ctrlX - CORE

- ***CNC Softmotion V00***

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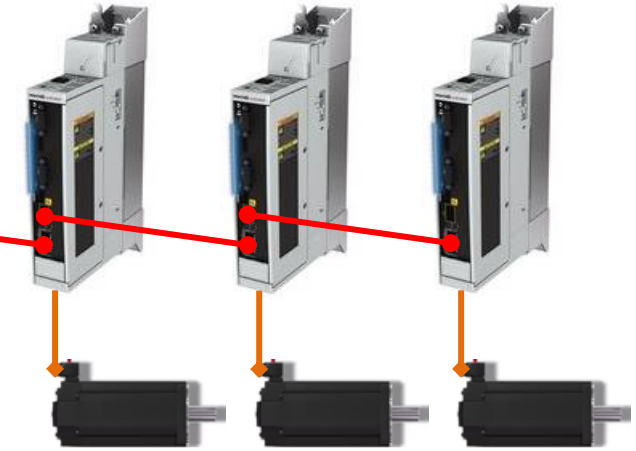
In the manual:

- *Installation “Package SoftMotion + ctrlX PLC Adaption*
- *SoftMotion Libraries*
- *Activate SoftMotion in a Real axis*
- *Example of program with three virtual axes*
- *Machine program control from file on PC or ctrlX*
- *M functions*
- *CNC variables (in Online Program)*
- *"G" Command Table, Identifiers, Expressions, Functions*
- *Program jumps with G20*
- *Display of G code lines*
- *Licenses*
- *Sending external files to ctrlX*
- *StartUp of Parameters in Real axes*
- *Read / Write Modules EtherCat Parameters*
- *Task assignment*

ctrlX Core

CNC Program

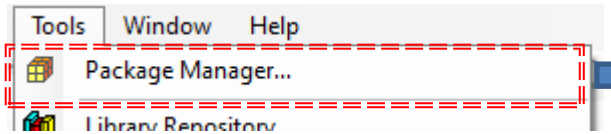
```
1  %( Initial Test)
2  N1010 G36 D1
3  N1011 G36 O$LRVAR2CNC$ D70
4  N1020 G00 X4.935 Y99.858 F10000 Z0
5  N1030 G00 X50.722 Y98.84 Z30 F10000
6  N1040 G02 X25 Y50 Z50 R50
7  N1050 G01 X75 Y60 Z100
8  N1060 M03
9  N1070 G02 X98.036 Y80 Z0 R75
10 (This is a Comment)
11 N1080 G01 X125 Y90 + $LRVAR1CNC$ Z0
12 N1100 G01 X175 Y100 Z0
13 N1110 M07
14 N1120 G01 X200 Y110 Z0
15 N1130 G01 X250 Y120 Z0
16 N1140 G01 X270 Y0 Z0
17 N1150 G37 D-1
18 N1151 G37 O$LRVAR2CNC$ D-1
19 N1160 G20 L1010
20
```



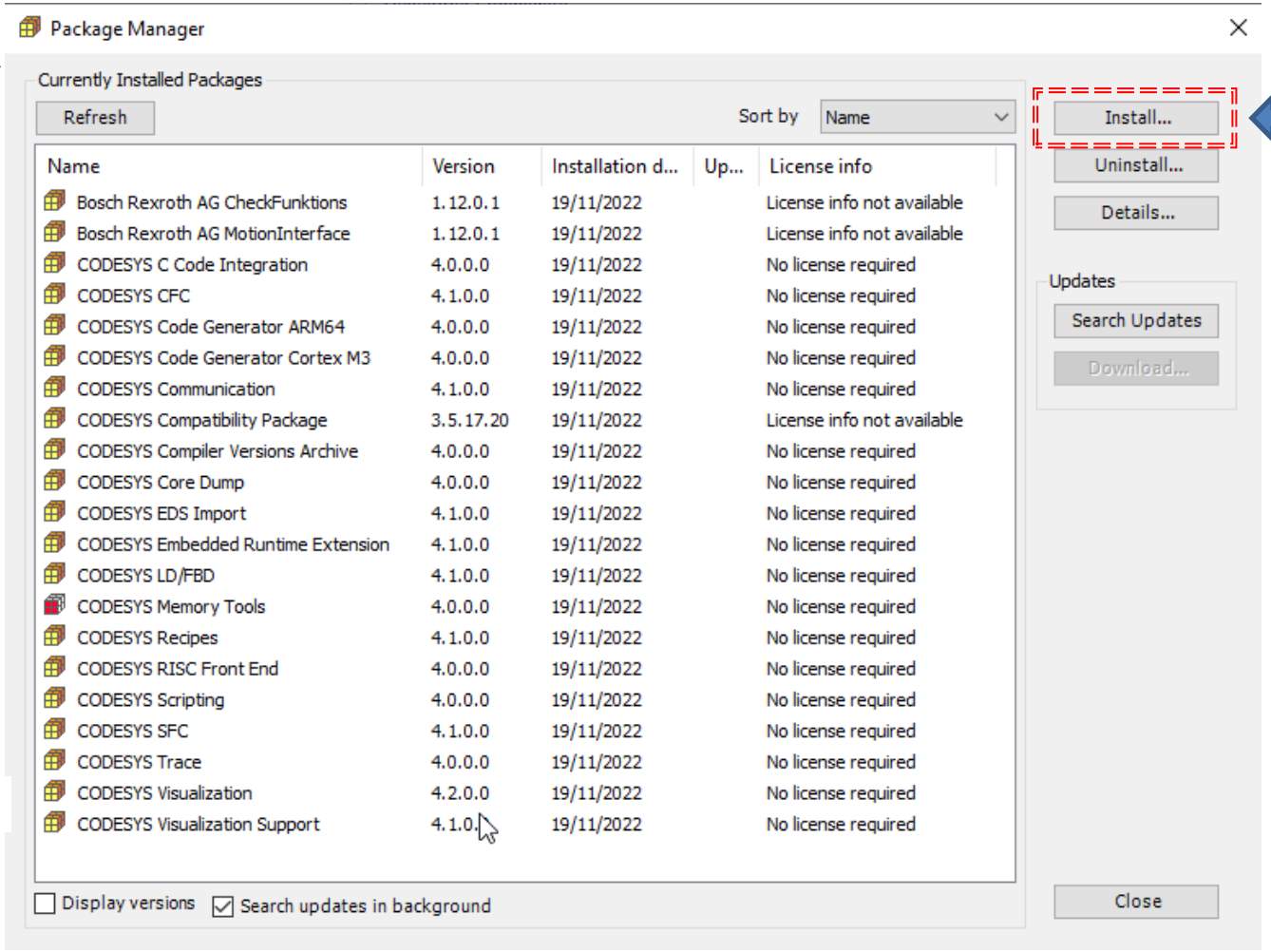
- *Codesys*
- *SoftMotion*
- *SoftMotion CNC*

Installation “Softmotion Package”

- *To access the installation option of the new "Package" we must enter "Tools" and select the "Package Manager" tab, after which we will be shown the list of "Packages" that we have installed*



The first time we enter the Package Manager, the functional packages currently installed appear.

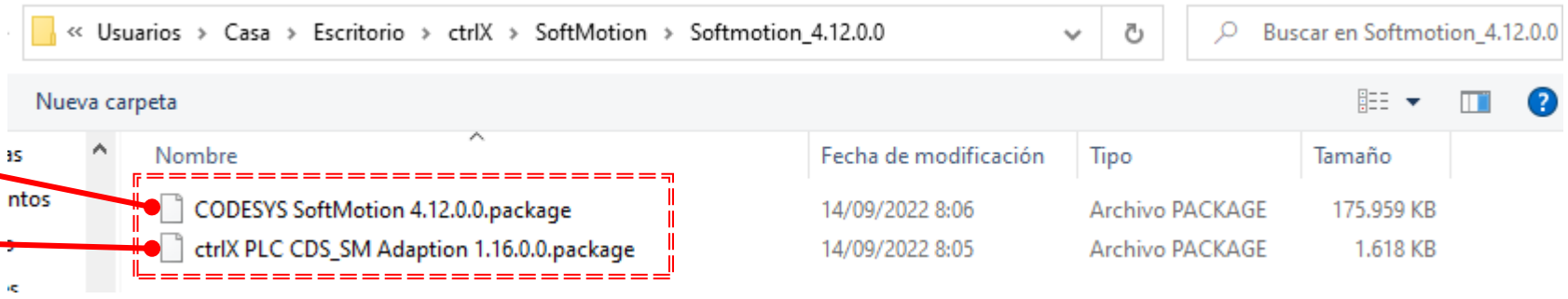


Then we must activate "Install" and look for the file path of the new "Package"

The install or uninstall process requires that all instances of the program be closed.

