

Gets / sets the number of models used by the object.

Usage

VGet *Sequence*.*Object*.**NumberOfModels,** *var*

VSet *Sequence*.*Object*.**NumberOfModels,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The number of models defined for the object.

Remarks

The NumberOfModels property is used at runtime to set the number of models for a ColorMatch or ImageOp object. After setting NumberOfModels, you can use CurrentModel and VTeach to teach each color model.

See Also

CurrentModel Property, ColorMatch Object, ImageOp Object, VTeach

NumberOfResults Property

Applies To

Vision Objects: All

Description

Gets the number of results for an object.

Usage

VGet Sequence.Object**.NumberOfResults,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.

Values

The number of results for the object.

Remarks

The NumberOfResults property is used at runtime to determine the total number of results (found and not found).

See Also

CurrentResult Property, NumberFound Result

NumberToFind Property

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric

Description

Defines the number of features to search for within a single Search Window for a Blob, Correlation, Edge, or Geometric object.

Usage

VGet *Sequence.Object***.NumberToFind,** *var*

VSet *Sequence.Object***.NumberToFind,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Valid entries are 0 ~ 100.

Default: 1

Remarks

The Blob, Correlation, Edge, and Geometric objects support finding multiple features within a single Search Window. The NumberToFind property defines how many.

Since many applications require that only 1 feature be found within a Search Window, the default value of the NumberToFind property is set to 1.

When working in the Vision Guide Development Environment, you will notice that the Results List on the Object tab will display a heading like "Result (1 of 15)". This means that the system tried to find 15 features (as defined by the NumberToFind property) and the Result List will display the results for item 1.

If you want to see the results for one of the other results, just change the CurrentResult property value to indicate which result you want to examine.

Blob results are ordered according to the SizeToFind and Sort properties.

If NumberToFind is set to 0, then all possible results are found, up to the maximum allowed. One use is when the Blob object is used as a pixel counter. With NumberToFind set to 0, then the TotalArea result will equal the total number of pixels found in the search window.

Correlation and Geometric results are ordered by highest Score result to lowest Score result when Sort is None. (i.e. result Record 1 (CurrentResult =1) contains the results for the feature with the highest score.)

See Also

Blob Object, Correlation Object, CurrentResult property, Edge Object, Found Result, Geometric Object, NumberFound Result, Object Tab

Example

The following SPEL+ language example runs a vision sequence called *mtest* which contains a Correlation object called *Corr01*. The NumberToFind value for *Corr01* is set using VSet.

The following program will run the sequence and make sure that the proper number of features (3) was found for *Corr01* and then print the Score result in descending order.

```
Function main

  #define NUM_TO_FIND 3

  Boolean numfound
  Integer score

  VSet mtest.Corr01.NumberToFind, NUM_TO_FIND
  VRun mtest
  VGet mtest.Corr01.NumberFound, numfound
  If numfound = NUM_TO_FIND Then
    Print "The Proper Number of features(3) were found"
  Else
    Print "Only (", numfound, ") features were found"
    Exit Function
  EndIf
  VGet mtest.Corr01.Score(1), score
  Print "1st feature score (Best):   ", score

  VGet mtest.Corr01.Score(2), score
  Print "2nd feature score (Medium): ", score

  VGet mtest.Corr01.Score(3), score
  Print "3rd feature score (Worst):  ", score
Fend
```

Operation Property

Applies To

Vision Objects: ImageOp

Description

Sets which image operation to perform.

Usage

VGet *Sequence*.*Object*.**Operation**, *var*

VSet *Sequence*.*Object*.**Operation**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - Open	Performs an opening-type morphological operation. This is an erosion followed by a dilation. The number of iterations is determined by the Iterations property.
2 - Close	Performs a closing-type morphological operation. This is a dilation followed by an erosion. The number of iterations is determined by the Iterations property.
3 - Erode	Performs an erosion-type morphological operation. The number of iterations is determined by the Iterations property.
4 - Dilate	Performs a dilation-type morphological operation. The number of iterations is determined by the Iterations property.
5 - Smooth	Performs a smoothing type convolution operation. The number of iterations is determined by the Iterations property.
6 - Sharpen1	Performs a sharpen type convolution operation. The number of iterations is determined by the Iterations property.
7 - Sharpen2	Performs a sharpen type convolution operation. The number of iterations is determined by the Iterations property.
8 - HorizEdge	Highlights horizontal edges.
9 - VertEdge	Highlights vertical edges.
10 - EdgeDetect1	Highlights edges.
11 - EdgeDetect2	Highlights edges.
12 - LaPlaceEdge1	Highlights edges.
13 - LaPlaceEdge2	Highlights edges.
14 - Thin	Thins blobs in the image.
15- Thicken	Thickens blobs in the image.
16 - Binarize	Binarizes the image according to the ThresholdLow and ThresholdHigh settings.

17 - Rotate	Rotates the image according to the AngleObject or RotationAngle settings. If AngleObject is Screen, then the rotation angle is determined by the RotationAngle property. Otherwise, the rotation angle is determined by the Angle result of the AngleObject. The rotation is counter-clockwise for positive angles.
18 - FlipHoriz	Flips the image from left to right.
19 - FlipVert	Flips the image from top to bottom.
20 - FlipBoth	Flips the image horizontally and vertically.
21 - ColorFilter	Filters the image using the color models.

Default: 1 – Open

Remarks

The Operation settings can be grouped as follows:

Morphology

Open, Close, Erode, Dilate

The morphological operations use grayscale morphology. The Polarity property determines which shade to operate on: Dark or Light. For example, if you have dark objects on a light background, then you should set the Polarity property to 1–DarkOnLight. If you were to set Polarity to 2–LightOnDark for the same image, then executing Erode will look like a Dilate, because the light objects will be eroded, making the dark objects dilated. The Iterations property determines how many times to execute the operation.

Convolution

Smooth, Sharpen1, Sharpen2, HorizEdge, VertEdge, EdgeDetect1 EdgeDetect2, LaPlaceEdge1, LaPlaceEdge2, Thin, Thicken

The Polarity property determines which shade to operate on for the Thin and Thicken operations. The Iterations property determines how many times to execute the operation.

Image Manipulation

Rotate, FlipHoriz, FlipVert, FlipBoth

Binarize

ThresholdLow and ThresholdHigh are the boundaries for determining which gray values will be black and which values will be white. All gray values in between the thresholds will be black and all others will be white.

Color Filter

One or more filter colors and a background color can be taught. At runtime, the ImageOp tool checks each pixel color in the image ROI. If a pixel color is within the specified tolerance of one of the filter colors, then the pixel is unchanged. Otherwise, the pixel color is set to the specified background color.

See Also

ImageOp Object, Iterations Property

OriginAngleEnabled Property

Applies To

Vision Objects: Frame

Description

Enables a single point frame to rotate with the angle of the origin object.

Usage

VGet *Sequence.Object***.OriginAngleEnabled,** *var*

VSet *Sequence.Object***.OriginAngleEnabled,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 – False	Frame will not rotate with origin point angle
1 – True	Frame will rotate with origin point angle
Default	0 – False

Remarks

The OriginAngleEnabled property enables a frame to rotate with the angle of the origin object. For example, you can set the OriginPoint to a Polar object and set OriginAngleEnabled to 1–True. The frame will rotate to the angle of the Polar object.

If the YAxisObject is set to a value other than Screen, then OriginAngleEnabled has no effect.

See Also

Frame Object, Object Tab

OriginPntObjResult Property

Applies To

Vision Objects: Frame

Description

Specifies which result to use from the OriginPointObject.

Usage

VGet *Sequence.Object***.OriginPntObjResult,** *var*

VSet *Sequence.Object***.OriginPntObjResult,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The value can range from 1 to the NumberToFind value for the OriginPointObject.
If the OriginPointObject is 'Screen', then the value is always 1.

Remarks

Use the OriginPntObjResult property to specify a result number other than one for a Frame Object's OriginPoint.

See Also

Frame Object, Object Tab, OriginPoint Property, YAxisPoint Property, YAxisObjResult Property

OriginPoint Property

Applies To

Vision Objects: Frame

Description

Defines the vision object to be used as the origin point for a Frame object.

Usage

VGet *Sequence.Object***.OriginPoint,** *var*

VSet *Sequence.Object***.OriginPoint,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property. Valid vision objects for the OriginPoint property are Blob, Correlation, Edge, Line, and Point objects. The OriginPoint may also be based on the Screen position of the Frame.

Values

Screen or any object that runs prior to the frame and returns PixelX and PixelY results.

Default: Screen

Remarks

When a Frame object is first drag-and-dropped onto the Image Display area of the Vision Guide Window, the default OriginPoint property is set to Screen. Frame objects are normally attached to other Vision objects. This is the purpose of the OriginPoint and YAxisPoint. Through these 2 properties the user can define a frame of reference for other objects to have their position based upon. This capability is useful when specific features can be used to find reference points on a part and then other vision objects can be located on the image with respect to the frame position defined.

The OriginPoint and YAxisPoint properties are used together to define a vision frame which has an origin at the OriginPoint and a Y Axis direction defined by the YAxisPoint property.

It is important to note that for each specific vision sequence, only those vision objects which are executed prior to the Frame object in the vision sequence steps will be available to use as an OriginPoint. (The order of the vsion object execution can be adjusted from the Sequence Tab.)

When using the GUI to change the OriginPoint property Value, a drop down list will appear showing a list of available vision objects (along with the default value Screen) which can be used to define the Origin of the Frame. Click on one of the choices and the value field will be set accordingly.

When using the Object tab to set the OriginPoint property it is important to note that only those objects which are defined prior to the Frame object are displayed in the drop down list. This helps reduce the chances of the user defining an OriginPoint which isn't defined prior to the Frame object.

Vision Guide automatically checks which vision objects can be used as the OriginPoint and displays only those object Names in the drop down list.

See Also

Frame Object, Object Tab, YAxisPoint Property

Perimeter Result

Applies To

Vision Objects: Blob

Description

Returns the perimeter of a blob.

Usage

VGet *Sequence.Object*.**Perimeter** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in pixels.

Remarks

The perimeter is the total number of pixels along the blob edges, including the edges of holes.

See Also

Blob Object, Compactness Result, Holes Result, Object Tab, Roughness Result

PixelLength Result

Applies To

Vision Objects: Line

Description

Returns the length in pixels of the distance between the starting and ending point of the line.

Usage

VGet *Sequence.Object***.PixelLength,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in pixels

Remarks

Unlike the Length result, the PixelLength result returns a value even if calibration has not yet been performed. This is because the units are in pixels and no calibration is needed for pixel unit based calculations. If the user needs a length in millimeters then a standalone or robot based camera calibration is required.

Statistics

For the PixelLength result, the following statistics are available. PixelLengthMax, PixelLengthMean, PixelLengthMin, PixelLengthStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Calibration, Length Result, Line Object, Object Tab

PixelLine Result

Runtime only

Applies To

Vision Objects: Line

Description

Run time only result which returns the pixel coordinate position data of the starting (X1, Y1) and ending (X2, Y2) points of the specified Line object.

Usage

VGet *Sequence.Object*.**PixelLine,** *X1, Y1, X2, Y2*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
X1	Real variable representing the X coordinate position of the starting point of the Line object specified by *Object*.
Y1	Real variable representing the Y coordinate position of the starting point of the Line object specified by *Object*.
X2	Real variable representing the X coordinate position of the ending point of the Line object specified by *Object*.
Y2	Real variable representing the Y coordinate position of the ending point of the Line object specified by *Object*.

Values

X1, X2	Real variable specified in pixels from 1 - video width.
Y1, Y2	Real variable specified in pixels from 1 - video height.

Remarks

The PixelLine result is a runtime result which provides the X1, Y1, X2 and Y2 pixel coordinate data for the starting and ending points of the specified Line object.

The PixelLine result returns the same information as the PixelX1, PixelY1, PixelX2, and PixelY2 results. However, it returns this information with 1 function call rather than 4 separate calls.

See Also

Line Object, Object Tab, PixelX1 Result, PixelX2 Result, PixelY1 Result, PixelY2 Result, RobotXYU Result, RobotU Result, RobotX Result, RobotY Result

PixelX Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the X position coordinate of the found part's position in pixel coordinates.

Usage

VGet *Sequence.Object*.**PixelX** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Min: 0
Max Video width- 1

Remarks

The PixelX result is the X coordinate of the objects position in the image coordinate system. The value is a real number that has a fractional component because of the sub-pixeling feature.

Statistics

For the PixelX result, the following statistics are available. PixelXMax, PixelXMean, PixelXMin, PixelXStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraX Result, CameraXYU Result, Correlation Object, Edge Object, Found Result, Geometric Object, Object Tab, Point Object, Polar Object, PixelXYU Result, RobotX Result, RobotXYU Result

PixelX1 Result

Applies To

Vision Objects: Line

Description

Returns the pixel X coordinate of the starting point of a Line object.

Usage

VGet *Sequence.Object*.**PixelX1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Min: 0
Max Video width- 1

Remarks

Every line has a starting point and ending point. The PixelX1 and PixelX2 results represent the X coordinate position of the starting (X1,Y1) and end points (X2,Y2) of the specified Line object. Since Line object starting and end points can be assigned to other vision objects, the (PixelX1, PixelY1) and (PixelX2, PixelY2) coordinate pairs can actually be pixel coordinate positions which match the PixelX and PixelY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (PixelX, PixelY) results from the Correlation object will match the (PixelX1, PixelY1) results for the Line object.)

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX2 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

PixelX2 Result

Applies To

Vision Objects: Line

Description

Returns the pixel X coordinate of the end point of a Line object.

Usage

VGet *Sequence.Object*.**PixelX2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Min: 0
Max Video width- 1

Remarks

Every line must have a starting point and ending point. The PixelX1 and PixelX2 results represent the X coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (PixelX1, PixelY1) and (PixelX2, PixelY2) coordinate pairs can actually be pixel coordinate positions which match the PixelX and PixelY results for other vision objects. (In other words if a Line object's endpoint is defined by a Correlation object, then the (PixelX, PixelY) results from the Correlation object will match the (PixelX2, PixelY2) results for the Line object.)

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

PixelXYU Result

Runtime only

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the PixelX, PixelY and Angle coordinates of the found part's position in the image coordinate system.

Usage

VGet *Sequence.Object*.**PixelXYU** [(*result*)] **,** *found, xVar, yVar, uVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
found	Boolean variable representing whether or not the part you are looking for was found.
xVar	Real variable representing the X pixel coordinate position of the part.
yVar	Real variable representing the Y pixel coordinate position of the part.
uVar	Real variable representing the angular position (rotation) of the part with respect to the image coordinate system
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

found	Boolean value which is either True or False
xVar	Real number in pixels
yVar	Real number in pixels
uVar	Real number in degrees

Remarks

The PixelXYU result returns coordinates in the image coordinate system.

See Also

Angle Result, Blob Object, CameraX Result, CameraY Result, CameraXYU Result, Correlation Object, Edge Object, Found Result, Geometric object, PointObject, Polar Object, RobotX Result, RobotY Result, RobotU Result, RobotXYU Result

PixelY Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the Y position coordinate of the found part's position in pixel coordinates.