Package Standards

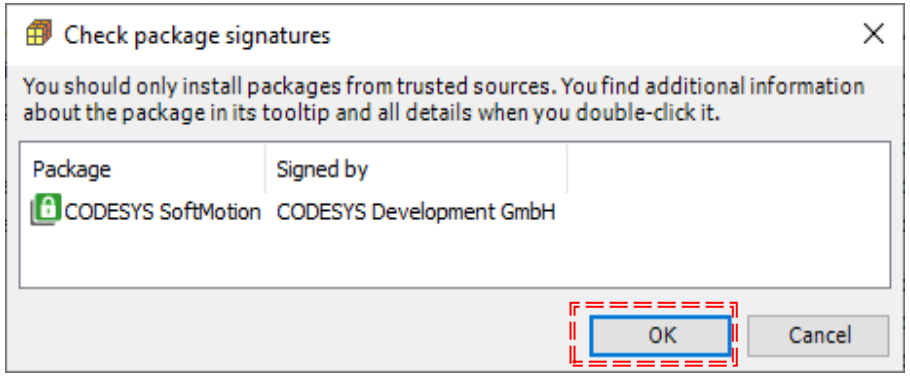
- *In our case, two files should appear, the first from CodeSys SoftMotion and the second, ours, which adapts the system to SoftMotion*

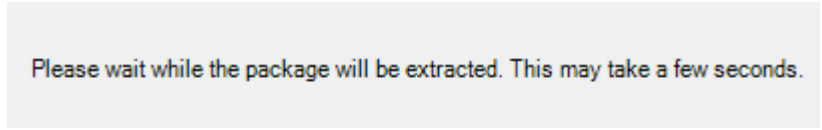


I have tried to install them without following a specific order and I have apparently had no problems. However, it would be preferable to install first the "CodeSys SoftMotion" and then the "Adaptation of ctrlX PLC"

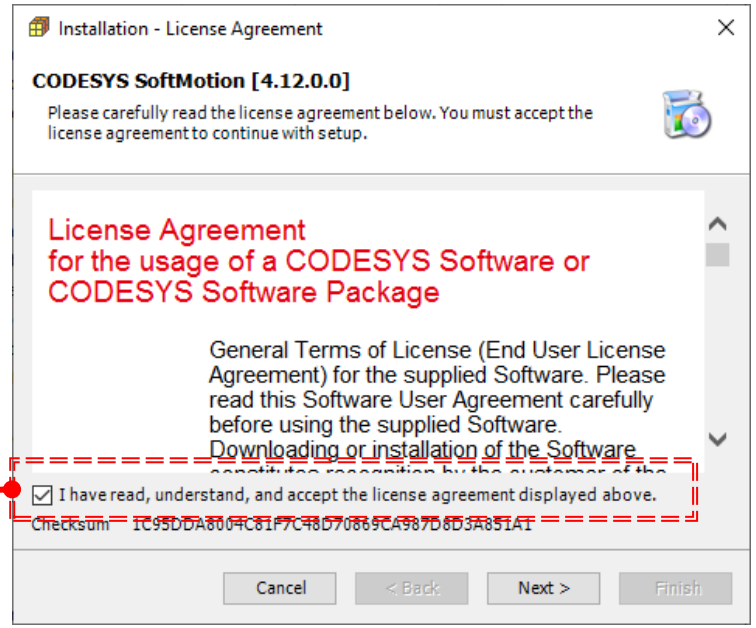
- *Installation of the SoftMotion Package*

After selecting the file indicated above we must follow the following steps:

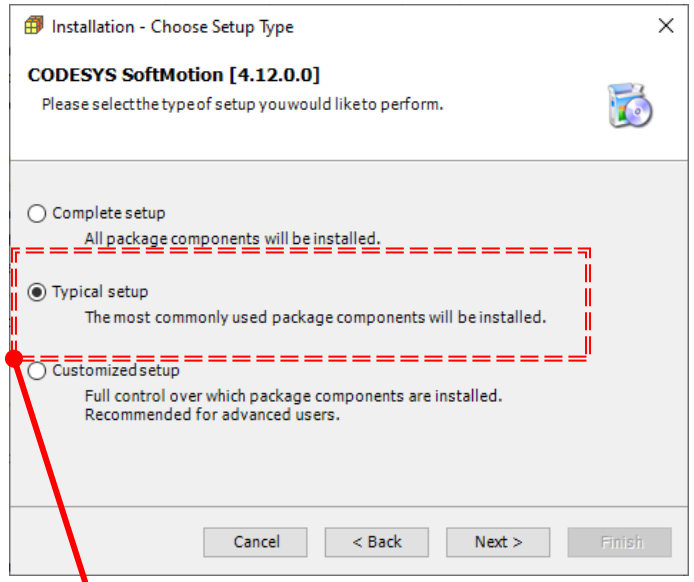




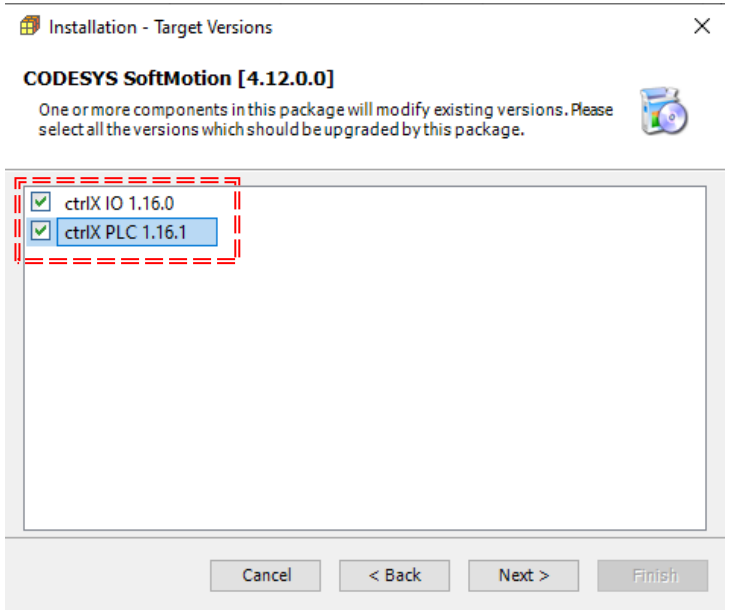
Enable tab and activate "Next"



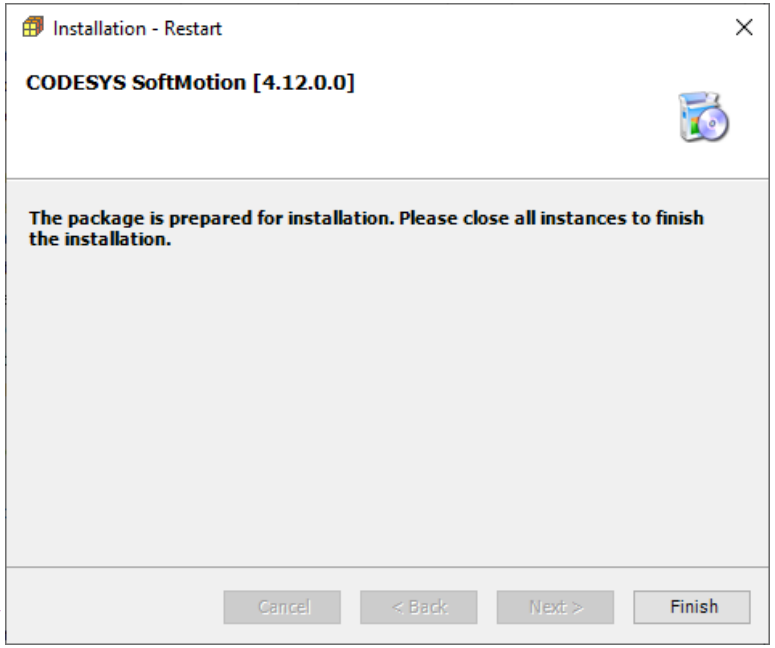
- *Then we go through these steps*



With the "Typical Setup" should be enough.

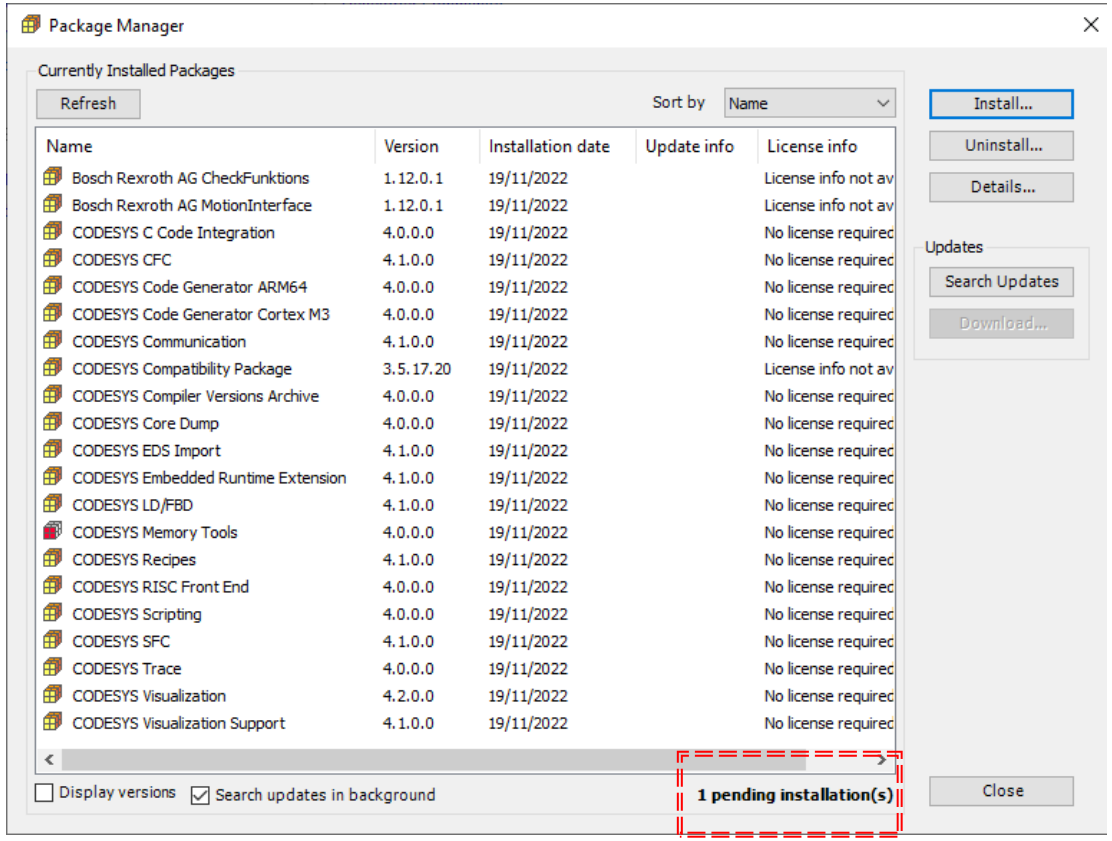


The installation of the "Package" SoftMotion warns us that it will make modifications in the following components

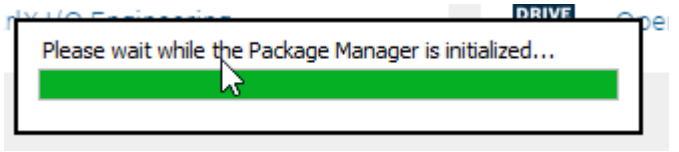


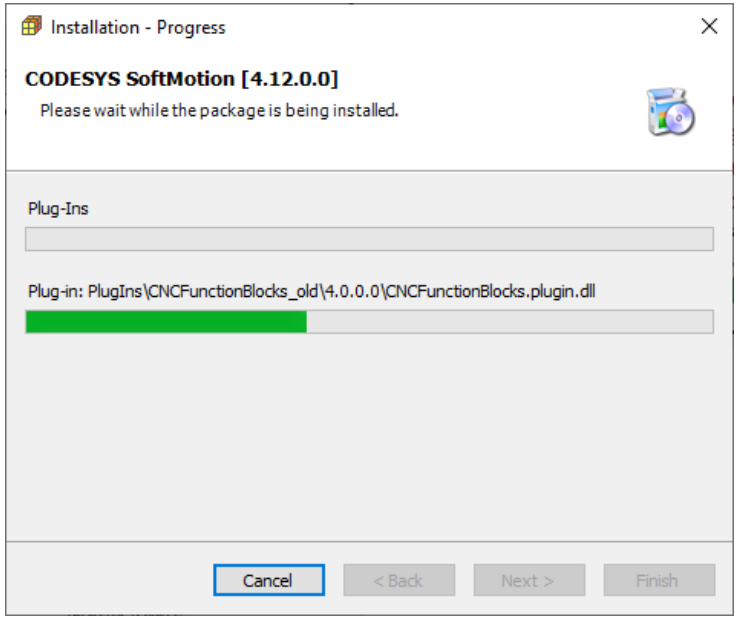
Installation ready, we continue with "Finish"

- *The installation is not carried out automatically since, as we can see, it is signaled as an object pending installation.*



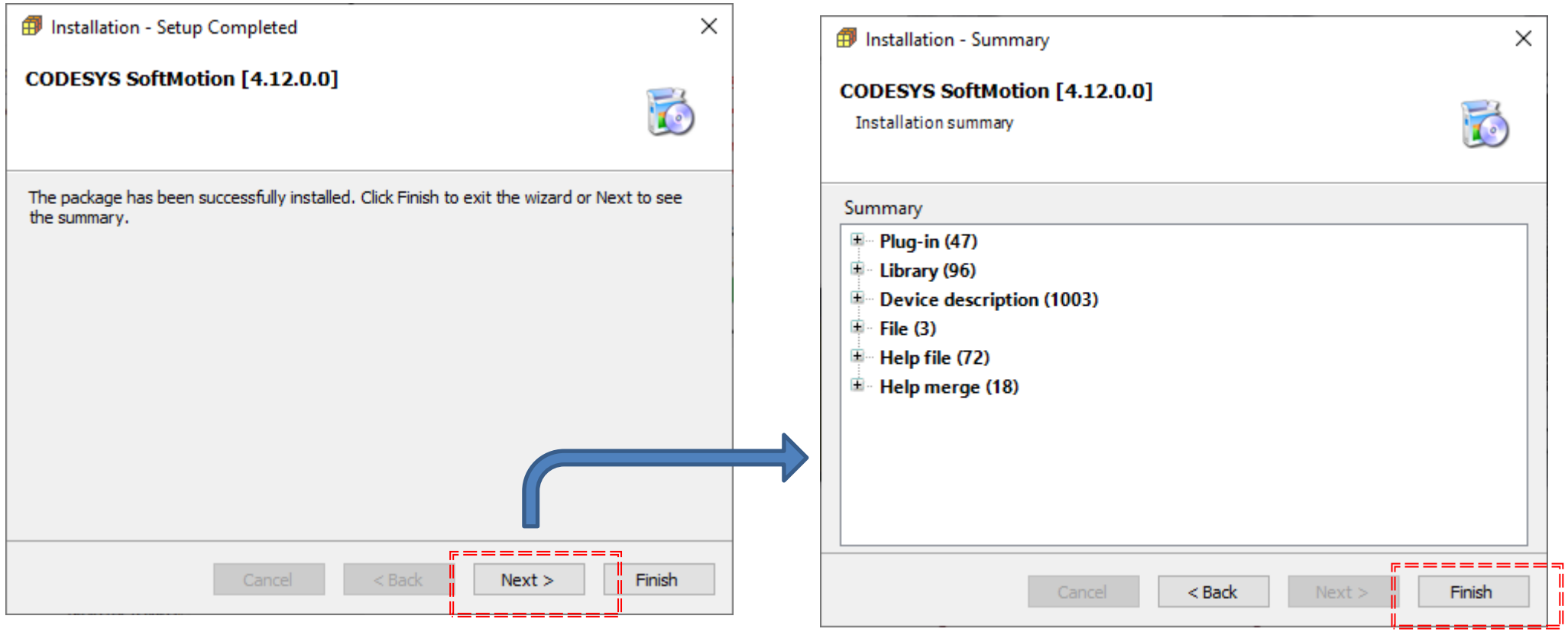
For the installation to activate, we must close the "ctrlX PLC Enginnering". On some occasions the installation is activated when it is closed, at other times it is activated when the PLC program is reopened



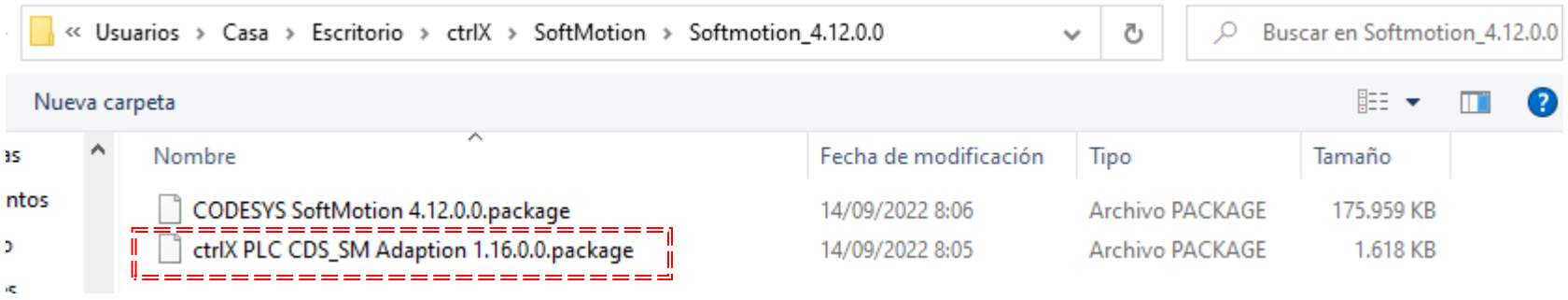


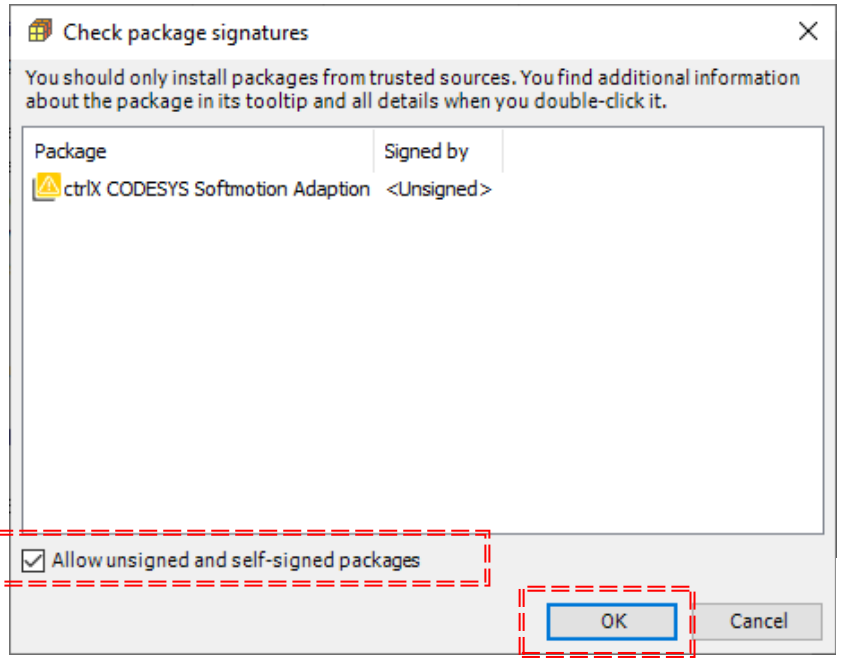
Installation process. This can last a few seconds or minutes.