Usage

VGet *Sequence.Object*.**PixelY** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Min: 0
Max Video height- 1

Remarks

The PixelY result is the Y coordinate of the objects position in the image coordinate system. The value is a real number that has a fractional component because of the sub-pixeling feature.

Statistics

For the PixelY result, the following statistics are available. PixelYMax, PixelYMean, PixelYMin, PixelYStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraXYU Result, CameraY Result, Correlation Object, Edge Object, Found Result, Geometric Object, Object Tab, PixelXYU Result, Point Object, Polar Object, RobotY Result, RobotXYU Result

PixelY1 Result

Applies To

Vision Objects: Line

Description

Returns the pixel Y coordinate of the starting point of a Line object.

Usage

VGet *Sequence.Object*.**PixelY1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Min: 0
Max Video height- 1

Remarks

Every line must have a starting point and ending point. The PixelY1 and PixelY2 results represent the Y coordinate position starting (Y1) and endpoints (Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (PixelX1, PixelY1) and (PixelX2, PixelY2) coordinate pairs can actually be pixel coordinate positions which match the PixelX and PixelY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (PixelX, PixelY) results from the Correlation object will match the (PixelX1, PixelY1) results for the Line object.)

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotY Result, RobotXYU Result, X1 Property, X2 Property, Y1 Property, Y2 Property

PixelY2 Result

Applies To

Vision Objects: Line

Description

Returns the pixel Y coordinate of the end point of a Line object.

Usage

VGet *Sequence.Object***.PixelY2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Min: 0
Max Video height- 1

Remarks

Every line must have a starting point and ending point. The PixelY1 and PixelY2 results represent the Y coordinate position starting (Y1) and endpoints (Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (PixelX1, PixelY1) and (PixelX2, PixelY2) coordinate pairs can actually be pixel coordinate positions which match the PixelX and PixelY results for other vision objects. (In other words if a Line object's endpoint is defined by a Correlation object, then the (PixelX, PixelY) results from the Correlation object will match the (PixelX2, PixelY2) results for the Line object.)

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelX2 Result, PixelY Result, PixelY1 Result, RobotXYU Result, RobotY Result, X1 Property, X2 Property, Y1 Property, Y2 Property

PointsTaught Property

Applies To

Vision Calibration

Description

Returns the teach state of a vision calibration's points.

Usage

VGet *Calibration*.**PointsTaught,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Boolean variable that will contain the value of the result.

Values

0 – False Points have not been taught.

1 – True Points have been taught.

Remarks

PointsTaught must be True before you can execute a calibration. If you teach the calibration points from the Vision Guide GUI Calibration tab, then this property will automatically be set to 1–True.

See Also

CalComplete Result

PointType Property

Applies To

Vision Objects: Point

Description

Defines whether the Point object will have its position based on either the position the Point object is placed on the Screen (0 - Screen), the midpoint of a line (1 - midpoint), or the intersection of 2 lines (2 - intersection).

Usage

VGet *Sequence.Object*.**PointType,** *var*

VSet *Sequence.Object*.**PointType,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - Screen	Sets the Point object's position to be based upon the position on the screen
1 - MidPoint	Sets the Point object's position to be based upon the Midpoint of the Line object selected as LineObject1 for this Point.
2 - Intersection	Sets the Point objects position to be based upon the point were 2 lines intersect as defined by LineObject1 and LineObject2 for this point.

Default: 0 - Screen

Remarks

Point objects are useful to define the midpoint or intersection point of a line or lines. This is their primary purpose. The PointType property is used to define the what the position for a Point object will be based upon. As mentioned before there are 3 choices.

0 - Screen: This is the default value for a Point object when it is first created but most of the time the PointType property is not set to this value.

1 - MidPoint: A point position can be set to coincide with the midpoint of the line defined by the LineObject1 property. If the LineObject1 property does not specify a line, then an error dialog will appear if you try to set the PointType to 1–MidPoint informing you that LineObject1 does not exist. (i.e. you cannot define a point as the midpoint of a non-existent line.)

2 - Intersection: A point position can be set to coincide with the intersection of 2 lines defined by the LineObject1 and LineObject2 Properties. If the either the LineObject1 or LineObject2 property does not specify a Line then an error dialog will appear if you try to set the PointType to 2–Intersection informing you that one of the 2 lines required to form an intersection does not exist.

The intersection of 2 lines does not have to appear directly between the starting and ending points for the lines. The intersection could occur somewhere along the imaginary extension of either or both lines.

See Also

LineObject1 Property, LineObject2 Property, Object Tab, Point Object

Polarity Property

Applies To

Vision Objects: Blob, CodeReader, Edge, ImageOp

Description

For Blob and ImageOp objects, Polarity defines the differentiation between objects and background.

For Edge objects, Polarity defines the transition of an edge.

Usage

VGet *Sequence.Object*.**Polarity,** *var*

VSet *Sequence.Object*.**Polarity,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Edge:	1 - LightToDark	Searching for an Edge transition from light to dark
	2 - DarkToLight	Searching for an Edge transition from dark to light
Blob:	1 - DarkOnLight	Find a dark blob on a light background
	2 - LightOnDark	Find a light blob on a dark background
ImageOp:	1 - DarkOnLight	The operation will be performed on dark objects.
	2 - LightOnDark	The operation will be performed on light objects.
CodeReader:	1 - DarkOnLight	Find a dark code on a light background
	2 - LightOnDark	Find a light code on a dark background

Default: 1

Remarks

The Polarity property is important for both the Edge and Blob objects because it defines one of the core parameters for each.

In the case of the Edge object, the Polarity defines the edge transition along the direction of the edge search.

When using the Blob object, Polarity is critical. The Vision System must be told whether or not to look for light objects on a dark background or dark objects on a light background. Without the proper setting for the Polarity property, the Blob object will return strange results. Keep in mind that if a Blob object can find a dark object on a light background it can also find a light object on a dark background. The ThresholdHigh property and ThresholdLow property will also have an impact on the Blob object 's ability to find blobs. Please refer to *ThresholdHigh Property* and *ThresholdLow Property* for more information.

See Also

Blob Object, CodeReader Object, Direction Property, Edge Object, ImageOp Object, Object Tab, ThresholdLow Property, ThresholdHigh Property

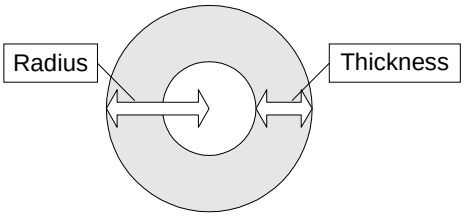
Radius Property

Applies To

Vision Objects: ColorMatch, Polar

Description

Defines the radius for a ColorMatch object and a Polar object. See diagram below which shows a Polar object.



Usage

VGet *Sequence.Object***.Radius,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.

Values

The radius in pixels

Default: 50

Remarks

Use the Radius property to set the radius for the object.

It is important to remember that the Polar object is used to process images that are circular in nature. The Radius property defines the size of the circle used for the Polar object. This means that the Radius property along with the Thickness property defines the size of the Search Window for the Polar object.

The size required for a Polar object Search very much depends upon what the Polar object is being used for. For example, if the Polar object is being used to Inspect Gear Teeth then the Polar object should be made just a little larger than the Gear to be inspected. However, if the Polar object is used just to find an angular position of a specific part of an image, then the Polar object may be smaller in size. Keep in mind that the smaller the Polar object search window, the faster the execution time for the Polar search.

See Also

CenterPoint Property, CenterX Property, CenterY Property, ColorMatch Object, Object Tab, Polar Object, Thickness Property

RejectOnEdge Property

Applies To

Vision Objects: Blob, Correlation, Geometric

Description

Determines if an object is rejected if found on the edge of the search window.

Usage

VGet *Sequence.Object*.**RejectOnEdge,** *var*

VSet *Sequence.Object*.**RejectOnEdge,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Do not reject the object if found on edge of search window.
1 – True	Reject the object if found on edge of search window.

Default: 0 – False

Remarks

When searching for objects that can fall outside the search window, setting RejectOnEdge to 1–True will prevent these objects from being found. For example, if you are trying to locate the center of a blob, and it falls partially outside the search window will not report the correct center of mass. Therefore, you should use RejectOnEdge to reject the result.

See Also

Blob Object, Correlation Object, FoundOnEdge Result, Geometric Object, Object Tab

ReferenceType Property

Applies To

Vision Calibration

Description

Sets / returns the reference type for a calibration.

Usage

VGet *Calibration.***ReferenceType,** *var*

VSet *Calibration.***ReferenceType,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

1 – Taught points

2 – Upward camera

Default: 1 – Taught points

Remarks

The calibration reference is a point defined in the robot coordinate system. When taught points are specified, one or two points are taught using a tool on the robot end effector during the teaching process for calibration points. When upward camera is specified, an upward camera that has already been calibrated is used to find the reference target. This method is the most accurate.

See Also

CameraOrientation Property, PointsTaught Result, TwoPointReference Property

RobotAccel Property

Applies To

Vision Calibration

Description

Sets / returns the robot point to point motion acceleration used during the calibration cycle.

Usage

VGet *Calibration*.**RobotAccel,** *var*

VSet *Calibration*.**RobotAccel,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 1 to 99%.

Default: 10

Remarks

Use RobotAccel along with RobotSpeed to configure the speed of a calibration cycle. For more delicate systems, a slow speed and accel should be used. The robot must not cause any vibration of the camera that could affect calibration accuracy.

See Also

Accel Statement, RobotSpeed Property, Speed Statement

RobotArm Property

Applies To

Vision Calibration

Description

Sets / returns the robot arm used when teaching points for a vision calibration.

Usage

VGet *Calibration.***RobotArm,** *var*

VSet *Calibration.***RobotArm,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 15.

Default: 0

Remarks

RobotArm defines the arm definition used during the teaching process for a vision calibration.

See Also

RobotLocal, RobotTool

RobotLimZ Property

Applies To

Vision Calibration

Description

Sets / returns the robot LimZ value used during the calibration cycle for a mobile camera.

Usage

VGet *Calibration*.**RobotLimZ,** *var*

VSet *Calibration*.**RobotLimZ,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Real value from –999 mm to 999 mm.

Default: 0

Remarks

Use RobotLimZ to specify the LimZ value used for the first motion used in a mobile camera calibration cycle (SCARA robot only). During mobile calibration, when the robot is moved to the first camera calibration point, a Jump command is used. RobotLimZ can be used to limit the distance that the robot moves up in Z for that Jump command.

See Also

Accel Statement, RobotSpeed Property, Speed Statement

RobotLocal Property

Applies To

Vision Calibration

Description

Sets / returns the local coordinate system used when teaching points for a vision calibration.

Usage

VGet *Calibration.***RobotLocal,** *var*

VSet *Calibration.***RobotLocal,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 15.

Default: 0

Remarks

RobotLocal defines the local robot coordinate system used during the teaching process for a vision calibration.

See Also

RobotArm, RobotTool

RobotNumber Property

Applies To

Vision Calibration

Description

Sets / returns the robot number associated with a vision calibration.

Usage

VGet *Calibration*.**RobotNumber,** *var*

VSet *Calibration*.**RobotNumber,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 1 to the number of robots in the system.

Remarks

RobotNumber specifies which robot the vision calibration is used for.

See Also

RobotArm, RobotLocal, RobotTool

RobotSpeed Property

Applies To

Vision Calibration

Description

Sets / returns the robot point to point motion speed used during the calibration cycle.

Usage

VGet *Calibration.***RobotSpeed,** *var*

VSet *Calibration.***RobotSpeed,** *value*

Calibration	Name of a calibration or string variable containing a calibration name.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 1 to 100%.

Default: 10

Remarks

Use RobotSpeed along with RobotAccel to configure the speed of a calibration cycle. For more delicate systems, a slow speed and accel should be used. The robot must not cause any vibration of the camera that could affect calibration accuracy.

See Also

Accel Statement, RobotAccel Property, Speed Statement

RobotTool Property

Applies To

Vision Calibration

Description

Sets / returns the robot tool used when teaching points for a vision calibration.

Usage

VGet *Calibration*.**RobotTool,** *var*

VSet *Calibration*.**RobotTool,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value from 0 - 15.

Default: 0

Remarks

RobotTool defines the tool used during the teaching process for a vision calibration.

See Also

RobotArm, RobotLocal

RobotU Result

Applies To

Vision Objects: Blob, Correlation, Geometric, Line, Polar

Description

Returns the U angle of the found part's position in the robot coordinate system.

Usage

VGet *Sequence.Object*.**RobotU** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real value representing in degrees (0 if no calibration).

Remarks

The RobotU result is similar to the Angle result except that the position results are returned with reference to the robot coordinate system. This means that the RobotU result is suited for robot guidance applications. However, keep in mind that a special result called the RobotXYU result is most often used for robot guidance because it returns not only the U, but also the X, and U coordinate positions as well as whether or not the part was found. See *RobotXYU Result* for more information.

It should be noted that the RobotU result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then the RobotU result will return 0.

Statistics

For the RobotU Result, the following statistics are available. RobotUMax, RobotUMean, RobotUMin, RobotUStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraXYU Result, Correlation Object, Found Result, Geometric Object, Line Object, PixelXYU Result, Polar Object, RobotX Result, RobotY Result, RobotXYU Result

RobotX Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the X position coordinate of the found part's position in the robot coordinate system.

Usage

VGet *Sequence.Object*.**RobotX** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

Real number in millimeters.

Remarks

The RobotX result returns an X coordinate in the robot coordinate system, and can therefore be used for robot guidance applications. However, keep in mind that a special result called the RobotXYU result is most often used for robot guidance because it returns not only the X, but also the Y, and U coordinate positions as well as whether or not the part was found. See *RobotXYU Result* for more information.

The RobotX Result is always returned in millimeters.

It should be noted that the RobotX result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotX result will cause an error to occur.

Statistics

For the RobotX Result, the following statistics are available. RobotXMax, RobotXMean, RobotXMin, RobotXStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraXYU Result, Correlation Object, Edge Object, Found Result, Geometric Object, PixelXYU Result, Point Object, Polar Object, RobotY Result, RobotU Result, RobotXYU Result

RobotX1 Result

Applies To

Vision Objects: Line

Description

Returns the X coordinate of the starting point position (X1) of a Line object in the robot coordinate system.

Usage

VGet *Sequence.Object***.RobotX1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

Every line must have a starting point and ending point. The RobotX1 and RobotX2 results represent the X coordinate position starting (X1,Y1) and endpoints (X2,Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (RobotX1, RobotY1) and (RobotX2, RobotY2) coordinate pairs can actually be Robot coordinate positions which match the RobotX and RobotY results for other vision objects. In other words if a Line object's starting point is defined by a Correlation object, then the (RobotX, RobotY) results from the Correlation object will match the (RobotX1, RobotY1) results for the Line object.

The RobotX1 result is always in millimeters in the robot coordinate system.

It should be noted that the RobotX1 result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotX1 result will cause an error to occur.

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelX2 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotX2 Result, RobotXYU Result, RobotY Result, RobotY1 Result, X1 Property, X2 Property, Y1 Property, Y2 Property

RobotX2 Result

Applies To

Vision Objects: Line

Description

Returns the X coordinate of the ending point position (X2) of a Line object in the robot coordinate system.