- *Once the installation is finished we can consider it finished or with "Next" access the summary of the installed elements*

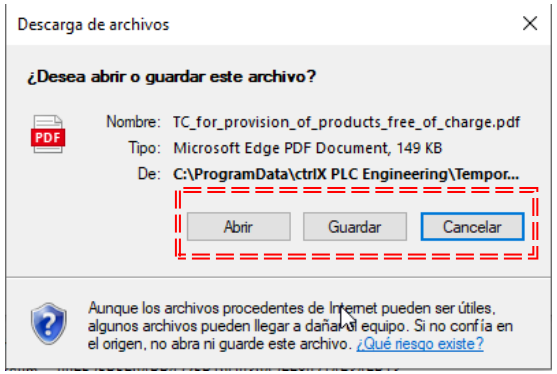


- *Next we will proceed to the installation of ctrlX PLC Adaption (1):*



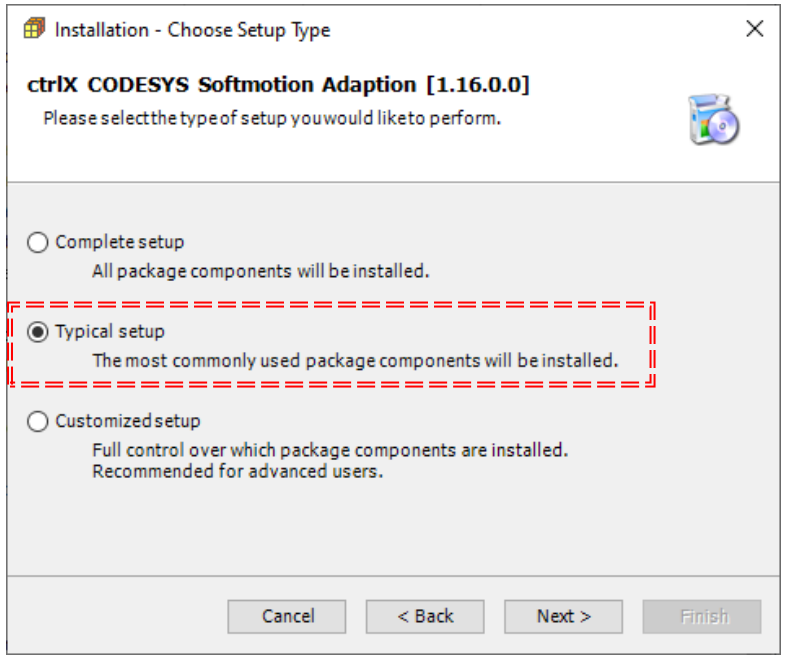


Enable the tab and press Ok

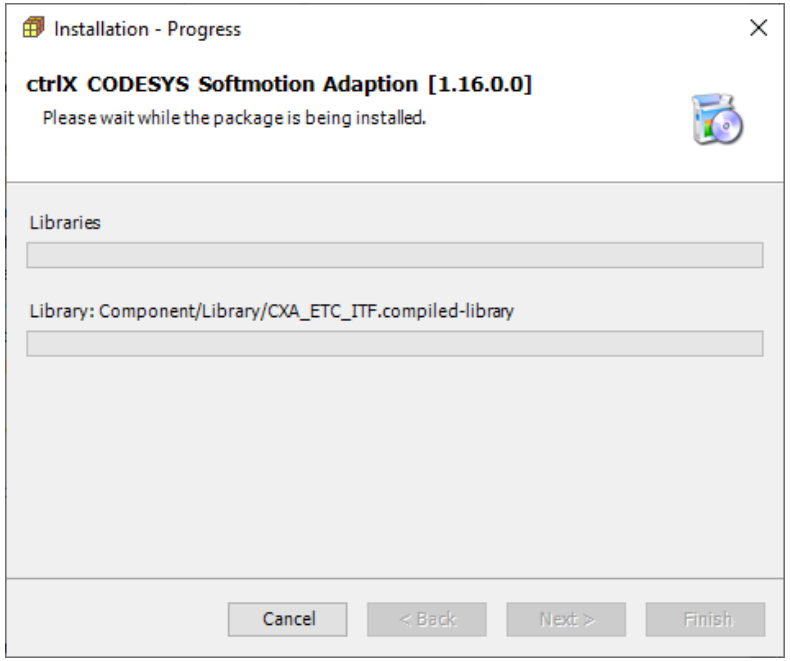


We can use any of the three options.

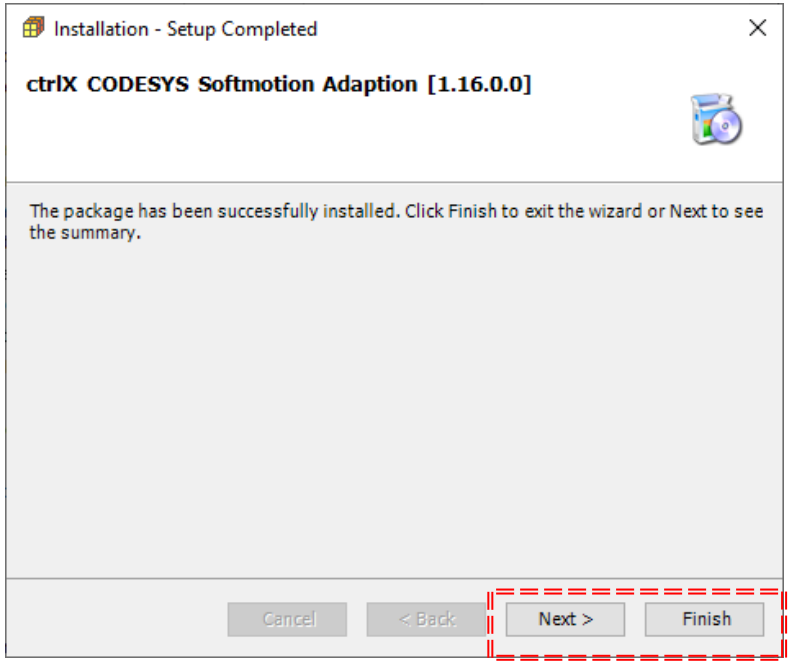
Select "Typical Setup" and "Next"



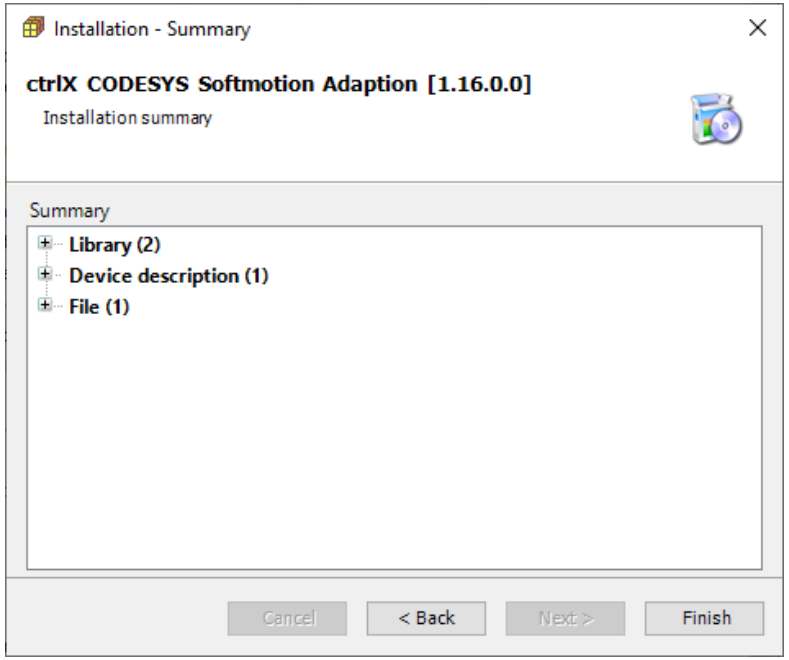
- *Next we will proceed to the installation of ctrlX PLC Adaption (2)*



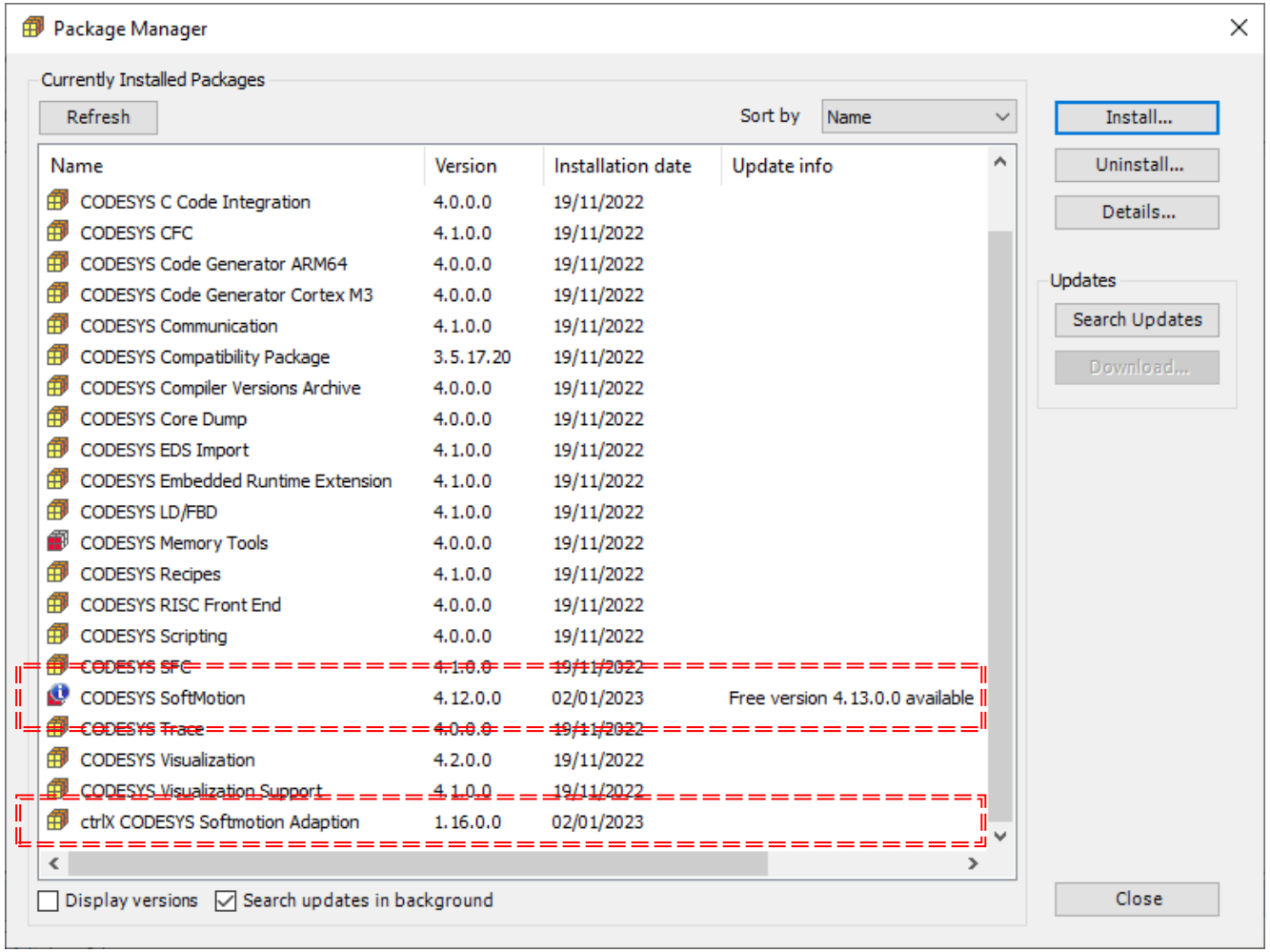
Installation process. This can last a few seconds or minutes.



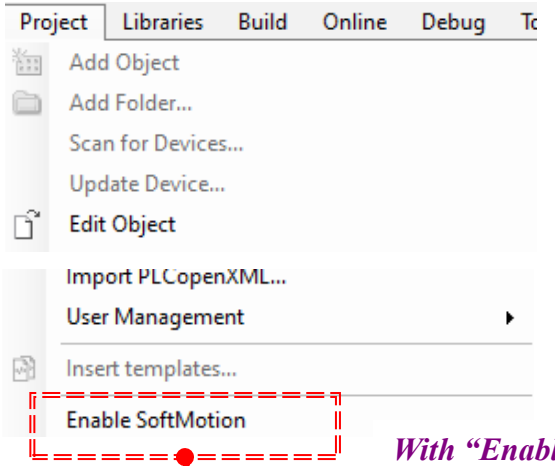
Installation process. This can last a few seconds or minutes.



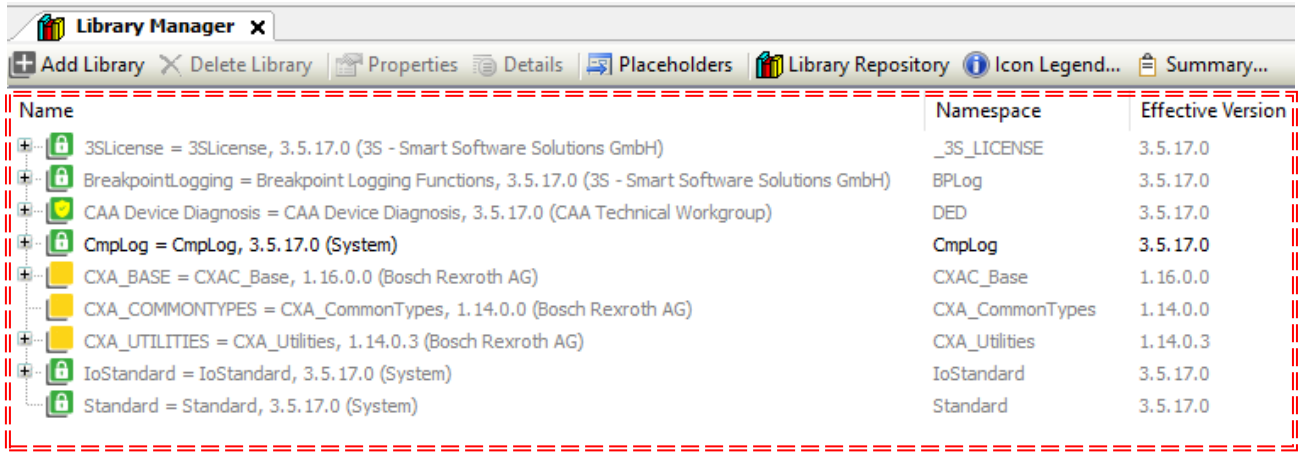
- ***Overview of the installed SoftMotion and Adaption Packages:***



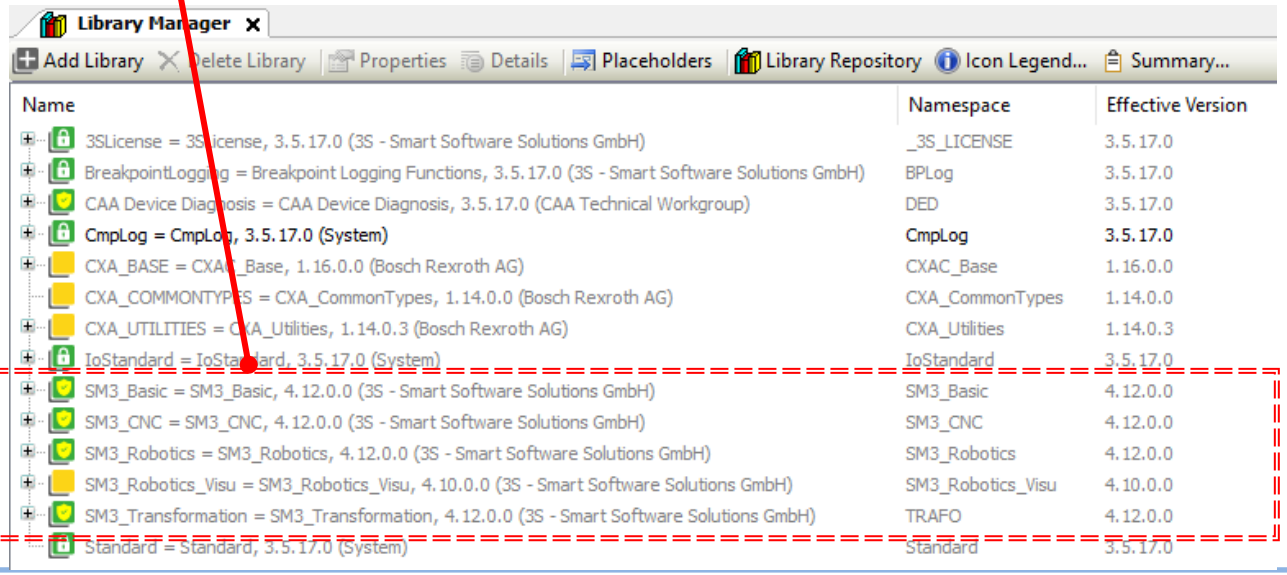
- *As long as the SoftMotion part is not activated, the libraries will not appear:*



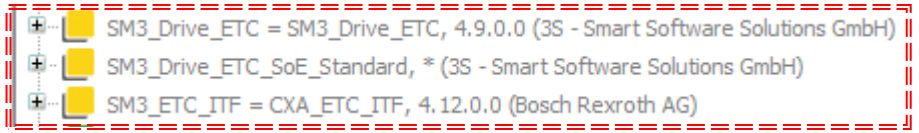
Without "Enable SoftMotion" and by default these libraries appear.