Usage

VGet *Sequence.Object*.**RobotX2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

Every line has a starting point and ending point. The RobotX1 and RobotX2 results represent the X coordinates of the line starting point (X1, Y1) and end point (X2, Y2) of the specified Line object. Since Line object starting and end points can be assigned to other vision objects, the (RobotX1, RobotY1) and (RobotX2, RobotY2) coordinate pairs can actually be robot coordinate positions which match the RobotX and RobotY results for other vision objects. (In other words if a Line object's endpoint is defined by a Correlation object, then the (RobotX, RobotY) results from the Correlation object will match the (RobotX2, RobotY2) results for the Line object.)

The RobotX2 result is always in millimeters in the robot coordinate system.

It should be noted that the RobotX2 result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotX2 result will cause an error to occur.

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotX1 Result, Robot|XYU Result, RobotY Result, RobotY1 Result, RobotY2 Result, X1 Property, X2 Property, Y1 Property, Y2 Property

RobotXYU Result

Runtime only

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the RobotX, RobotY and RobotU position coordinates of the found part's position with respect to the robot coordinate system.

Usage

VGet *Sequence*.*Object*.**RobotXYU** [(*result*)]**,** *found, xVar, yVar, uVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
found	Boolean variable representing whether or not the part you are looking for was found.
xVar	Real variable that will contain the X coordinate position of the part.
yVar	Real variable that will contain the Y coordinate position of the part.
uVar	Real variable that will contain the angular position (rotation) of the part.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

found	True or False
xVar	Real number in millimeters
yVar	Real number in millimeters
uVar	Real number in degrees

Remarks

The RobotXYU result returns a position in the robot coordinate system and therefore can be used for robot guidance applications. The RobotXYU result *xVar* and *yVar* values are always returned in millimeters. The *uVar* value is always returned in degrees. When used for a Point object, *uVar* always returns 0.

It should be noted that the RobotXYU result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then the RobotXYU result cause an error to occur.

See Also

Blob Object, CameraX Result, CameraY Result, CameraXYU Result, Correlation Object, Edge, Found Result, Geometric Object, PixelXYU Result, Point Object, Polar Object, RobotX Result, RobotY Result, RobotU Result

RobotY Result

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric, Point, Polar

Description

Returns the Y coordinate of the found part's position in the robot coordinate system.

Usage

VGet *Sequence.Object*.**RobotY** [(*result*)] **,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult. Used for objects that return multiple results.

Values

var	Real number in millimeters.

Remarks

The RobotX result returns an Y coordinate in the robot coordinate system, and can therefore be used for robot guidance applications. However, keep in mind that a special result called the RobotXYU result is most often used for robot guidance because it returns not only the Y, but also the X, and U coordinate positions as well as whether or not the part was found. See *RobotXYU Result* for more information.

The RobotY Result is always returned in millimeters.

It should be noted that the RobotY result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotY result will cause an error to occur.

Statistics

For the RobotY Result, the following statistics are available. RobotYMax, RobotYMean, RobotYMin, RobotYStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Angle Result, Blob Object, CameraXYU Result, Correlation Object, Edge Object, Found Result, Geometric, PixelXYU Result, Point Object, Polar Object, RobotX Result, RobotU Result, RobotXYU Result

RobotY1 Result

Applies To

Vision Objects: Line

Description

Returns the Y coordinate of the starting point position (Y1) of a Line object in the robot coordinate system.

Usage

VGet *Sequence.Object***.RobotY1,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in millimeters

Remarks

Every line must have a starting point and ending point. The RobotY1 and RobotY2 results represent the Y coordinate position starting (Y1) and endpoints (Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (RobotX1, RobotY1) and (RobotX2, RobotY2) coordinate pairs can actually be Robot coordinate positions which match the RobotX and RobotY results for other vision objects. (In other words if a Line object's starting point is defined by a Correlation object, then the (RobotX, RobotY) results from the Correlation object will match the (RobotX1, RobotY1) results for the Line object.)

The RobotY1 result is always in millimeters in the robot coordinate system.

It should be noted that the RobotY1 result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotY1 result will cause an error to occur.

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotX1 Result, RobotX2 Result, RobotXYU Result, RobotY Result, RobotY2 Result, X1 Property, X2 Property, Y1 Property, Y2 Property

RobotY2 Result

Applies To

Vision Objects: Line

Description

Returns the Y coordinate of the ending point position (Y2) of a Line object in the robot coordinate system.

Usage

VGet *Sequence.Object***.RobotY2,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number in millimeters

Remarks

Every line must have a starting point and ending point. The RobotY1 and RobotY2 results represent the Y coordinate position starting (Y1) and endpoints (Y2) of the specified Line object. Since Line object starting and endpoints can be assigned to other vision objects, the (RobotX1, RobotY1) and (RobotX2, RobotY2) coordinate pairs can actually be robot coordinate positions which match the RobotX and RobotY results for other vision objects. (In other words if a Line object's endpoint is defined by a Correlation object, then the (RobotX, RobotY) results from the Correlation object will match the (RobotX2, RobotY2) results for the Line object.)

The RobotY2 result is always represented in millimeters with respect to the robot coordinate system.

It should be noted that the RobotY2 result can only be calculated for vision sequences which have been calibrated with the robot coordinate system. If no calibration has been assigned to the vision sequence then using VGet to retreive the RobotY2 result will cause an error to occur.

See Also

Angle Result, Line Object, Object Tab, PixelX Result, PixelX1 Result, PixelX2 Result, PixelY Result, PixelY1 Result, PixelY2 Result, RobotX Result, RobotX1 Result, RobotX2 Result, RobotXYU Result, RobotY Result, RobotY1 Result, X1 Property, X2 Property, Y1 Property, Y2 Property

Robustness Property

Applies To

Vision Objects: OCR

Description

Sets the search robustness for the OCR object.

Usage

VGet *Sequence*.*Object*.**Robustness**, *var*

VSet *Sequence*.*Object*.**Robustness**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - Very High	Most reliable, slowest speed.
2 - High	Reliable for noisy images.
3 - Medium	Average speed and reliability.
4 - Low	Fast for good images.
5 - Very Low	Fastest speed, least reliable.

Default: Very High

Remarks

The Robustness property sets the speed/reliability of the search. It is recommended that Very High is used. If it's a clear image and you want to gain more speed, you can go to a lower setting.

See Also

AcceptChar Property, AcceptString Property, Constraints Property, OCR Object, Object Tab

RotationAngle Property

Applies To

Vision Objects: ImageOp

Description

Sets/returns the angle of rotation for the ImageOp object Rotate operation.

Usage

VGet *Sequence*.*Object*.**RotationAngle**, *var*

VSet *Sequence*.*Object*.**RotationAngle**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Default: 0 degrees

Remarks

RotationAngle is used to determine how many degrees to rotate the image when the AngleObject property is set to Screen. If AngleObject is not set to Screen, the RotationAngle has no effect.

Rotation is counter-clockwise for positive angles.

Pixels that are not in the rotation are set to 0 (black).

See Also

AngleObject Property, ImageOp Object, Operation Property

Roughness Result

Applies To

Vision Objects: Blob

Description

Returns the roughness of a blob.

Usage

VGet *Sequence.Object*.**Roughness** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional integer result number from 1 to the NumberToFind property. If omitted, the result number is the CurrentResult.

Values

Minimum value is 1.0.

Remarks

Roughness is a measure of the unevenness or irregularity of a blob's surface. It is the ratio of the true perimeter to the convex perimeter of a blob. The convex perimeter is the length of a line connecting all the extremities of the blob directly, while the true perimeter is the length of a line connecting every pixel along the blob's edge. Smooth convex blobs have a roughness of 1.0 (the minimum), whereas rough blobs have a higher value because their true perimeter is bigger than their convex perimeter.

See Also

Blob Object, Compactness Result, Holes Result, Perimeter Result

RuntimeAcquire Property

Applies To

Vision Sequence

Description

The RuntimeAcquire property tells the vision sequence which method to use to acquire an image for use with that sequence.

Usage

VGet *Sequence*.*Object*.**RuntimeAcquire**, *var*

VSet *Sequence*.*Object*.**RuntimeAcquire**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - None	This tells the vision system not to acquire an image. Simply use the image which is already in the frame buffer. This is useful when a series of Vision sequences are to work from the same image. For example, you could acquire an image in sequence #1. During this sequence you could also execute some vision objects. Next assume that you want to use another vision sequence on the same image. Simply set the RuntimeAcquire property to None for the 2nd vision sequence and the same image will be used for both sequences.
1 - Stationary	The camera is stationary (not moving). A new image is acquired at the start of the vision sequence. This is the normal method for running a vision sequence. Each time a new vision sequence is executed, a new image is acquired at the start of the sequence. The ExposureTime property affects how stationary images are acquired. See ExposureTime for details.
2 - Strobed	The image acquisition starts by the trigger input. Also the strobe output is output. This is the mechanism for setting up strobed lighting for capturing moving images within the frame buffer. See the remarks section below for more details.

Default: 1 - Stationary

Remarks

The RuntimeAcquire property is very important to understand. There are 3 setting for the RuntimeAcquire property as explained in the Values section. The most common of the 3 is the 1–Stationary setting since in most cases you will want to acquire a new image at the beginning of each vision sequence.

However, you may also use the same image for more than 1 sequence. Simply acquire an image for the 1st sequence and then use the same image in the 2nd sequence making sure to set the RuntimeAcquire property to 0–None for the 2nd sequence.

The 3rd Acquisition method is called 2–Strobed. This acquiers an image as follows.
When the vision sequence is run, the sequence will wait for an input trigger. At the instance the trigger input goes active, the vision sequence will initiate an acquisition, thus capturing the image at the same time as the strobe of the light source. Please see *Image Acquisition* in the *Vision Guide 6.0* manual for more details.

See Also

Object Tab, RuntimeFreeze Property, Vision Sequences

RuntimeFreeze Property

Applies To

Vision Sequence

Description

Defines whether or not to freeze the display of an image acquired during a vision sequence.

Usage

VGet *Sequence*.**RuntimeFreeze**, *var*

VSet *Sequence*.**RuntimeFreeze**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Do not freeze the image. (Image display area will show live image)
1 – True	Freeze the image. (Image display area will show frozen image)

Default: 1 – True

Remarks

The RuntimeFreeze property lets you choose whether to show the image acquired during a sequence, or show live video after the sequence runs.

See Also

RuntimeAcquire Property, Sequence Tab, Vision Sequences

SaveImage Property

Designtime Only

Applies To

Vision Sequence

Description

Saves the currently displayed image on disk.

Remarks

SaveImage allows you to save images to disk that can be used by the ImageFile property. The file can be saved in the following formats: MIM (default format for Vision Guide), BMP, TIF, or JPG.

See Also

Object Tab, ImageFile Property, ImageSource Property

Scale Result

Applies To

Vision Objects: Geometric

Description

Returns the scale of the object found.

Usage

VGet *Sequence.Object*.**Scale** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult.

Values

Real number scale factor.

Remarks

You can use the Scale result to determine the size of the object found compared to the size of the model trained. The ScaleEnabled property must be set to 1–True to allow the scale to be determined during the search.

See Also

Geometric Object, Object Tab , ScaleEnable Property, ScaleFactorMax Property, ScaleFactorMin Property, ScaleTarget Property

ScaleEnable Property

Applies To

Vision Objects: Geometric

Description

Enables the Scale result.

Usage

VGet *Sequence.Object***.ScaleEnable,** *var*

VSet *Sequence.Object***.ScaleEnable,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Do not account for scale during search.
1 – True	Determine scale factor.

Default: 0 – False

Remarks

You must set ScaleEnable to 1–True to account for scale differences during the search.

See Also

Geometric Object, Object Tab, Scale Result, ScaleFactorMax Property, ScaleFactorMin Property, ScaleTarget Property, Vision Sequences

ScaleFactorMax Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the maximum scale factor applied to the ScaleTarget value.

Usage

VGet *Sequence.Object***.ScaleFactorMax,** *var*

VSet *Sequence.Object***.ScaleFactorMax,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

1.0 - 2.0

Default: 2.0

Remarks

ScaleFactorMax and ScaleFactorMin determine the scale range to search for as applied to the ScaleTarget property. The maximum scale found is ScaleFactorMax * ScaleTarget.

To use ScaleFactorMax and ScaleFactorMin, you must set the ScaleEnabled property to 1–True.

See Also

Geometric Object, Object Tab, Scale Result, ScaleEnable Property, ScaleFactorMin Property, ScaleTarget Property

ScaleFactorMin Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the minimum scale factor applied to the ScaleTarget value.

Usage

VGet *Sequence.Object*.**ScaleFactorMin,** *var*

VSet *Sequence.Object*.**ScaleFactorMin,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

0.5 - 1.0

Default: 0.5

Remarks

ScaleFactorMax and ScaleFactorMin determine the scale range to search for as applied to the ScaleTarget property. The minimum scale found is ScaleFactorMin * ScaleTarget.

To use ScaleFactorMax and ScaleFactorMin, you must set the ScaleEnabled property to 1–True.

See Also

Geometric Object, Object Tab, Scale Result, ScaleEnable Property, ScaleFactorMax Property, ScaleTarget Property

ScaleTarget Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the expected scale of the model you are searching for.

Usage

VGet *Sequence.Object***.ScaleTarget,** *var*

VSet *Sequence.Object***.ScaleTarget,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

0.5 - 2.0

Default: 1.0

Remarks

To use ScaleTarget, you must set the ScaleEnabled property to 1–True. The actual scale range is determined by ScaleTarget, ScaleFactorMin, and ScaleFactorMax.

The range is determined as follows:

minimum scale = ScaleFactorMin * ScaleTarget

maximum scale = ScaleFactorMax * ScaleTarget

See Also

Geometic Object, Object Tab, Scale Result, ScaleEnable Property, ScaleFactorMax Property, ScaleFactorMin Property

Score Result

Applies To

Vision Objects: CodeReader, Correlation, Edge, Geometric, OCR, Polar

Description

Returns an integer value which represents the level at with the runtime image matches the model for which it is searching. (In the case of the Edge object the Score result measures the level at which a contrast between Light to Dark or Dark to Light transition takes place.) In summary an object's Score result is the measure of how well the model was found.

Usage

VGet *Sequence.Object*.**Score** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the result.
result	Optional result number. If omitted, the result number is the CurrentResult.

Values

0 - 1000

Remarks

The Score result is the basic value used to measure how well a feature in the search area matches a previously taught model. If the Score is not greater than or equal to the Accept property value, the object is considered not found.

Normally a low Score result means that the image doesn't contain any patterns which closely match the Model. However, it should be noted that a low Score result can also be obtained if the Accept property and Confusion Properties are not set high enough. If these properties are set low, the first pattern found that meets the Accept and Confusion property thresholds will be returned as found. This could mean that other patterns in the image which may have been better matches would not be found.

Don't expect that your Score results will always be close to 1000. Just because a Score result is returned which is relatively low (as compared to a perfect score of 1000) doesn't mean that the application cannot be done or isn't reliable. There are many different application types and each has its own circumstances which affect the Score results. Some applications will return Score results of less than 500 while others may always return Score results over 900. Proper settings of lighting, part presentation, overall vision application setup, and proper vision tool usage will all affect the Score results.