With "Enable SoftMotion" these libraries are added

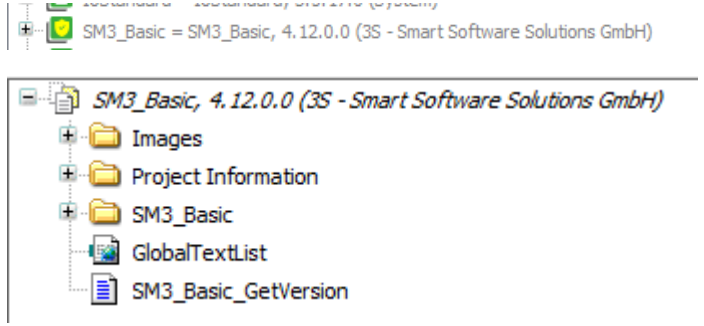


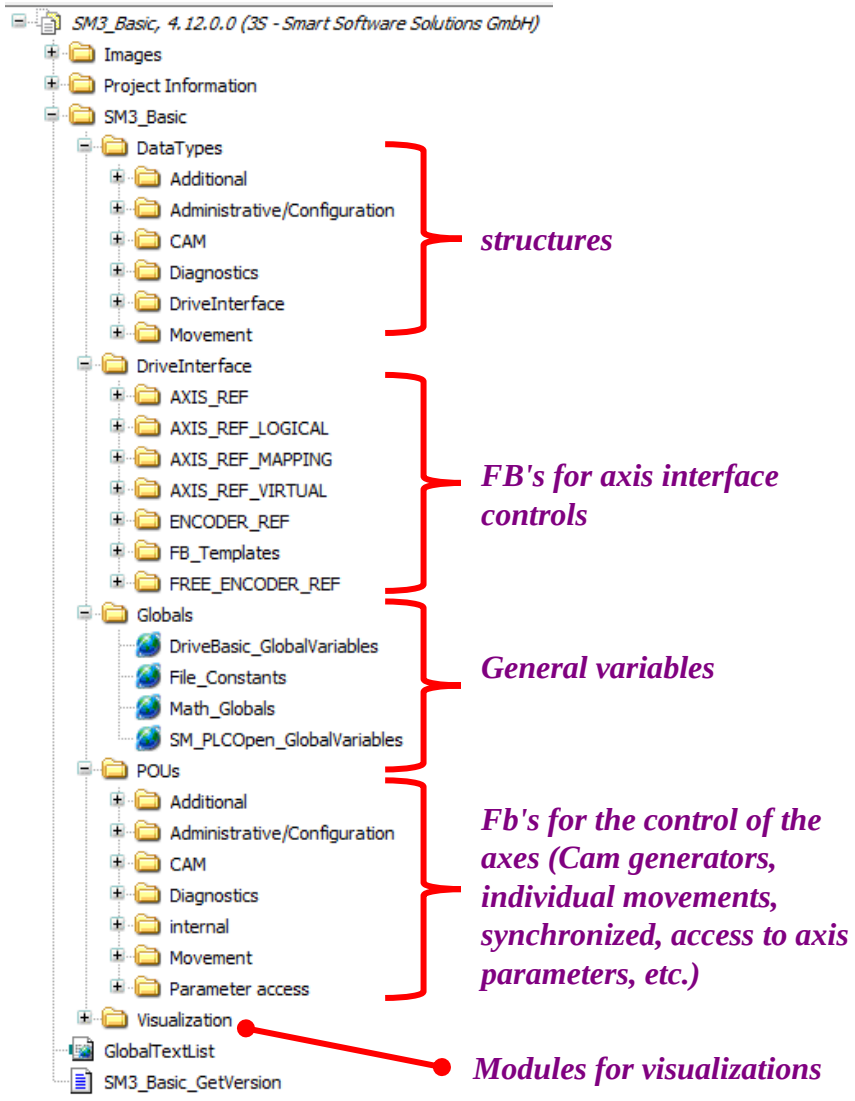
With "Enable SoftMotion" and some real axis, active for SoftMotion in the system, these three libraries are added



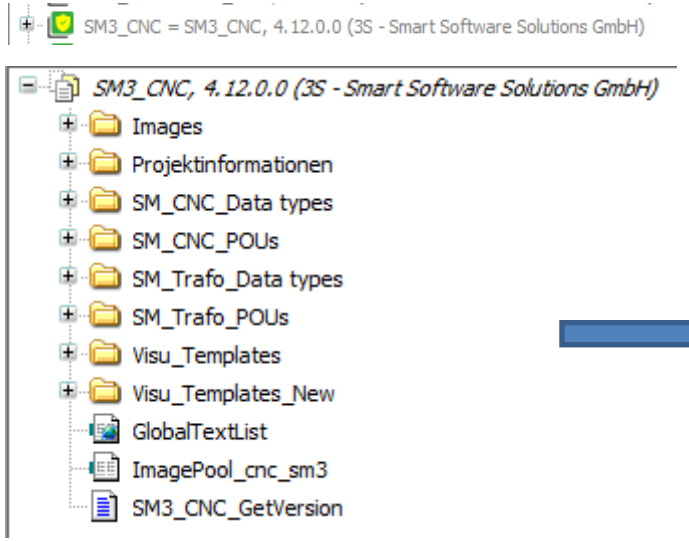
SoftMotion Libraries

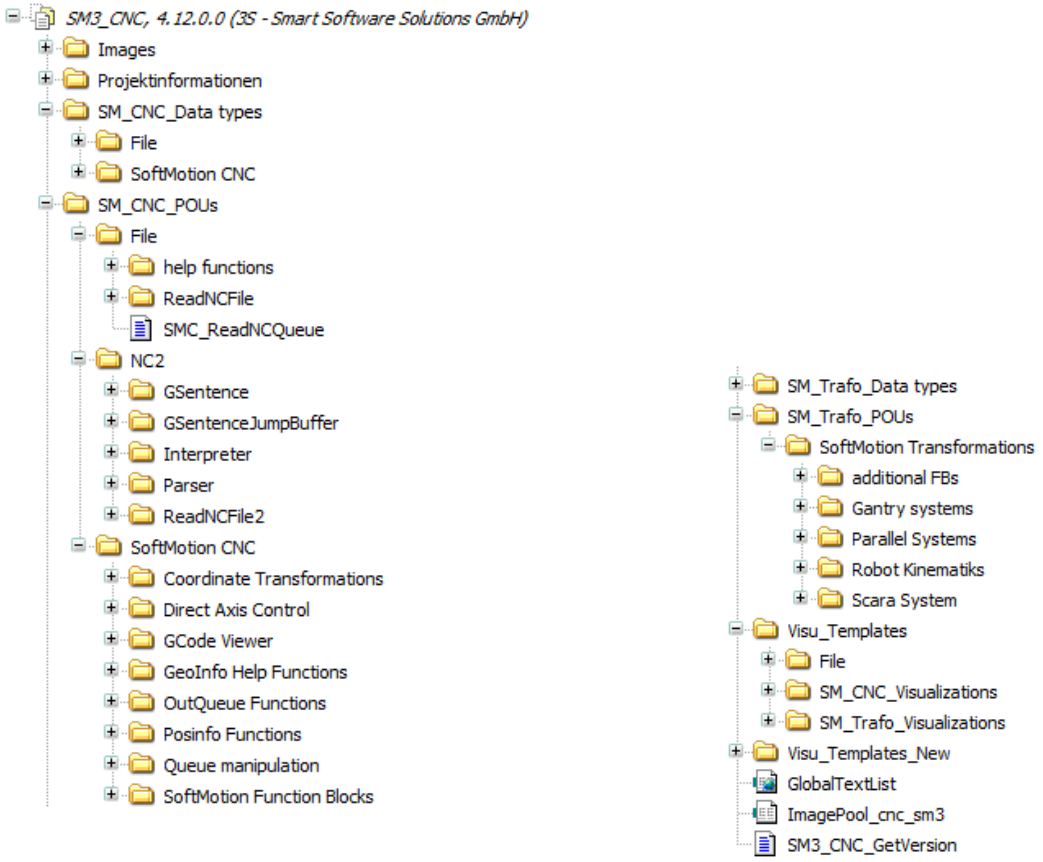
- SMC_Basic Basic Library:
- - This library is the basic one for all SoftMotion applications:
  - PLCOpen function blocks
  - Movement controls for an axis (Positioning / Speed, etc)
  - Master / Slave controls (Cam, cam generator, etc)
  - Additional Fb's (Trigger, TouchProbe, etc)
  - Help functions for handling files or error messages



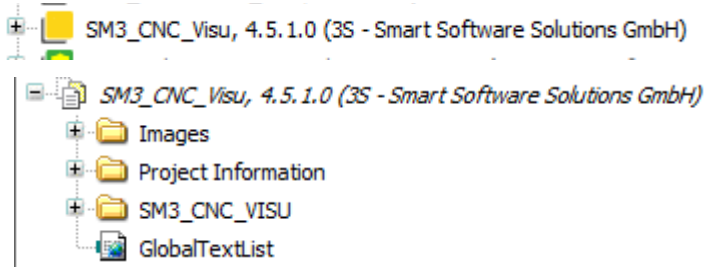


- *SM3_CNC library:*
  - *This library is based on the SM3_BASIC:*
    - *Blocks for kinematic transformations*
    - *Control blocks to generate, execute and display the movements generated by the CNC*
    - *It also has blocks for preprocessing and reconstruction of the movement path*

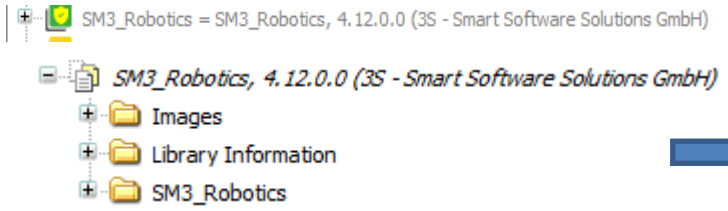


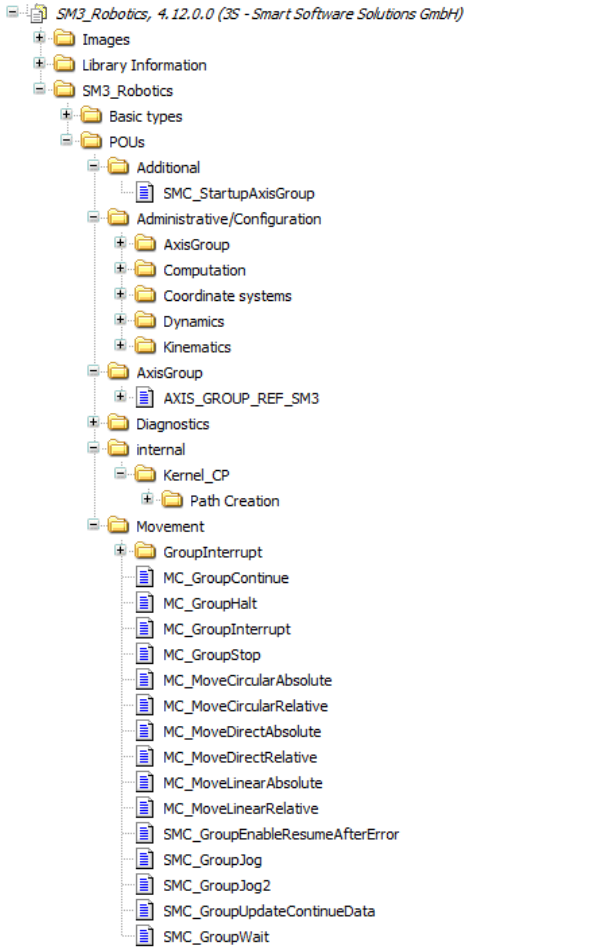


Additionally, the SM3_CNC_Visu library is also available for the visualization of elements