Statistics

For the Score Result, the following statistics are available. ScoreMax, ScoreMean, ScoreMin, ScoreStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Accept Property, CodeReader Object, Confusion Property, Correlation Object, Edge Object, Found Result, Geometric Object, Object Tab, OCR Object, Polar Object

ScoreWeightContrast Property

Applies To

Vision Objects: Edge

Description

Sets the percentage of the score that depends on contrast.

Usage

VGet *Sequence.Object***.ScoreWeightContrast,** *var*

VSet *Sequence.Object***.ScoreWeightContrast,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 0 - 100%

Default: 50

Remarks

The ScoreWeightContrast is a percentage value that tells the Edge object how much to weigh the contrast result in the final score. ScoreWeightContrast works with ScoreWeighStrength. Both of these property values must add up to 100%. When you set one property, the system will automatically set the other property to the correct value.

See Also

Edge Object, Contrast Result, ScoreWeightStrength Property

ScoreWeightStrength Property

Applies To

Vision Objects: Edge

Description

Sets the percentage of the score that depends on edge strength.

Usage

VGet *Sequence.Object*.**ScoreWeightStrength,** *var*

VSet *Sequence.Object*.**ScoreWeightStrength,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value from 0 - 100%

Default: 50

Remarks

The ScoreWeightStrength is a percentage value that tells the Edge object how much to weigh the edge strength result in the final score. ScoreWeightStrength works with ScoreWeighContrast. Both of these property values must add up to 100%. When you set one property, the system will automatically set the other property to the correct value.

See Also

Edge Object, Contrast Result, ScoreWeightContrast Property

SearchWidth Property

Applies To

Vision Objects: Edge

Description

The SearchWidth property specifies the width of the search for Edge objects.

Usage

VGet *Sequence*.*Object*.**SearchWidth**, *var*

VSet *Sequence.Object.***SearchWidth**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number from 3-99 pixels.

Default: 3

Remarks

Normally the Edge object will work fine with the default 3 pixel search width. However, for some applications you may want to increase the width of the edge search to help find an edge with some imperfections. By increasing the SearchWidth, the Edge object can gather more information to determine where the edge is. During processing, the 2-dimensional search window is transformed to a 1-dimension row of grayscale values. Edge filters are applied to this row of values to determine where the edge is. Using a wider search window helps ignore imperfections in the edge.

The figures below show an edge object with SearchWidth set to 3 on the left and SearchWidth set to 30 on the right. The edge object on the left finds the bump, where as the edge object on the right finds the correct edge because the wider search width will cause the projected search line to favor the true edge.

See Also

Edge Object, Score Result, Object Tab

SearchWin Property

Runtime only

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, ImageOp, OCR

Description

Defines the position and size of a search window.

Usage

VGet *Sequence.Object*.**SearchWin,** *LeftVar, TopVar, WidthVar, HeightVar*

VSet *Sequence.Object*.**SearchWin,** *LeftVar , TopVar, WidthVar, HeightVar*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
LeftVar	Integer variable representing the leftmost position of the Search Window (in Pixels) to get from or set to the SearchWinLeft property.
TopVar	Integer variable representing the uppermost position of the Search Window (in Pixels) to get from or set to the SearchWinTop property.
WidthVar	Integer variable representing the width of the Search Window (in Pixels) to get from or set to the SearchWinWidth property.
HeightVar	Integer variable representing the height of the Search Window (in Pixels) to get from or set to the SearchWinHeight property.

Values

All Values are in Pixels. See the Left, Top, Width, and SearchWinHeight Properties for exact value data.

Remarks

The SearchWin property was added to provide easy access to the SearchWinTop, SearchWinLeft, SearchWinWidth and SearchWinHeight Properties from the SPEL$^+$ Language. The SearchWin property allows the setting of all 4 Properties with just 1 function call. There are cases where the user may want to define the position and size of the Search Window dynamically and for that reason the SearchWin property was created.

Do not the set the SearchWin setting too large. If the value is too large, the detection time gets longer and may result in false detection.

See Also

Blob Object, CodeReader Object, Correlation Object, Geometric Object, ImageOp Object, Object Tab, OCR Object, SearchWinHeight Property, SearchWinLeft Property, SearchWinTop Property, SearchWinWidth Property

SearchWinHeight Property

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, ImageOp, OCR

Description

Defines the height of an object's search window.

Usage

VGet *Sequence*.*Object*.**SearchWinHeight**, *var*

VSet *Sequence*.*Object*.**SearchWinHeight**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number in pixels from 10 to video height - SearchWinTop

Default: 100

Remarks

The SearchWinHeight property is available for the Blob, Correlation, Geometric, and ImageOp objects. Each of these object types have similar rectangular Search Windows used to define the area to search within. The SearchWinHeight property is set automatically when the user drags the upper or lower horizontal window handles for the Search Window of each object type.

There are cases where the user may want to expand or position the Search Window dynamically and for that reason the SearchWinHeight property can also be set from the SPEL$^+$ Language.

Do not the set the SearchWinHeight setting too large. If the value is too large, the detection time gets longer and may result in false detection.

See Also

Blob Object, CodeReader Object, Correlation Object, Geometric Object, ImageOp Object, Object Tab, OCR Obejct, SearchWinLeft Property, SearchWinTop Property, SearchWinWidth Property, Window Property

SearchWinLeft Property

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, ImageOp, OCR

Description

Defines the X coordinate of the left side of an object's search window.

Usage

VGet *Sequence.Object*.**SearchWinLeft**, *var*

VSet *Sequence.Object*.**SearchWinLeft**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number in pixels from 0 to video width - SearchWinWidth

Remarks

The SearchWinLeft property is available for the Blob, Correlation, Geometric, and ImageOp objects. Each of these object types have similar rectangular Search Windows used to define the area to search within. The SearchWinLeft property is set automatically when the user drags the left vertical window handle for the Search Window of each object type.

There are cases where the user may want to position the Search Window dynamically and for that reason the SearchWinLeft property can also be set from the SPEL$^+$ Language.

See Also

Blob Object, CodeReader Object, Correlation Object, Geometric Object, ImageOp Object, Object Tab, OCR Obejct, SearchWinHeight Property, SearchWinTop Property, SearchWinWidth Property, Window Property

SearchWinTop Property

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, ImageOp, OCR

Description

Defines the Y coordinate of the top of an object's search window.

Usage

VGet *Sequence.Object***.SearchWinTop,** *var*

VSet *Sequence.Object***.SearchWinTop,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer value in pixels from 0 to video height - SearchWinHeight

Remarks

The SearchWinTop property is available for the Blob, Correlation, Geometric, and ImageOp objects. Each of these object types have similar rectangular Search Windows used to define the area to search within. The SearchWinTop property is set automatically when the user drags the upper horizontal window handle of a specific object's Search Window or moves an object's Search Window vertically. However, the Top position of an object's Search Window can also be moved by simply entering a new value in the SearchWinTop property.

There are cases where the user may want to position the Search Window dynamically and for that reason the SearchWinTop property can also be set from the SPEL$^+$ Language.

See Also

Blob Object, CodeReader Object, Correlation Object, Geometric Object, ImageOp Object, Object Tab, OCR Object, SearchWinHeight Property, SearchWinLeft Property, SearchWinWidth Property, Window Property

SearchWinWidth Property

Applies To

Vision Objects: Blob, CodeReader, Correlation, Geometric, ImageOp, OCR

Description

Defines the width of the an object's search window.

Usage

VGet *Sequence*.*Object*.**SearchWinWidth**, *var*

VSet *Sequence*.*Object*.**SearchWinWidth**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Integer number in pixels from 10 to video width - SearchWinLeft

Default: 100

Remarks

The SearchWinWidth property is available for the Blob, Correlation, Geometric, and ImageOp objects. Each of these object types have similar rectangular Search Windows used to define the area to search within. The SearchWinWidth property is set automatically when the user drags the left or right vertical window handles for the Search Window of each object type. However, the width of an object's Search Window can also be adjusted by simply entering a new value in the SearchWinWidth property.

There are cases where the user may want to expand or position the Search Window dynamically and for that reason the SearchWinWidth property can also be set from the SPEL$^+$ Language.

Do not the set the SearchWinWidth setting too large. If the value is too large, the detection time gets longer and may result in false detection.

See Also

Blob Object, CodeReader Object, Correlation Object, Geometric Object, ImageOp Object, Object Tab, OCR Object, SearchWinHeight Property, SearchWinLeft Property, SearchWinTop Property, Window Property

SeparationAngle Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the minimum angle allowed between found objects.

Usage

VGet *Sequence.Object***.SeparationAngle,** *var*

VSet *Sequence.Object***.SeparationAngle,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real value from 0 - 180 degrees

0 = Disabled

Default: 10

Remarks

Use SeparationAngle to specify the minimum angle required between found objects.

SeparationAngle works with SeparationMinX, SeparationMinY, SeparationScale. Note that only one separation condition needs to be satisfied for objects to be considered found.

See Also

Geometric Object, Object Tab, SeparationMinX Property, SeparationMinY Property, SeparationScale Property

SeparationMinX Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the minimum distance along the X axis allowed between found objects.

Usage

VGet *Sequence.Object***.SeparationMinX,** *var*

VSet *Sequence.Object***.SeparationMinX,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real value from 0 - 100% of model width

0 = Disabled

Default: 10

Remarks

Use SeparationMinX to specify the minimum distance along the X axis required between found objects. SeparationMinX is a percentage of model width.

SeparationMinX works with SeparationAngle, SeparationMinY, SeparationScale. Note that only one separation condition needs to be satisfied for objects to be considered found.

See Also

Geometric Object, Object Tab, SeparationAngle Property, SeparationMinY Property, SeparationScale Property

SeparationMinY Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the minimum distance along the Y axis allowed between found objects.

Usage

VGet *Sequence.Object***.SeparationMinY,** *var*

VSet *Sequence.Object***.SeparationMinY,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real value from 0 - 100% of model width

0 = Disabled

Default: 10

Remarks

Use SeparationMinY to specify the minimum distance along the Y axis required between found objects. SeparationMinY is a percentage of model height.

SeparationMinY works with SeparationAngle, SeparationMinX, SeparationScale. Note that only one separation condition needs to be satisfied for objects to be considered found.

See Also

Geometric Object, Object Tab, SeparationAngle Property, SeparationMinX Property, SeparationScale Property

SeparationScale Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the minimum scale difference allowed between found objects.

Usage

VGet *Sequence.Object***.SeparationScale,** *var*

VSet *Sequence.Object***.SeparationScale,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the property.
value	Real expression for the new value of the property.

Values

Real value from 1.0 - 4.0

Default: 1.1

Remarks

Use SeparationScale to specify the minimum scale difference required between found objects.

SeparationScale works with SeparationMinX, SeparationMinX, SeparationScale. Note that only one separation condition needs to be satisfied for objects to be considered found.

See Also

Geometric Object, Object Tab, SeparationAngle Property, SeparationMinX Property, SeparationMinY Property

SharedEdges Property

Applies To

Vision Objects: Geometric

Description

Sets / returns whether to allow edges to be shared between found objects.

Usage

VGet *Sequence.Object***.SeparationScale,** *var*

VSet *Sequence.Object***.SeparationScale,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Boolean expression for the new value of the property.

Values

0 – False	Shared edges are not allowed.
1 – True	Shared edges are allowed.

Default: 0 – False

Remarks

You can choose to allow found objects to share edges by setting SharedEdges to 1–True. Otherwise, edges that can be part of more than one found object are considered part of the found object with the greatest score.

See Also

Geometric Object, Object Tab

ShowAllResults Result

Designtime only

Applies To

Vision Objects: Blob, Correlation, Edge, Geometric

Description

A button is placed in the ShowAllResults result value field which when clicked opens a dialog which shows all the results for this vision object.

Remarks

The ShowAllResults result is a special type of results which allows the user to see all the results for a specific vision object. It is the most useful when there are multiple results for a specific vision object because you can see all the results at one time.

The ShowAllResults result was designed to make is easier to see multiple results all together in one place. Therefore, it is only available for those vision objects which support multiple results (Blob, Correlation, and Geometric objects.)

See Also

Blob Object, Correlation Object, Edge Object, Geometric Object, Object Tab

ShowCharResults Result

Designtime only

Applies To

Vision Objects: OCR

Description

Displays the score for each character.

Remarks

If a character score is below the AcceptChar property value, then the score will be displayed in red. The average value of the character scores is the overall score, which is compared with the AcceptString property value.

See Also

AcceptChar Property, AcceptString Property, Object Tab, OCR Object.

ShowExtensions Property

Applies To

Vision Objects: Line

Description

By default, Line objects display a line from a starting reference (defined by the StartPointObject property) to an ending reference (defined by the EndPointObject property). The ShowExtensions property causes the graphics display of the line to be extended out (by using a dotted line to indicate the extensions) so you can see the complete projection of the line.

Usage

VGet *Sequence*.*Object*.**ShowExtensions**, *var*

VSet *Sequence*.*Object*.**ShowExtensions**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Boolean variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 – False	Do not show line extensions
1 – True	Show line extensions

Default: 0 – False

Remarks

When a Line object is created, the default graphic display of the Line object is simply a line with a starting and ending point. The StartPointObject and EndPointObject Properties can be used to modify the direction and length of the line but in some cases you may want to see where the line extends to. This is the purpose of the ShowExtensions property.

Extensions are useful when you need to see more than just a line between 2 points. For example, assume you create a Line object perpendicular to another line and the point at which the 2 lines meet is not actually on the physical line but at some location extended from the line. You can see this point of intersection by running your application with the ShowExtensions property set to 1–True.

See Also

EndPointObject Property, Line Object, Object Tab, StartPointObject Property

ShowFont Property

Designtime only

Applies To

Vision Objects: OCR

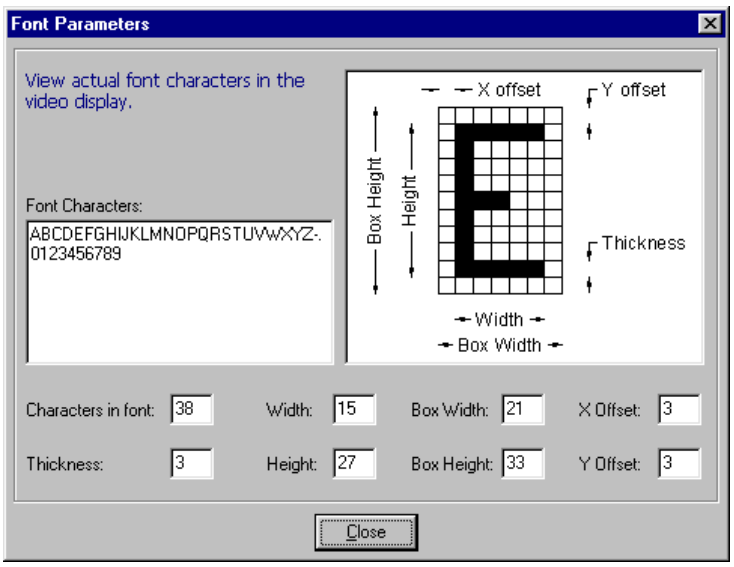
Description

Displays the current font in the upper left corner of the video display along with a dialog that shows the character parameters.

Remarks

Use the ShowFont property to view the current font. A dialog is displayed showing the parameters for the current font. Also, the actual characters stored in the vision system memory are shown on the video display.

The ShowFont property is only available from the Vision Guide window Object Tab.



See Also

CreateFont Property, OCR Object, Object Tab

ShowModel Property

Designtime only

Applies To

Vision Objects: Correlation, Geometric, Polar

Description

The ShowModel property allows a previously taught model to be displayed at various zoom settings. You can also change the model orgin and don't care pixels for some models.

Remarks

Correlation and Geometric Objects:

You can zoom the model and also change the model origin with mouse or arrow keys and paint / erase "don't care" pixels.

The ShowModel property is available from the Vision Guide window Object tab.

The user clicks on the value field of the ShowModel property which causes a button to appear in the Value field. Click on the button and the model will be displayed in the Vision Guide window.

Changing the model orgin

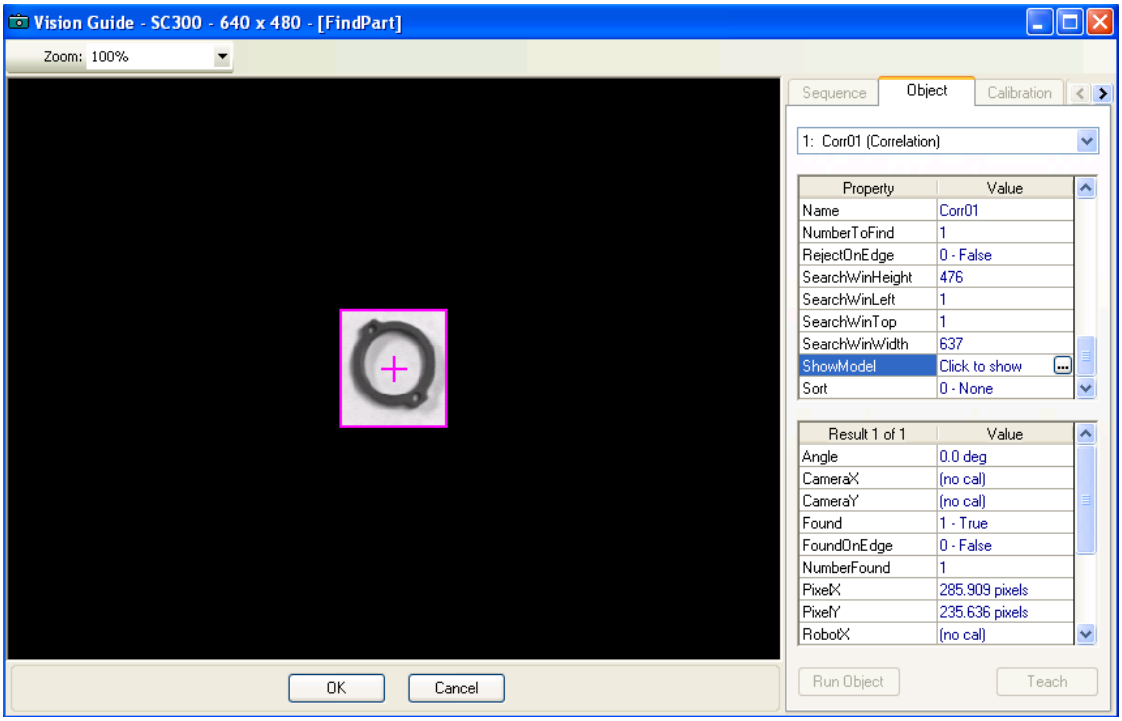
This allows you to set the model origin more accurately. A check box is provided so that ModelOrgAutoCenter can be toggled. When ModelOrgAutoCenter is set to on, the model origin is centered and cannot be changed.

To change the model origin with the mouse, make sure that the ModelOrgAutoCenter check box is off. Then point to the center of the cross, and click the mouse down. Now drag the cross to the desired position.

Click OK to save the new model origin settings.

Polar Objects:

The model can be zoomed. The ModelOrgAutoCenter check box and drawing toolbar are hidden, since they do not apply in this case. Also, there is a Close button instead of OK and Cancel.



See Also

Correlation Object, Geometric Object, Object Tab, Polar Object

ShowProcessing Property

Applies To

Vision Sequence

Description

Determines whether ima：ge processing should be displayed with RunTimeFreeze set to 1–True.

Usage

VGet *Sequence*.**ShowProcessing**, *var*

VSet *Sequence*.**ShowProcessing**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Boolean variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

0 – False Do not show processing.

1 – True Show processing

Default: 1 – True

Remarks

Sometimes when using image processing objects such as ImageOp, it is desirable not to see the processing. For example, if you use an ImageOp to binarize an entire image before other objects execute, the display will show the binarized image if ShowProcessing is 1–True. By setting it to 0–False, only the object graphics are displayed without showing the image processing.

See Also

RunTimeFreeze Property, Sequence Tab, Vision Sequences

SizeToFind Property

Applies To

Vision Objects: Blob

Description

Selects which size of blobs to find.

Usage

VGet *Sequence*.*Object*.**SizeToFind**, *var*

VSet *Sequence*.*Object*.**SizeToFind**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 – Any	Find blobs of any size.
1 – Largest	Find the largest blobs.
2 – Smallest	Find the smallest blobs.

Default: 1 – Largest

Remarks

Use the SizeToFind property to find the largest or smallest blobs in an image. When a blob object searches for blobs in an image, it finds several candidates; sometimes many more than the desired number. SizeToFind can filter the results so that you get the largest or smallest blobs.

See Also

Blob Object, Sort Property

Smoothness Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the smoothness level for the geometric edge extraction filter.

Usage

VGet *Sequence.Object*.**Smoothness,** *var*

VSet *Sequence.Object*.**Smoothness,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - 100

Default: 50

Remarks

The Smoothness property allows you to control the smoothing level of the edge extraction filter. The smoothing operation evens out rough edges and removes noise. The range of this control varies from 0 (no smooth) to 100 (a very strong smooth). The default setting is 50.

The DetailLevel property also affects how edges are extracted.

See Also

DetailLevel Property, Geometric Object, Object Tab, Timeout Property

Sort Property

Applies To

Vision Objects: Blob, Correlation, Geometric

Description

Sets or returns the sort order used for the results of an object.

Usage

VGet *Sequence*.*Object*.**Sort**, *var*

VSet *Sequence*.*Object*.**Sort**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 – None	No sorting is done.
1 – PixelX	Results are ordered from left to right according to the PixelX result.
2 – PixelY	Results are ordered from top to bottom according to the PixelY result.
3 – PixelXY	Results are ordered diagonally from upper left to lower right according to the PixelX and PixelY results.
4 – CameraX	Results are ordered from left to right according to the CameraX result.
5 – CameraY	Results are ordered from bottom to top according to the CameraY result.
6 – CameraXY	Results are ordered diagonally from lower left to upper right according to the CameraX and CameraY results.
7 – RobotX	Results are ordered along the Robot's X axis according to the RobotX result.
8 – RobotY	Results are ordered along the Robot's Y axis according to the RobotY result.
9 – RobotXY	Results are ordered diagonally according to the RobotX and RobotY results.

Default 0 - None

Remarks

The Sort property allows you to sort the results of an object so that you can retrieve the results in the desired order.

If you want to retrieve results in descending order, then reverse the order that you retrieve them. For example:

```
For i = numFound To 1 Step -1
    VGet seq1.blob01.RobotXYU(i), found(i), x(i), y(i), u(i)
Next i
```

See Also

Blob Object, Correlation Object, Geometric Object, Object Tab

StartPntObjResult Property

Applies To

Vision Objects: Edge, Line

Description

Specifies which result to use from the StartPointObject.

Usage

VGet *Sequence*.*Object*.**StartPntObjResult**, *var*

VSet *Sequence*.*Object*.**StartPntObjResult**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The value can range from 1 to the NumberToFind value for the StartPointObject. If the StartPointObject is 'Screen', then the value is always 1.

Remarks

StartPntObjResult enables you to attach several objects to the results of one StartPointObject. For example, you could create a blob object with NumberToFind set to 4. Then you could attach a line object to each one of the results by specifying the blob for the StartPointObject of each line and a different StartPntObjResult for each line.

See Also

Edge Object, EndPntObjResult Property, Line Object, Object Tab, StartPointObject Property

StartPointObject Property

Applies To

Vision Objects: Edge, Line

Description

Specifies the vision object to connect the starting point of the Line to. (i.e. This property defines the position of the start point of the line.)

Usage

VGet *Sequence*.*Object*.**StartPointObject**, *var*

VSet *Sequence*.*Object*.**StartPointObject**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property. Valid vision objects for the StartPointObject property are: Blob, Correlation, Edge, Geometric, Line, and Point objects.

Values

Screen or any object that runs prior to the Line object.

Default: Screen

Remarks

When a Line object is first created, the StartPointObject property is set to Screen. However, Line objects are normally attached to other vision objects. This is the purpose of the StartPointObject and EndPointObject properties. Through these two properties the user can define a line between any two vision objects (except Frames).

Frame objects cannot be used to define an start point for a Line object. However, this does not cause a limitation because Frames are defined by other vision objects. In those cases where you want to define a line start point with a Frame object, use a Point object in the frame to define the start point of the Line object.

It is important to note that for each specific vision sequence, only those vision objects which are executed prior to the Line object in the vision sequence steps will be available to use as an StartPointObject.

See Also

Edge Object, EndPointObject Property, Line Object, Object Tab, StartPointType Property

StartPointType Property

Applies To

Vision Objects: Edge, Line

Description

Specifies the type of start point to use for the line object. In most cases the start point type will be a point (which usually means the PixelX and PixelY position of the StartPointObject). However, when the StartPointObject for the current line is a 2nd Line object, the StartPointType property is used to define an intersection point on the 2nd line such as the lines midpoint, endpoint, startpoint or perpendicular position.

Usage

VGet *Sequence*.*Object*.**StartPointType**, *var*

VSet *Sequence*.*Object*.**StartPointType**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

Object Name of an object or string variable containing an object name. The object must exist in the specified sequence.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

StartPointObject = Line	StartPointObject = Screen, Blob, Correlation, Geometric, Edge, or Point object
See remarks. Default: 2 - MidPoint	0 - Point When used with objects other than the Line object, the StartPointType can only be of type 0 - Point. Default: 0 - Point

Remarks

As you can see in the Values Table above, most of the StartPointObject's support only 1 StartPointType called 0–Point. This is because most StartPointObject's use the PixelX and PixelY position for a reference position for defining a Start or End Point for a line. So when the StartPointObject is defined as Screen, Blob, Correlation, Edge, or Point object the StartPointType will always be set to 0–Point.

The range of valid values for StartPointType depend on the StartPointObject.

However, when the StartPointObject is another Line object, the user must decide where on the 2nd line to intersect with the 1st line. The choices are as follows:

1 - EndPoint	Use the end point of the other line as the endpoint for this line.
2 - MidPoint	Cut the other line in half and use the center (or midpoint of the other line as the endpoint for this line.
3 - Perpendicular	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion and use this position as the end point.
4 - StartPoint	Use the starting point of the other line as the end point for this line.
5 - PerpToStartPnt	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the start point of the first line and use this position as the start point.
6 - PerpToMidPnt	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the mid point of the first line and use this position as the start point.
7 - PerpToEndPnt	Calculate the position on the 2nd line where the 2 lines intersect in a perpendicular fashion through the end point of the first line and use this position as the start point.

If the StartPointObject is modified to a Line object then the StartPointType is automatically changed to MidPoint.

If the StartPointObject is modified to Screen, Blob, Correlation, Edge, or Point object then the StartPointType is automatically changed to 0–Point.

See Also

Edge Object, EndPointType Property, Line Object, Object Tab, StartPointObject Property

Strength Result

Applies To

Vision Objects: Edge

Description

Returns the strength of the found Edge.

Usage

VGet *Sequence.Object***.Strength,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the result.

Values

0 - 100%

Remarks

Use the Strength result to set the StrengthTarget property.

See Also

Edge Object, StrengthTarget Property, StrengthVariation Property

StrengthTarget Property

Applies To

Vision Objects: Edge

Description

Sets the desired edge strength to search for.

Usage

VGet *Sequence.Object***.StrengthTarget,** *var*

VSet *Sequence.Object***.StrengthTarget,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - 100%

Default: 0 (search for best strength)

Remarks

An edge's strength is the minimum/maximum edge value along the width of the edge (depending on polarity). This value is a normalized percentage of the maximum pixel value.

Use StrengthTarget to find edges with lower strengths. First, find the edge you want to search for a record the Strength result value. Next, set the StrengthTarget property to this value. Then set the ScoreWeightStrength to a higher value than ScoreWeightContrast. This tells the Edge object to look for an edge with the desired strength and base the score on it.

See Also

Edge Object, Strength Result, StrengthVariation Property

StrengthVariation Property

Applies To

Vision Objects: Edge

Description

StrengthVariation is the tolerance for the StrengthTarget property.

Usage

VGet *Sequence.Object***.StrengthVariation,** *var*

VSet *Sequence.Object***.StrengthVariation,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

0 - 100%

Default: 0

Remarks

Use StrengthVariation to tighten the search for the edge with strength of StrengthTarget.

See Also

Edge Object, Strength Result, StrengthTarget Property

StrobeDelay Property

Applies To

Vision Sequence

Description

Sets / returns the delay time between receiving the hardware trigger signal and turning on the camera's strobe lamp output.

Usage

VGet *Sequence*.**StrobeDelay**, *var*

VSet *Sequence*.**StrobeDelay**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

Long value in microseconds.

Default: 0 (microsecond)

Remarks

Use StrobeDelay to set the time delay between the hardware trigger signal and turning on the strobe lamp output.

This property is only available for Compact Vision cameras.

See Also

RuntimeAcquire Property, ExposureTime Property, ExposureDelay Property, StrobeTime Property

StrobeTime Property

Applies To

Vision Sequence

Description

Sets / returns the amount of time the camera's strobe lamp output is turned on during image acquisition.

Usage

VGet *Sequence*.**StrobeDelay**, *var*

VSet *Sequence*.**StrobeDelay**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
var	Long variable that will contain the value of the property.
value	Long expression for the new value of the property.

Values

Long value in microseconds.

Default: 0 (microsecond)

Remarks

Use StrobeTime to set the amount of time that the camera's strobe lamp output is turned on during image acquisition.

This property is only available for Compact Vision cameras.

See Also

RuntimeAcquire Property, ExposureDelay Property, ExposureTime Property, StrobeDelay Property

TargetCharHeight Property

Applies To

Vision Objects: OCR

Description

Sets / returns the height of a charcter in an OCR font.

Usage

VGet *Sequence.Object*.**TargetCharHeight,** *var*

VSet *Sequence.Object*.**TargetCharHeight,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - 99 pixels

Remarks

You can use TargetCharHeight to manually set the character height for a font. Normally, this property is automatically set during the Calibrate operation.