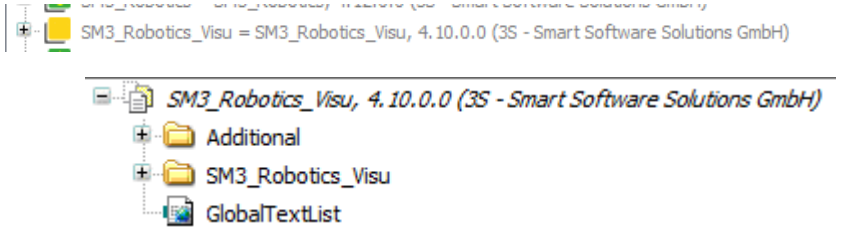


- *SM3_Robotics Library:*
  - *This library contains function blocks according to PLCOpen Part 4 for robotics:*
    - *Additional functionality blocks are included*
    - *And it also has the SM3_Transformations library that contains all the kinematics supported*

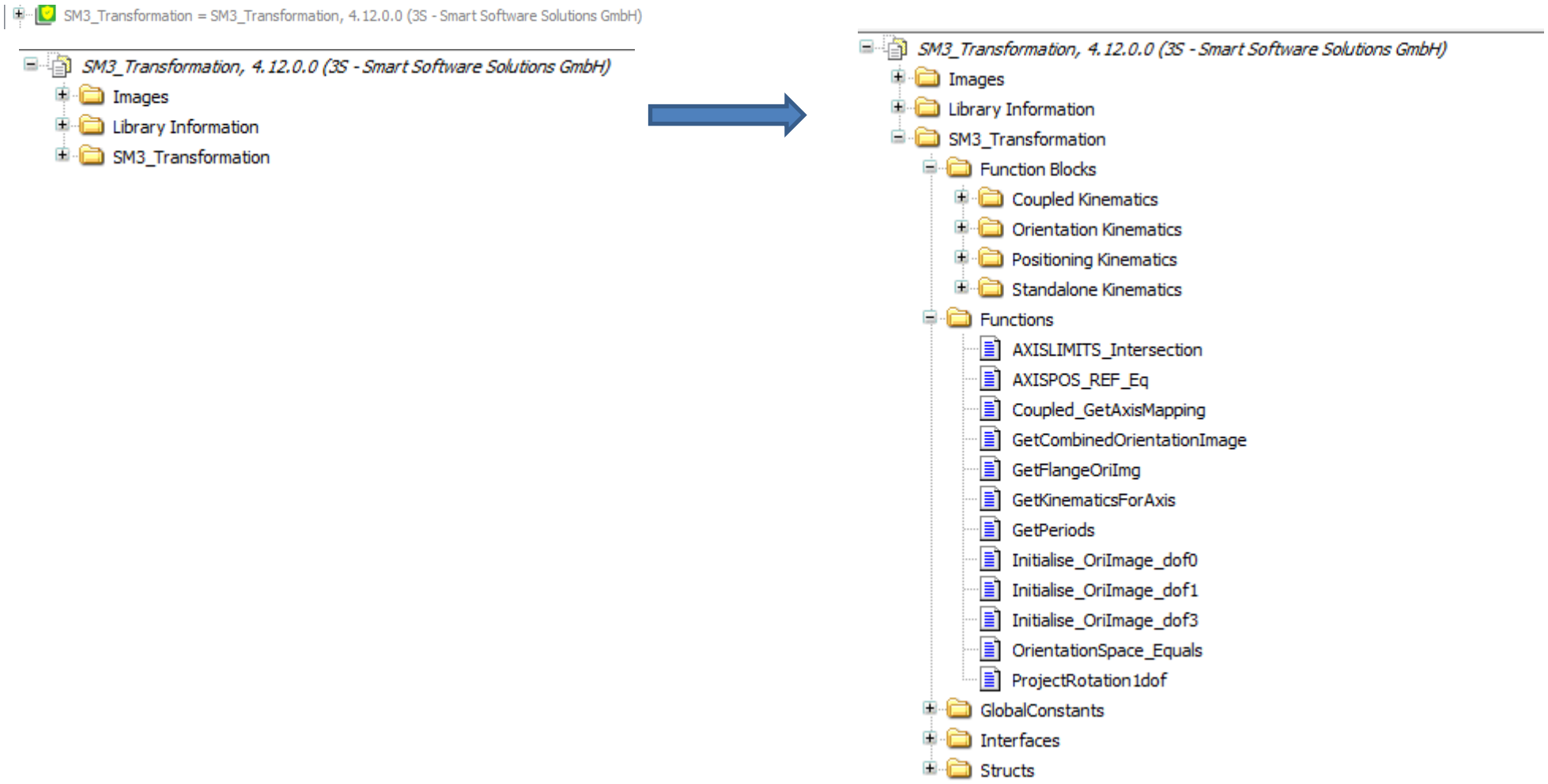




Additionally, the SM3_Robotics_Visu library is also available for displaying elements

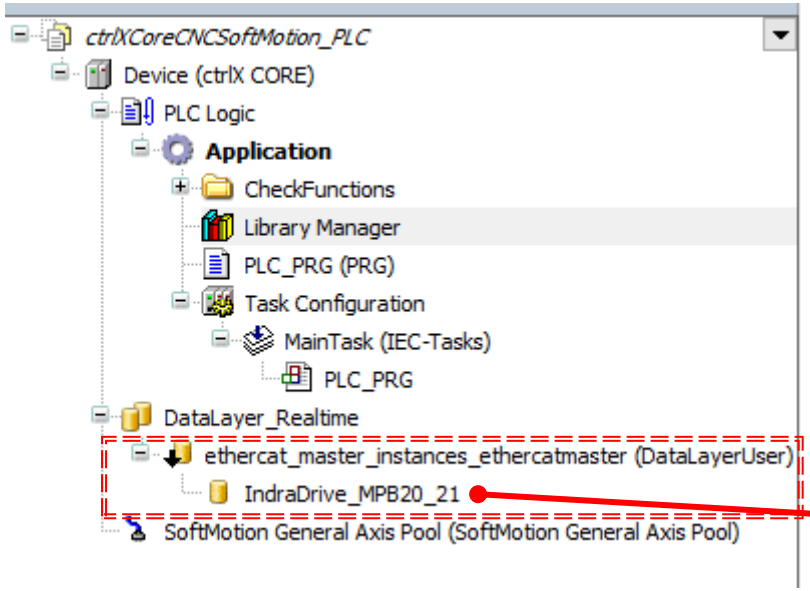


- ***SM3_Transformation CNC library:***
  - ***This library contains the control blocks of the various supported kinematics***



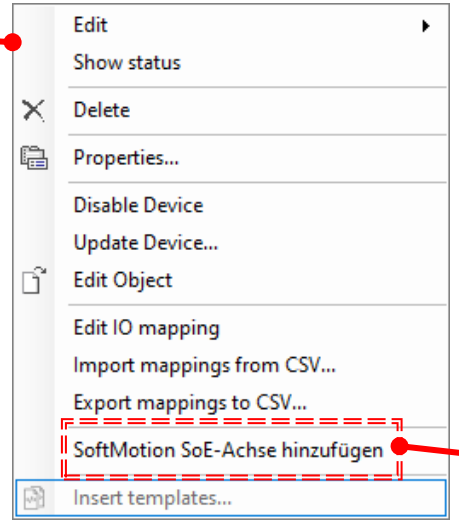
Activate SoftMotion on a real axis

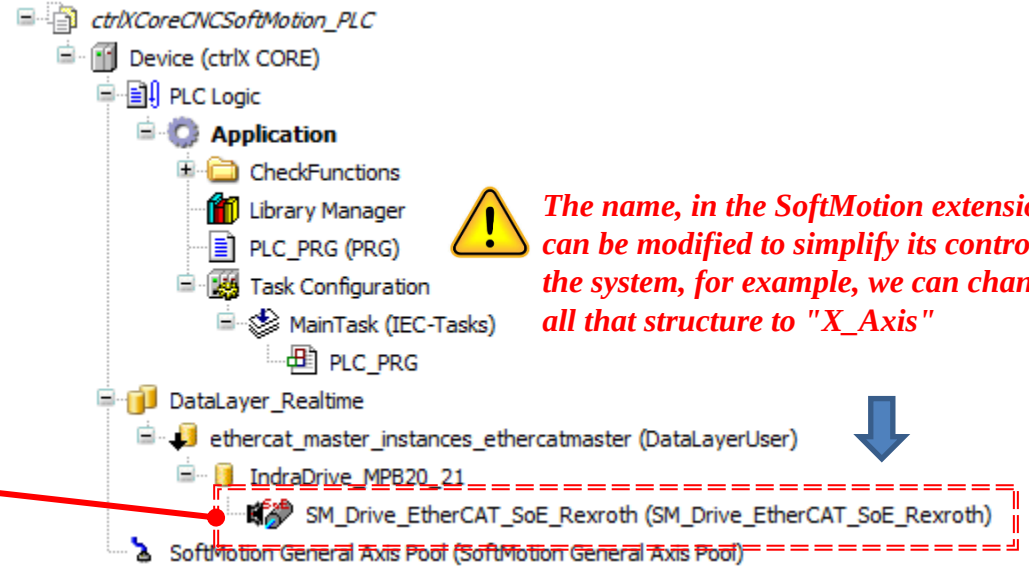
- ***Activate SoftMotion on a real axis:***