See Also

Calibrate Property, OCR Object, TargetCharSpacing Property, TargetCharWidth Property

TargetCharSpacing Property

Applies To

Vision Objects: OCR

Description

Sets / returns the inter-character spacing in an OCR font.

Usage

VGet *Sequence.Object*.**TargetCharSpacing,** *var*

VSet *Sequence.Object*.**TargetCharSpacing,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - 99 pixels

Remarks

You can use TargetCharSpacing to manually set the inter-character spacing for a font. Normally, this property is automatically set during the Calibrate operation.

See Also

Calibrate Property, OCR Object, TargetCharHeight Property, TargetCharWidth Property

TargetCharWidth Property

Applies To

Vision Objects: OCR

Description

Sets / returns the inter-character width for an OCR font.

Usage

VGet *Sequence.Object*.**TargetCharWidth,** *var*

VSet *Sequence.Object*.**TargetCharWidth,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - 100 pixels

Remarks

You can use TargetCharWidth to manually set the character width for a font. Normally, this property is automatically set during the Calibrate operation.

See Also

Calibrate Property, OCR Object, TargetCharHeight Property, TargetCharSpacing Property

TargetSequence Property

Applies To

Vision Calibration

Description

Specifies the vision sequence that is used to find the calibration target(s) during calibration.

Usage

VGet *Calibration.***TargetSequence,** *var*

VSet *Calibration.***TargetSequence,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var String variable that will contain the value of the property.

value String expression for the new value of the property.

Values

String value containing the name of the vision sequence

Default: None

Remarks

The **TargetSequence** property must be specified for all calibrations. For more details, see the chapter *Calibration* in the Vision Guide manual.

See Also

UpwardSequence Property, ReferenceType Property

Text Result

Applies To

Vision Objects: CodeReader, OCR

Description

Returns the text found in a search operation.

Usage

VGet *Sequence.Object.***Text** [(*result*)]**,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the result.

Values

String.

Remarks

The Text result returns the text found by an OCR or CodeReader object. Invalid characters will be substituted with the character specified the the InvalidChar property.

See Also

CodeReader Object, Found Result, InvalidChar Property, OCR Object, Score Result

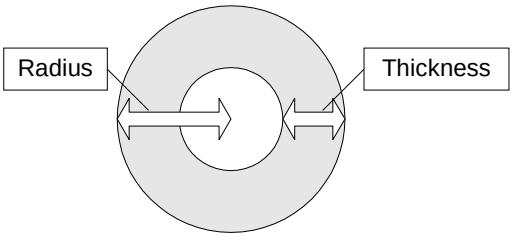
Thickness Property

Applies To

Vision Objects: Polar

Description

Defines the thickness (in pixels) of the ring used for the Polar object.



Usage

VGet *Sequence.Object*.**Thickness,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.

Values

1 - 25 pixels

Default: 5

Remarks

It is important to remember that the Polar object is used to process images that are circular in nature. The Thickness property defines the thickness of the circular ring which is used to define the Search Window for the Polar Search.

In many cases the Thickness property does not need to be very large for a successful search. Since the Thickness property defines the Search Window size for the Polar object, keeping the Thickness small results in faster Polar search times.

See Also

CenterPointObject Property, CenterX Property, CenterY Property, Object Tab, Polar Object, Radius Property

ThresholdColor Property

Applies To

Vision Objects: Blob, ImageOp

Description

Sets or returns the color of the pixels whose gray values fall between the ThresholdHigh and ThresholdLow properties.

Usage

VGet *Sequence.Object*.**ThresholdColor**, *var*

VSet *Sequence.Object*.**ThresholdColor**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 – Black

2 – White

Default: 1 – Black

Remarks

The ThresholdColor property defines the color of the pixels whose gray values are between the ThresholdHigh and ThresholdLow properties during binarization. For example, when ThresholdColor = Black, ThresholdLow = 50 and ThresholdHigh = 100, then pixels whose gray values are between 50 and 100 will be set to black during binarization. All other pixels will be white.

See Also

Blob Object, ImageOp Object, Object Tab, Polarity Property, ThresholdHigh, ThresholdLow Property

ThresholdHigh Property

Applies To

Vision Objects: Blob, ImageOp

Description

Sets or returns the ThresholdHigh value for a Blob or ImageOp object.

Usage

VGet *Sequence*.*Object*.**ThresholdHigh**, *var*

VSet *Sequence*.*Object*.**ThresholdHigh**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

1 - 255	This value must be greater than the ThresholdLow value or an error will occur.

Remarks

Blob Objects:

The ThresholdHigh property works with the ThresholdLow property to define the grey level regions which represent the feature (or object), the background and the edges of the image. The ThresholdHigh property defines the upper bound for grey level values that are considered to be a blob. Any part of the image which falls within grey level region between ThresholdLow and ThresholdHigh will be assigned a pixel weight of 1. (i.e. it is a blob.)

If the Polarity property is set to 1–DarkOnLight, then grey levels between ThesholdLow and ThresholdHigh will changed to black pixels and all other pixels will be white.

If the Polarity property is set to 2–LightOnDark, then grey levels between ThesholdLow and ThresholdHigh will changed to white pixels and all other pixels will be black.

One of the problems regarding the ThresholdLow and ThresholdHigh Properties is finding the correct values to use for each. This is where the Histogram feature of Vision Guide comes in. You can run a Histogram on an image to see the relationship between the pixel counts at various grey levels. From the Histogram dialog, you can adjust each of the threshold values and view the results.

See Also

Blob Object, ImageOp Object,Object Tab, Polarity Property, ThresholdLow Property

ThresholdLow Property

Applies To

Vision Objects: Blob, ImageOp

Description

Sets or returns the ThresholdLow value for a Blob or ImageOp object.

Usage

VGet *Sequence.Object*.**ThresholdLow**, *var*

VSet *Sequence.Object*.**ThresholdLow**, *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

0 - 254	This value must be less than the ThresholdHigh value or an error will occur.

Remarks

Blob Objects:

The ThresholdLow property works with the ThresholdHigh property to define the grey level regions which represent the feature (or object), the background and the edges of the image. The ThresholdLow property defines the lower bound for grey level values that are considered to be a blob. Any part of the image which falls within grey level region between ThresholdLow and ThresholdHigh will be assigned a pixel weight of 1. (i.e. it is a blob.)

If the Polarity property is set to DarkOnLight, then grey levels between ThesholdLow and ThresholdHigh will changed to black pixels and all other pixels will be white.

If the Polarity property is set to LightOnDark, then grey levels between ThesholdLow and ThresholdHigh will changed to white pixels and all other pixels will be black.

One of the problems regarding the ThresholdLow and ThresholdHigh Properties is finding the correct values to use for each. This is where the Histogram feature of Vision Guide comes in. You can run a Histogram on an image to see the relationship between the pixel counts at various grey levels. From the Histogram dialog, you can adjust each of the threshold values and view the results.

See Also

Blob Object, ImageOp Object, Object Tab, Polarity Property, ThresholdHigh Property

Time Result

Applies To

Vision Sequence

Vision Objects: Blob, CodeReader, Correlation, Edge, Geometric, ImageOp, OCR, Polar

Description

Returns the amount of time (in milliseconds) required to process the associated vision object or vision sequence.

Usage

VGet *Sequence.Object***.Time,** *var*

VGet *Sequence***.Time,** *var*

Sequence Name of a sequence or string variable containing a sequence name.

Object Name of an object or string variable containing an object name. The object must exist in the specified sequence.

var Integer variable that will contain the value of the result.

Values

0 - 2147483647 milliseconds (positive long integer)

Remarks

The Time result is used to store how quickly a vision object or vision sequence is able to execute. (i.e. how quickly an object is found.)

The Time result is shown for each vision object (Blob, Correlation, Geometric, Edge, and Polar) as well as for an entire vision sequence.

For the sequence time result: if the RuntimeAcquire property is set to 1 - Stationary (default), then the total time includes the acquisition time plus the total time for all steps in the sequence. The acquisition time can vary and depends on the time it takes for the vision system to synchronize with the camera.

For objects that return multiple results, the time returned is the total time to find all results. When viewed on the Vision Guide window Results list, "(all results)" is appended to the time value to indicate this.

Statistics

For the Time result, the following statistics are available. TimeMax, TimeMean, TimeMin, TimeStdDev. Please see *Statistics* in the Vision Guide manual for details about using statistics.

See Also

Blob Object, CodeReader Object, Correlation Object, Edge Object, Geometric Object, ImageOp Object, Object Tab, OCR Object, Polar Object, Sequence Tab, Vision Sequences

Timeout Property

Applies To

Vision Objects: Geometric

Description

Sets / returns the maximum search time for a Geometric object.

Usage

VGet *Sequence.Object*.**Timeout,** *var*

VSet *Sequence.Object*.**Timeout,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Long integer variable that will contain the value of the property.
value	Long integer expression for the new value of the property.

Values

0 - 1000000

Default: 2000

Remarks

Use the Timeout property to limit the amount of search time for a Geometric object.

See Also

Geometric Object, Object Tab

TotalArea Result

Applies To

Vision Objects: Blob

Description

Returns the sum of areas of all results.

Usage

VGet *Sequence.Object***.TotalArea,** *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Real variable that will contain the value of the result.

Values

Real number from 1- total pixels in image.

Remarks

TotalArea can be used to determine all pixels in the image being searched whose blobs fall withing the MinArea and MaxArea properties. By setting NumberToFind to 0 and MinArea to 1, the Blob object can be used as a pixel counter.

See Also

Area Result, Blob Object, Object Tab, NumberToFind Property

TriggerMode Property

Applies To

Vision Sequence

Description

Specifies the type of trigger signal transition used for electronic shutter release acquisition.

Usage

VGet *Sequence*.**TriggerMode**, *var*

VSet *Sequence*.**TriggerMode**, *value*

Sequence Name of a sequence or string variable containing a sequence name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value

1 – Leading The electronic shutter trigger will occur when the trigger signal transitions from low to high.

2 – Trailing The electronic shutter trigger will occur when the trigger signal transitions from high to low.

Default: 1 – Leading

Remarks

The TriggerMode property allows you to match the camera trigger signal transition according to the circuit you are using.

See Also

RuntimeAcquire Property, Sequence Tab

TwoRefPoints Property

Applies To

Vision Calibration

Description

Sets / returns whether a calibration should use two reference points instead of one.

Usage

VGet *Calibration.***TwoRefPoints,** *var*

VSet *Calibration.***TwoRefPoints,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Boolean variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

0 – False Use one reference point

1 – True Use two reference points

Default: 0 – False

Remarks

Set TwoRefPoints to 1–True to use two reference points for a calibration. During calibration, when CameraOrientation is set to Fixed upward, the system will search for the target, rotate 180 degrees, and search for the target again to calculate the midpoint of the two searches.

See Also

CameraOrientation Property, ReferenceType Property

UpwardLamp Property

Applies To

Vision Calibration

Description

Sets / returns the I/O output bit used for the calibration upward camera lamp.

Usage

VGet *Calibration*.**UpwardLamp,** *var*

VSet *Calibration*.**UpwardLamp,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var Integer variable that will contain the value of the property.

value Integer expression for the new value of the property.

Values

Integer value of a valid output bit.

Default: None

Remarks

Use the UpwardLamp property to automatically turn on a lamp for a calibration using an upward camera to find the reference point.

See Also

Lamp Property, LampDelay

UpwardSequence Property

Applies To

Vision Calibration

Description

UpwardSequence specifies the sequence used by an upward looking camera for a mobile calibration target reference.

Usage

VGet *Calibration.***UpwardSequence,** *var*

VSet *Calibration.***UpwardSequence,** *value*

Calibration Name of a calibration or string variable containing a calibration name.

var String variable that will contain the value of the property.

value String expression for the new value of the property.

Value

String that contains the vision sequence name.

Default: None

See Also

ReferenceType Property, TargetSequence Property

VCal Statement

Applies To

Vision Calibration

Description

VCal enables you to run a vision calibration from a SPEL$^+$ program.

Usage

VCal *Calibration*

Calibration Name of the Calibration to be calibrated.

Remarks

The calibration definition must be set up from the Vision Guide window or created using VCreateCalibration before a calibration will run. Also, the calibration points must be taught, unless you are calibrating a fixed camera in the robot coordinate system. In this case, you can execute VCal without the points being taught first if you create a point file in the controller with the same name as the calibration. If EPSON RC+ sees this point file, it will use the points in the file. See the following example.

After executing a calibration with VCal, you must call VSave to save the new calibration data.

Example

This example uses a mobile camera to calibrate a fixed downward camera.

```
Function CalFixedCamera As Boolean
    Integer i
    Boolean found
    Real x, y, u
    String obj$
    ' "mobileCal" is a sequence with 9 blobs that uses a mobile calibration.
    ' First we search with the mobile camera
    Jump mobileCamView
    VRun mobileCal
    VGet mobileCal.AllFound, found
    If Not found Then
        MsgBox "Could not find all targets"
        Exit Function
    EndIf
    For i = 1 TO 9
        obj$ = "blob0" + Str$(i)
        VGet mobileCal.obj$.RobotXYU, found, x, y, u
        ' Save each target point in robot coordinates
        P(i) = XY(x, y, 0, 0)
    Next i
    ' Save the points for VCal to use
    ' Note that "fixed" is the name of the calibration
    SavePoints "fixed.pts"
    Jump clearFixed
    ' Calibrate the fixed camera calibration scheme
    VCal fixed
    CalFixedCamera = True
Fend
```

See Also

VCalPoints, VCreateCalibration, Vision Sequences, VSave

VCalPoints Statement

Applies To

Vision Calibration

Description

VCalPoints enables you to teach points for a vision calibration from a SPEL$^+$ program.

Usage

VCalPoints *Calibration*

Calibration Name of the Calibration to be calibrated.

Remarks

When VCalPoints executes, a dialog is displayed that allows the user to teach the calibration points for the specified calibration definition.

After teaching calibration points with VCalPoints, you must call VSave to make the changes permanent.

See Also

VCal, Vision Sequences, VSave

VCls Statement

Applies To

The Graphics display

Description

VCls clears the image display area of all graphics.

Usage

VCls

Remarks

VCls causes all graphics which were drawn during execution of a vision sequence to be removed from the image display area. This is most often used to remove screen clutter between vision sequences. For example, if your application uses vision in only one part of the application, you may want to clear the image display area while the robot is doing other parts of the application since the vision processing stage of the application is complete.

VCls is available only from the SPEL$^+$ Language.

See Also

VGet, VRun, VSet, Vision Sequences

VCreateCalibration Statement

Applies To

Vision Calibration

Description

VCreateCalibration creates a vision calibration at runtime.

Usage

VCreateCalibration *CalibrationName*

CalibrationName String expression containing new calibration name.

Remarks

Here are the basic steps to create a runtime calibration:

1. Execute VCreateCalibration.
2. Use VSet to set CameraOrientation and TargetSequence properties. Set other properties as necessary.
3. If the camera is not Standalone, you must create a point file for the calibration using the same name, or call VCalPoints to teach calibration points.
4. Execute VCal to run the calibration.
5. Set the Calibration property for one or more sequences that will use the new calibration.
6. Execute VSave to save the changes.

To make changes to the vision configuration permanent, you must call VSave.

Example

```
Function CreateCal
    String cal$

    cal$ = "mycal"
    VCreateCalibration cal$
    VSet cal$.CameraOrientation, VISION_CAMORIENT_MOBILEJ2
    VSet cal$.TargetSequence, "calSeq"
    VCalPoints cal$
    VCal cal$
    VSave
Fend
```

See Also

VCreateObject, VCreateSequence, VSave

VCreateObject Statement

Applies To

Vision Sequence

Description

VCreateObject creates an object at runtime.

Usage

VCreateObject *Sequence, ObjectName, ObjectType*

Sequence Name of a sequence or string variable containing a sequence name.

ObjectName String expression containing the name of an object to create in sequence *Sequence*.

ObjectType Integer expression for the vision object type.

Object Type	Constant	Value
Correlation	VISION_OBJTYPE_CORRELATION	1
Blob	VISION_OBJTYPE_BLOB	2
Edge	VISION_OBJTYPE_EDGE	3
Polar	VISION_OBJTYPE_POLAR	4
Line	VISION_OBJTYPE_LINE	5
Point	VISION_OBJTYPE_POINT	6
Frame	VISION_OBJTYPE_FRAME	7
ImageOp	VISION_OBJTYPE_IMAGEOP	8
Ocr	VISION_OBJTYPE_OCR	9
CodeReader	VISION_OBJTYPE_CODEREADER	10
Geometric	VISION_OBJTYPE_GEOMETRIC	11

Remarks

Use VCreateObject to add an object to an existing vision sequence at runtime. Use VSave to save it after setting the properties.

See Also

VCreateCalibration, VCreateSequence, VSave

VCreateSequence Statement

Applies To

Vision Sequence

Description

VCreateSequence creates an new vision sequence at runtime.

Usage

VCreateSequence *SequenceName*

SequenceName String expression containing new sequence name.

Remarks

Use VCreateSequence to create a new vision sequence at runtime. Use VCreateObject to add objects to the sequence. Use VSave to save it after setting the properties.

See Also

VCreateCalibration, VCreateObject, VSave

VDeleteCalibration Statement

Applies To

Vision Calibration

Description

VDeleteCalibration deletes a vision calibration at runtime.

Usage

VDeleteCalibration *CalibrationName*

CalibrationName	Calibration name or string variable that contains the calibration name.

Remarks

Use VDeleteCalibration to delete a vision calibration at runtime. If the calibration does not exist, no error occurs. Use VSave to save vision settings after deleting the calibration.

See Also

VCreateCalibration, VDeleteObject, VDeleteSequence, VSave

Example

```
VDeleteCalibration "mycal"
```

VDeleteObject Statement

Applies To

Vision Sequence

Description

VDeleteObject deletes a vision object at runtime.

Usage

VDeleteObject *Sequence, ObjectName*

Sequence	Name of a sequence or string variable containing a sequence name.
ObjectName	String expression containing the name of an object to delete in sequence *Sequence*.

Remarks

Use VDeleteObject to delete a vision object at runtime. If the object does not exist, no error occurs. Use VSaves to save vision settings after deleting the object.

See Also

VCreateObject, VDeleteCalibration, VDeleteSequence, VSave

Example

```
VDeleteObject "myseq", "blob01"
```

VDeleteSequence Statement

Applies To

Vision Sequence

Description

VDeleteSequence deletes a vision sequence at runtime.

Usage

VDeleteSequence *SequenceName*

SequenceName Sequence name or string variable that contains the sequence name.

Remarks

Use VDeleteSequence to delete a vision sequence at runtime. If the sequence does not exist, no error occurs. Use VSave to save vision settings after deleting the sequence .

See Also

VCreateSequence, VDeleteCalibration, VDeleteObject, VSave

Example

```
VDeleteSequence "myseq"
```

VGet Statement

Applies To

Vision Sequence

Vision Calibration

Vision Objects: All

Description

VGet is used to get the values of properties and results in SPEL+ and VB Guide.

Usage

VGet *Sequence* **.***Property*, *var*

VGet *Calibration* **.***Property*, *var*

VGet *Sequence* **.***Object***.***Property*, *var*

VGet *Sequence* **.***Object* **.***Result* [(*resultIndex*)] , *var*

Sequence	Name of a sequence or string variable containing a sequence name.
Calibration	Name of a calibration or string variable containing a calibration name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence. Omit *Object* if you are retrieving a sequence or calibration property or result.
Property	Name of the property to set or return the value of.
Result	Name of the result to get the value of. You can optionally specify a *resultIndex* for objects that can return more than one set of result data, such as Blob and Correlation. This allows you to obtain a particular result without setting the CurrentResult property.
var	Variable(s) that will contain the value(s) returned.

Remarks

VGet is a powerful part of the Vision Guide structure. It provides the core mechanism to get the property and result values from the vision objects that are run from vision sequences.

VGet can be used to get property values before running a vision sequence so that you can check the value of a specific property or even check and set it by using the VGet statement and then the VSet statement. VGet can also be used to get property values after running a vision sequence

The most common use for VGet is to get the result values from vision objects after they have been run in a sequence. This allows you to use the results to make decisions, perform calculations, define point positions and a whole host of other things. In order to use VGet with results, you must first VRun the sequence which contains the vision object for which you want to get a result from. For example, assume you created a vision sequence which uses a Blob object to find how many holes are present in a specific part. This means you will want to VGet the value of the Holes result for the Blob object. The following SPEL+ program shows how VGet would be used in this instance.

```
Function test
'It is assumed that a sequence called FindHoles has already been created
'prior to running this program. FindHoles contains a Blob object called Part
'which is configured to find how many holes are in the search window.
'In this example, we will run the sequence and then display the number
'of holes which were found.

  Integer count

  VRun FindHoles                    'Run the vision sequence
  VGet FindHoles.Part.Holes, count  'Get the # of holes found

  Print count, "holes found"
Fend
```

See Also

VRun, VSet, Vision Sequences

VLoad Statement

Applies To

All Vision Properties

Description

Loads all vision properties for the current project from disk.

Usage

VLoad

Remarks

Use **VLoad** to restore all vision properties at runtime to design time values.

When **VLoad** executes, it loads the data from the .VIS file in the project directory.

See Also

VSave

VLoadModel Statement

Applies To

Vision Objects: Correlation, Geometric, Polar

Description

Loads a model for a vision object from a file on the controller that was created with VSaveModel.

Usage

VLoadModel *Sequence.Object, fileName*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
fileName	Path and file name.

Remarks

VLoadModel can be used in applications where you have several different part models but the same vision sequence can be used. The *fileName* parameter refers to a file that was previously saved with VSaveModel for the same type of vision object.

VLoadModel can be used with the following vision objects:

- Correlation
- Geometric
- Polar

Example

```
VLoadModel seq1.corr01, "c:\models\corr01.mdl"
```

See Also

VSaveModel

VRun Statement

Applies To

Vision Sequence

Description

VRun is a SPEL+ language statement used to initiate execution of vision sequences which were created in the Vision Guide development environment.

Usage

VRun *Sequence*

Sequence Name of a sequence or string variable containing a sequence name.

Remarks

Once a vision sequence has been created in the Vision Guide development environment it can be executed from the development environment or from within a SPEL+ program. The VRun SPEL+ Language statement initiates execution of vision sequences.

When VRun is initiated the vision sequence specified begins execution. This means that an image is acquired (unless the user sets the RuntimeAcquire property to False) into the frame buffer, and then vision objects are applied to that image as defined in the vision sequence.

It is important to note that VRun returns prior to completing execution of the vision sequence specified with VRun. Once the image is acquired, VRun returns control to the next SPEL+ statement which follows VRun. This improves the throughput of the overall cycle time by allowing other SPEL+ statements to execute while vision processing occurs. (For example, the robot can move during vision processing, or a calculation could be performed during this time.)

Once VRun is executed, VGet is normally used to get the results of the vision sequence such as part position data, good part bad part status, part count information or many other results. Shown below is a simple program which uses VRun and VGet to execute a vision sequence and then use results from that sequence to display useful information to the user.

Before running the program, create a sequence called “FindHoles” and a blob object called “Part”.

```
Function test
'It is assumed that a sequence called FindHoles has already been created
'prior to running this program. FindHoles contains a Blob object called Part
'which is configured to find how many holes are in the search window.
'In this example, we will run the sequence and then display the number
'of holes which were found.

  Integer count

  VRun FindHoles                    'Run the vision sequence
  VGet FindHoles.Part.Holes, count  'Get the # of holes found

  Print count, "holes found"
Fend
```

See Also

VGet, VSet, Vision Sequences

VSave Statement

Applies To

All Vision Properties

Description

Saves all vision properties for the current project to disk.

Usage

VSave

Remarks

Use **VSave** to make runtime changes to vision properties permanent.

When **VSave** executes, it updates the .VIS file in the project directory.

See Also

VLoad, VSet

VSaveImage Statement

Applies To

Sequence

Description

Saves the current frame grabber image on a disk file.

Usage

VSaveImage *Sequence*, *fileName*

Sequence Name of a sequence or string variable containing a sequence name.

fileName Path and file name. The file extension must be MIM, BMP, TIF, or JPG.

Remarks

VSaveImage can be used to save an image to a disk file at run time. This is particularly useful for analyzing images where parts were not found.

The image that is saved is the last image that was stored in the frame grabber. A VRun must be executed before saving the image. The RuntimeFreeze property should be set to True for the sequence that you are saving the image from.

Example

```
VRun seq1
VGet seq1.AllFound, found
If found = False Then
    VSaveImage seq1, "c:\badimage\seq1.mim"
EndIf
```

See Also

ImageFile Property, SaveImage Property

VSaveModel Statement

Applies To

Vision Objects: Correlation, Geometric, Polar

Description

Saves a model for a vision object on disk.

Usage

VSaveModel *Sequence.Object, fileName*

Sequence Name of a sequence or string variable containing a sequence name.

Object Name of an object or string variable containing an object name. The object must exist in the specified sequence.

fileName Path and file name excluding the extension.

Remarks

VSaveModel can be used in applications when you have several different part models. Normally, a model for each object is stored in the Vision Guide data files. VSaveModel allows you to save the models into specified files so you can load them into other objects of the same type.

VSaveModel can be used with the following vision objects:

- Correlation
- Geometric
- Polar

Example

```
Integer status

VTeach seq1.corr01, status
If status = 1 Then
    VSaveModel seq1.corr01, "c:\models\corr01.mdl"
EndIf
```

See Also

VLoadModel

VSet Statement

Applies To

Vision Sequence

Vision Calibration

Vision Objects: All

Description

VSet is used to set the values of properties from the SPEL$^+$ Language.

Usage

VSet *Sequence.Property, value*

VSet *Calibration.Property, value*

VSet *Sequence.Object.Property, value*

Sequence	Name of a sequence or string variable containing a sequence name.
Calibration	Name of the Calibration to set the property value for.
Object	Name of the Object set the property value for. Omit if setting property for sequence or calibration.
Property	Name of the property to set a new value for.
value	Expression for the new value. The data type depends on the property type.

Remarks

VSet is used to set property values for vision sequences, calibrations, and objects from the SPEL$^+$ language. Save the vision settings using VSave after setting the property.

For many vision sequences all the proper property settings will be set from within the Vision Guide development environment. However, there are also times when you will want to set property values in a SPEL$^+$ program prior to running a vision sequence. For example, you may want to set the NumberToFind property before running a sequence, or maybe you want to use the same vision sequence with 2 different cameras. Both of these scenarios can be handled in SPEL$^+$ using VSet.

Shown below is a Vision Guide program which runs the same vision sequence for 2 different cameras to calculate the number of holes found in a board.

It is assumed that a Sequence called "FindHoles" has already been created prior to running this program. FindHoles contains a "Part" Blob object which is configured to find the number of holes in the Search Window using Holes Result. In this example, we will run the sequence and then display the number of holes which were found.

When VSet is called from a program, changes are only made in memory and are not saved. You must call VSave to make the changes permanent. Otherwise, after program execution stops, the vision system is restored to the previously saved state.

```
Function test

  Integer count
  #define CAMERA1 1
  #define CAMERA2 2

  VSet FindHoles.Camera, CAMERA1          ' Find holes for part at camera 1
  VSave
  VRun FindHoles                          ' Run the Vision Sequence
  VGet FindHoles.Part.Holes, count        ' Get the # of holes which were found
  Print "Camera1 holes found =", count

  VSet FindHoles.Camera, CAMERA2          ' Repeat for camera 2
  VSave
  VRun FindHoles
  VGet FindHoles.Part.Holes, count        ' Get the # of holes which were found
  Print "Camera2 holes found =", count

Fend
```

See Also

VGet, VRun, VSave, VSet, Vision Sequences

VShowModel Statement

Applies To

Vision Objects: Correlation, Geometric, Polar

Description

The VShowModel command allows a previously taught model to be displayed at various zoom settings from a SPEL$^+$ program. For more details, see the ShowModel property.

Usage

VShowModel *Sequence.Object*

Sequence Name of a sequence or string variable containing a sequence name.

Object Name of an object or string variable containing an object name. The object must exist in the specified sequence.

Remarks

If changes are made to the model, such as don't care pixels, you must call VSaveModel to make the changes permanent.

Example

```
VShowModel seq1.corr01
```

See Also

VSaveModel, VTeach, VTrain

VStatsReset Statement

Applies To

Vision Sequence

Description

The VStatsReset command resets all statistics in memory for one sequence in the current project. This includes all of the objects in the sequence. If you want to update the statistics file on disk, you must execute VStatsSave

Usage

VStatsReset *Sequence*

Sequence Name of a sequence or string variable containing a sequence name.

See Also

VGet, VRun, VStatsResetAll, VStatsSave, Vision Sequences

VStatsResetAll Statement

Applies To

All vision sequences in current project

Description

The VStatsResetAll command resets all statistics in memory for all vision sequences in the current project. If you want to update the statistics file on disk, you must execute VStatsSave

Usage

VStatsResetAll

See Also

VGet, VRun, VStatsResetAll, VStatsSave, Vision Sequences

VStatsSave Statement

Applies To

All vision sequences in current project

Description

The VStatsSave command saves all vision statistics in the current project to a file in the current project's directory. The filename is the name of the project with an .STX extension.

Usage

VStatsSave

Remarks

Statistics are saved whenever EPSON RC+ is closed. So typically VStatsSave is not needed. However, if you want to reset the statistics, you must execute VStatsSave after executing VStatsResetAll, or VStatsReset.

If no sequences have been run, no statistics file will be created.

If all statistics have been reset with the VStatsResetAll command, then the file will be deleted.

See Also

VGet, VRun, VStatsReset, VStatsResetAll

VStatsShow Statement

Applies To

Vision Sequence

Description

Displays statistics for a specified sequence.

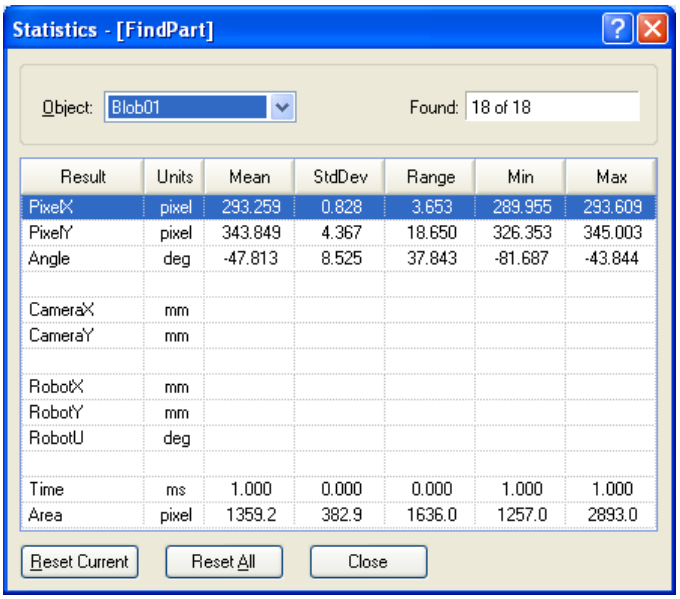
Usage

VStatsShow *Sequence*

Sequence Name of a sequence or string variable containing a sequence name.

Remarks

VStatsShow will display a dialog showing the statistics for all objects in the specified sequence.



Example

```
VStatsShow Seq1
```

See Also

VStatsReset, VStatsResetAll, VStatsSave

VTeach Statement

Applies To

Vision Objects: ColorMatch, Correlation, Geometric, ImageOp, OCR, Polar

Description

VTeach enables you to teach a vision model from a SPEL$^+$ program.

Usage

VTeach *Sequence.Object, var*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the return status.

Values

Returns status in *var*. If the teach operation was successful, *var* will contain 1, otherwise it will contain 0.

Remarks

The object must exist before you can call VTeach. When VTeach executes, a snapshot is taken first, then the model is taught using the current model window.

When using the ColorMatch or ImageOp objects, you must first set the CurrentModel property before executing VTeach.

NOTE After executing VTeach, you must call VSaveModel to make the changes permanent.

Example

```
Integer status

VTeach seq1.corr01, status
If status = 1 Then
    VSaveModel seq1.corr01, "c:\models\corr01"
EndIf
```

See Also

CurrentModel Property, VSaveModel, VTrain

VTrain Statement

Applies To

All vision objects

Description

VTrain enables you to train the search window and model window for an object from a SPEL$^+$ program.

Usage

VTrain *Sequence* [**.***Object*], *var* [, *flags*]

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Optional. Name of an object or string variable containing an object name. The object must exist in the specified sequence. If omitted, the entire sequence can be trained.
var	Integer variable that will contain the return status.
flags	Optional. Configures VTrain operation. 1 - Show teach button. 2 - Don't show model windows.

Values

Returns status in *var*. If the user clicks OK, *var* will contain 1, otherwise it will contain 0.

Remarks

The sequence must exist before you call VTrain. If *Object* is specified then it must exist in the specified sequence before you can call VTrain. When VTrain executes, a dialog is opened showing live video with the specified sequence or object. The user can then move and size the search and model windows just as you would in the Vision Guide window.

If *flags* bit 1 is set, a teach button will be displayed. For objects with models, such as Correlation, Geometric, and Polar objects, the model will be taught if the teach button is clicked. You can retrieve the ModelOK property after running VTrain to check if a model was trained. For Blob objects and ImageOp objects with operation set to Binarize, the teach button will open the Histogram dialog and the operator can adjust both high and low thresholds and then view the effects of changes.

If *flags* bit 2 is set, model windows will not be displayed. The operator can only change search windows.

For objects with models, you can call VTeach after calling VTrain to teach the model if you are not displaying the teach button.

After executing VTrain, you must call VSave to make the changes permanent.

See Also

VTeach, VSave

X Property

Applies To

Vision Objects: Point

Description

Defines the X coordinate of a Point object.

Usage

VGet *Sequence.Object***.X,** *var*

VSet *Sequence.Object***.X,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video width: –1

Remarks

The X property is used to locate horizontal position of the Point object in the image coordinate system. This property is initially set to the X position where the user drops a newly created Point object. However, if a Point object is associated with another object in the sequence (i.e. the PointType property is set to another vision object and not set to 0–Screen), then the X property for the Point object is automatically modified according to the associated object.

When the PointType property is set to 0–Screen there are two methods which can be used to move the Point object:

- Click on the Point object's label and drag the object to the position you want to place it.
- Change the X and Y properties for the Point object.

See Also

Object Tab, Point Object, Y Property

X1 Property

Applies To

Vision Objects: Edge, Line

Description

Defines the X1 coordinate of an object where the (X1, Y1) coordinate pair defines the position of the starting point of the object.

Usage

VGet *Sequence.Object***.X1,** *var*

VSet *Sequence.Object***.X1,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video width - 1

Remarks

Line Object:

The X1 property is used to locate horizontal position for the starting point of a Line object. This property is initially set to the starting point X position where the user drops a newly created Line object. However, if a Point object is associated with another object in the sequence (i.e. the StartPointType property is set to another vision object and not set to 0–Screen), then the X1 property for the Line object is automatically modified according to the associated property.

When the StartPointType property is set to 0–Screen there are 2 methods which can be used to move the Line object:

- Click on the Line object's label and drag the object to the position you want to place it.
- Change the X1, Y1, X2, or Y2 coordinates.

Edge Object:

The X1 property is used to locate horizontal position for the starting point of an Edge object.

See Also

Edge Object, Line Object, Object Tab, StartPointObject Property, StartPointType Property, X2 Property, Y1 Property, Y2 Property

X2 Property

Applies To

Vision Objects: Edge, Line

Description

Defines the X2 coordinate of an object where the (X2, Y2) coordinate pair defines the position of the starting point of the object.

Usage

VGet *Sequence.Object***.X2,** *var*

VSet *Sequence.Object***.X2,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video width: –1

Remarks

Line Object:

The X2 property is used to locate horizontal position for the endpoint of a Line object. This property is initially set to the ending point X position where the user drops a newly created Line object. However, if a Point object is associated with another object in the sequence (i.e. the EndPointType property is set to another vision object and not set to 0–Screen), then the X2 property for the Line object is automatically modified according to the associated property.

When the EndPointType property is set to 0–Screen there are 2 methods which can be used to move the Line object:

- Click on the Line object's label and drag the object to the position you want to place it.
- Change the X1, Y1, X2, or Y2 coordinates.

Edge Object:

The X2 property is used to locate horizontal position for the ending point of an Edge object.

See Also

Edge Object, EndPointObject Property, EndPointType Property, Line Object, Object Tab, X1 Property, Y1 Property, Y2 Property

XAvgError Result

Applies To

Vision Calibration

Description

Returns the average calibration error along the X axis.

Usage

VGet *Calibration*.**XAvgError,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

XAvgError is the average calibration error along the X axis detected during calibration.

See Also

XMaxError, XmmPerPixel, YAvgError

XMaxError Result

Applies To

Vision Calibration

Description

Returns the maximum calibration error along the X axis.

Usage

VGet *Calibration*.**XMaxError,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

XMaxError is the maximum calibration error along the X axis detected during calibration.

See Also

XAvgError, XmmPerPixel, YMaxError

XmmPerPixel Result

Applies To

Vision Calibration

Description

Returns the X millimeters/pixel value of the specified calibration.

Usage

VGet *Calibration*.**XmmPerPixel,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

XmmPerPixel is the number of millimeters per pixel along the camera X axis.

See Also

XAvgError, XMaxError, YmmPerPixel

XTilt Result

Applies To

Vision Calibration

Description

Returns the calibration X tilt result.

Usage

VGet *Calibration***.XTilt,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Remarks

XTilt is a relative value that indicates camera tilt along the camera X axis. The directions are as viewed from the camera in the image coordinate system (plus x is right).

A positive value indicates tilt to the right, negative is tilt to the left.

See Also

YTilt Result

Y Property

Applies To

Vision Objects: Points

Description

Defines the Y coordinate of a Point object.

Usage

VGet *Sequence.Object***.Y,** *var*

VSet *Sequence.Object***.Y,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video height- 1

Remarks

The Y property is used to locate the vertical position of the Point object in the image coordinate system. This property is initially set to the Y position where the user drops a newly created Point object. However, if a Point object is associated with another object in the sequence (i.e. the PointType property is set to another vision object and not set to 0–Screen), then the Y property for the Point object is automatically modified according to the associated object.

When the PointType property is set to 0–Screen, there are two methods which can be used to move the Point object:

- Click on the Point object's label and drag the object to the position you want to -place it.
- Change the X and Y properties for the Point object.

See Also

Object Tab, Point Object, X Property

Y1 Property

Applies To

Vision Objects: Edge, Line

Description

Defines the Y1 coordinate of an object where the (X1, Y1) coordinate pair defines the position of the starting point of the object.

Usage

VGet *Sequence.Object***.Y1,** *var*

VSet *Sequence.Object***.Y1,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video height- 1

Remarks

There are cases where the user may want to position a Point object dynamically and for that reason the Y1 property can also be set from the SPEL$^+$ Language.

Line Object:

The Y1 property is used to locate vertical position for the starting point of a Line object. This property is initially set to the Y position where the user drops a newly created Line object. However, if a Point object is associated with another object in the sequence (i.e. the StartPointType property is set to another vision object and not set to 0–Screen), then the Y1 property for the Line object is automatically modified according to the associated property.

When the StartPointType property is set to 0–Screen there are 2 methods which can be used to move the Line object:

- Click on the Line object's label and drag the object to the position you want to place it.
- Change the X1, Y1, X2, or Y2 coordinates.

Edge Object:

The Y1 property is used to locate veritical position for the starting point of an Edge object.

See Also

Edge Object, Line Object, Object Tab, StartPointObject property, StartPointType property, X1 property, X2 property, Y2 property

Y2 Property

Applies To

Vision Objects: Edge, Line

Description

Defines the Y2 coordinate of an object where the (X2, Y2) coordinate pair defines the position of the starting point of the object.

Usage

VGet *Sequence.Object*.**Y2,** *var*

VSet *Sequence.Object*.**Y2,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

Min: 0
Max Video height- 1

Remarks

There are cases where the user may want to position a Point object dynamically and for that reason the Y2 property can also be set from the SPEL$^+$ Language.

Line Object:

The Y2 property is used to locate vertical position for the ending point of a Line object. This property is initially set to the ending point Y position where the user drops a newly created Line object. However, if a Point object is associated with another object in the sequence (i.e. the EndPointType property is set to another vision object and not set to 0–Screen), then the Y2 property for the Line object is automatically modified according to the associated property.

When the EndPointType property is set to 0–Screen there are two methods which can be used to move the Line object:

- Click on the Line object's label and drag the object to the position you want to place it.
- Change the X1, Y1, X2, or Y2 coordinates.

Edge Object:

The Y1 property is used to locate veritical position for the ending point of an Edge object.

See Also

Edge Object, EndPointObject Property, EndPointType Property, Line Object, Object Tab, X1 Property, X2 Property, Y1 Property

YAxisPntObjResult Property

Applies To

Vision Objects: Frame

Description

Specifies which result to use from the YAxisPointObject.

Usage

VGet *Sequence.Object*.**YAxisPntObjResult,** *var*

VSet *Sequence.Object*.**YAxisPntObjResult,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	Integer variable that will contain the value of the property.
value	Integer expression for the new value of the property.

Values

The value can range from 1 to the NumberToFind value for the YAxisPointObject.
If the YAxisPointObject is 'Screen', then the value is always 1.

Remarks

Use the YAxisPntObjResult property to specify a result number other than one for a Frame Object's YAxisPoint.

See Also

Frame Object, Object Tab, OriginPntObjResult Property, OriginPoint Property, YAxisPoint Property

YAxisPoint Property

Applies To

Vision Objects: Frame

Description

Defines the vision object to be used as the Y axis point for a Frame object.

Usage

VGet *Sequence.Object*.**YAxisPoint,** *var*

VSet *Sequence.Object*.**YAxisPoint,** *value*

Sequence	Name of a sequence or string variable containing a sequence name.
Object	Name of an object or string variable containing an object name. The object must exist in the specified sequence.
var	String variable that will contain the value of the property.
value	String expression for the new value of the property. Valid vision objects for the YAxisPoint property are: Blob, Correlation, Edge, Line, and Point objects. The YAxisPoint may also be based on the Screen position of the Frame.

Values

Screen or any object that runs prior to the frame and returns PixelX and PixelY results.

Default: Screen

Remarks

When a Frame object is first drag-and-dropped onto the Image display area of the Vision Guide Window, the default YAxisPoint property is set to Screen. Frame objects are normally attached to other Vision objects. This is the purpose of the OriginPoint and YAxisPoint. Through these 2 properties the user can define a frame of reference for other objects to have their position based upon. This capability is useful when specific features can be used to find reference points on a part and then other vision objects can be located on the image with respect to the frame position defined.

The OriginPoint and YAxisPoint properties are used together to define a vision frame which has an origin at the OriginPoint and a Y axis direction defined by the YAxisPoint property.

It is important to note that for each specific vision sequence, only those vision objects which are executed prior to the Frame object in the vision sequence steps will be available to use as an OriginPoint. (The order of the vision object execution can be adjusted from the Sequence Tab.)

When using the point and click interface click on the YAxisPoint property Value Field. Then click on the arrow and a drop down list will appear showing a list of available vision objects (along with the default value Screen) which can be used to define the Y Axis direction of the Frame. Click on one of the choices and the value field will be set accordingly.

When using the Object tab to set the YAxisPoint property it is important to note that only those objects which are defined prior to the Frame object are displayed in the drop down list. This helps reduce the chances of the user defining an OriginPoint which isn't defined prior to the Frame object.

Vision Guide automatically checks which vision objects can be used as the YAxisPoint and displays only those object names in the drop down list.

See Also

Frame Object, Frame Property, Object Tab, OriginPoint Property

YAvgError Result

Applies To

Vision Calibration

Description

Returns the average calibration error along the Y axis.

Usage

VGet *Calibration*.**YAvgErr,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

YAvgError is the average calibration error along the Y axis detected during calibration.

See Also

XAvgError, YMaxError, YmmPerPixel

YMaxError Result

Applies To

Vision Calibration

Description

Returns the maximum calibration error along the Y axis.

Usage

VGet *Calibration*.**YMaxErr,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

YMaxError is the maximum calibration error along the Y axis detected during calibration.

See Also

XMaxError, YAvgError, YmmPerPixel

YmmPerPixel Result

Applies To

Vision Calibration

Description

Returns the Y millimeters/pixel value of the specified calibration.

Usage

VGet *Calibration*.**YmmPerPixel,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Values

Real number in millimeters.

Remarks

YmmPerPixel is the number of millimeters per pixel along the camera Y axis.

See Also

XmmPerPixel, YAvgError, YMaxError

YTilt Result

Applies To

Vision Calibration

Description

Returns the calibration Y tilt result.

Usage

VGet *Calibration***.YTilt,** *var*

Calibration Name of a calibration or string variable containing a calibration name.

var Real variable that will contain the value of the result.

Remarks

YTilt is a relative value that indicates camera tilt along the camera Y axis. The directions are as viewed from the camera in the image coordinate system (plus y is down).

A positive value indicates tilt down, negative indicates tilt up.

See Also

XTilt Result