The inclusion of the axis within the system must be done in the usual way and initially from the part of ctrlX IO

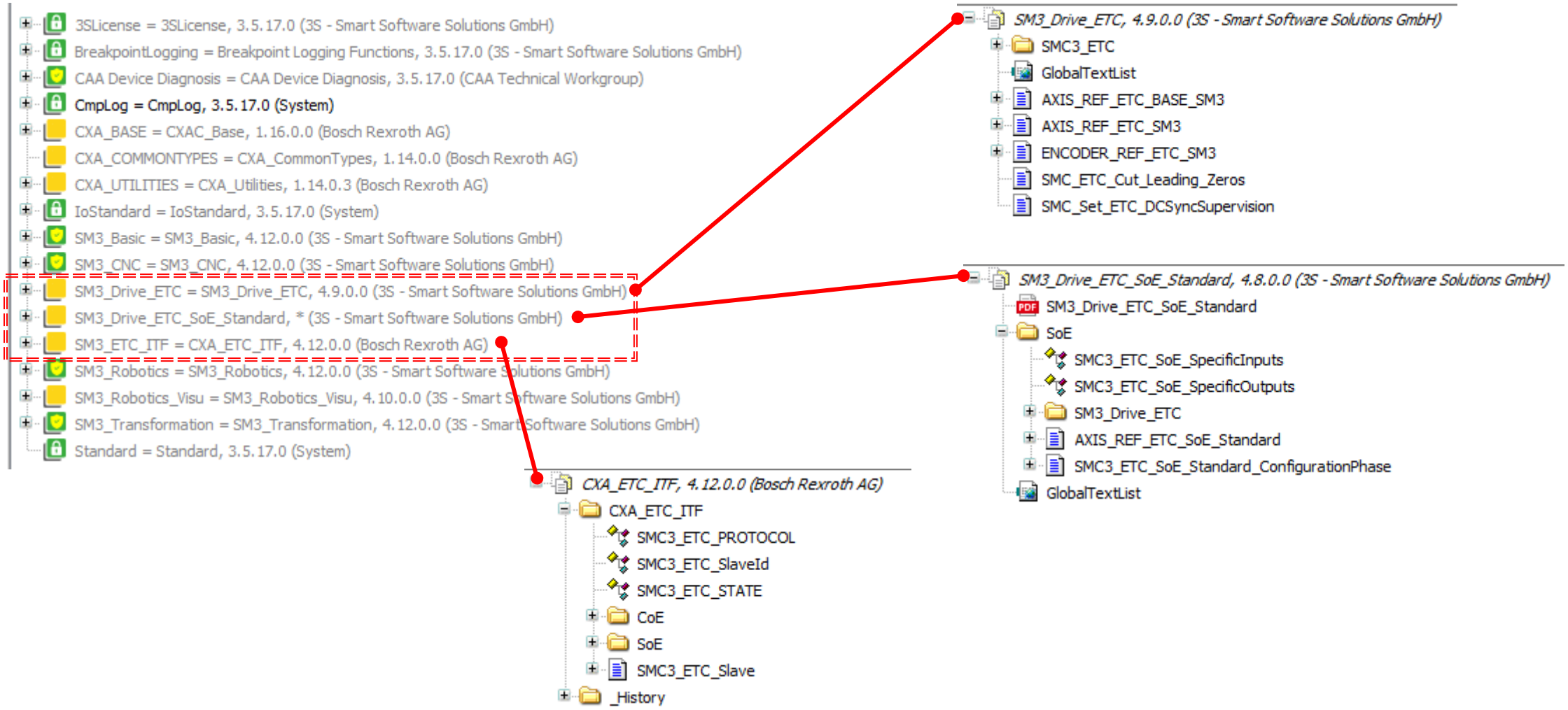
The activation of SoftMotion generates a new module in the axis inserted in EtherCat





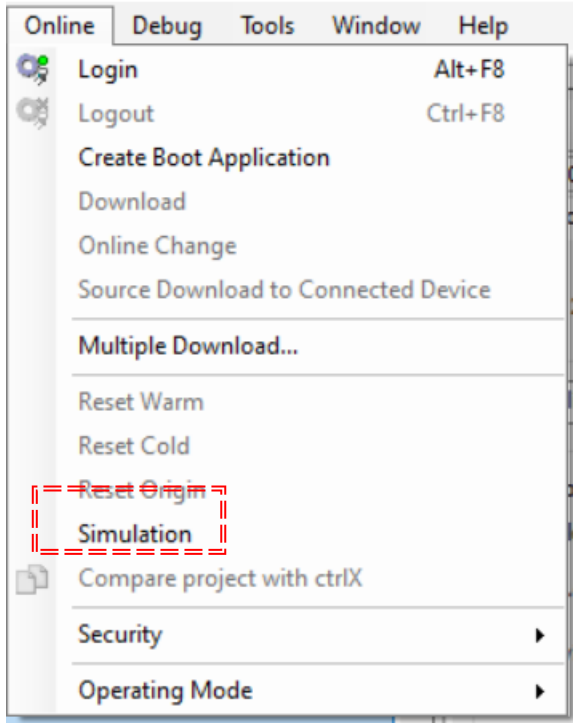
The name, in the SoftMotion extension, can be modified to simplify its control in the system, for example, we can change all that structure to "X_Axis"

- ***With the inclusion of the real axis, some libraries are also inserted to control the axes:***

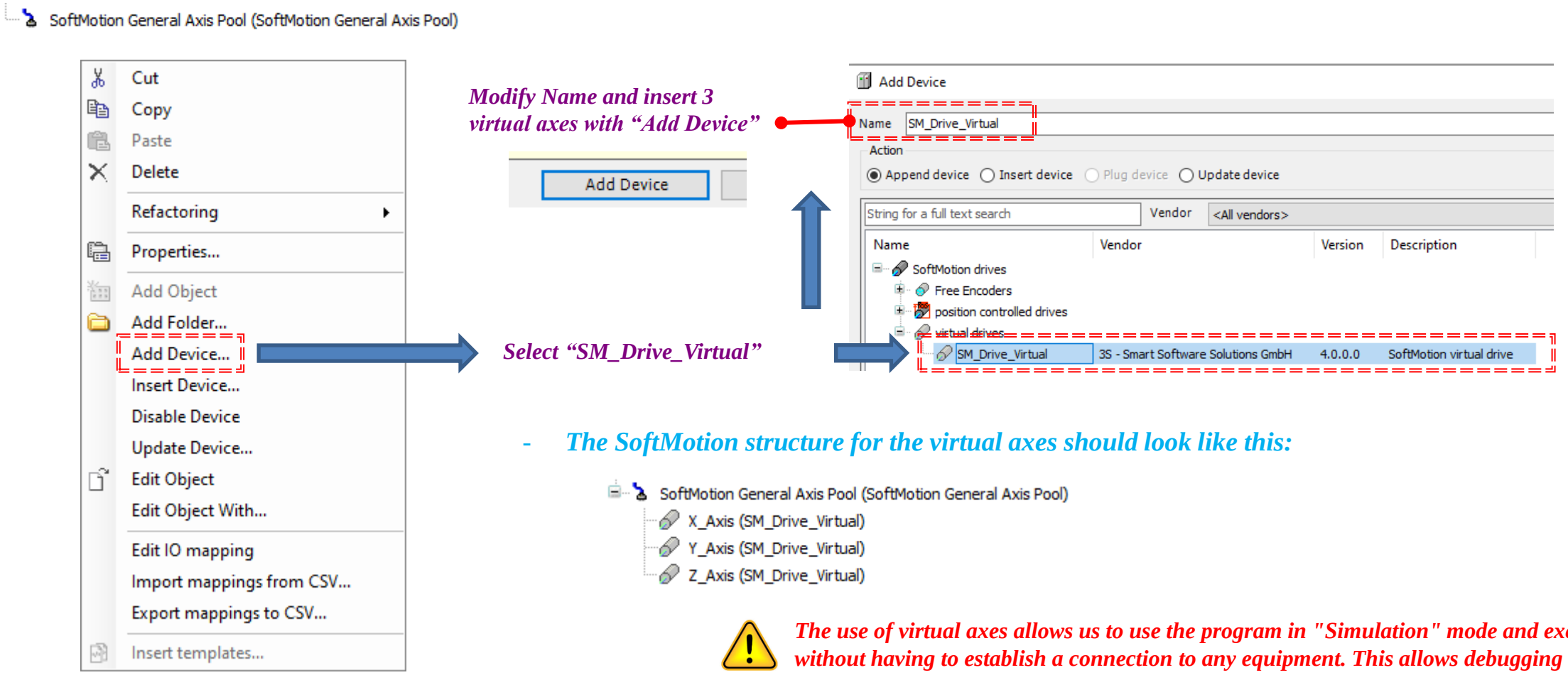


Example with three virtual axes in simulation mode

The program modules have been generated in Ladder format so that they are more understandable in the presentation environment, but it can be used, as is obvious, any other programming language in which we feel more comfortable.



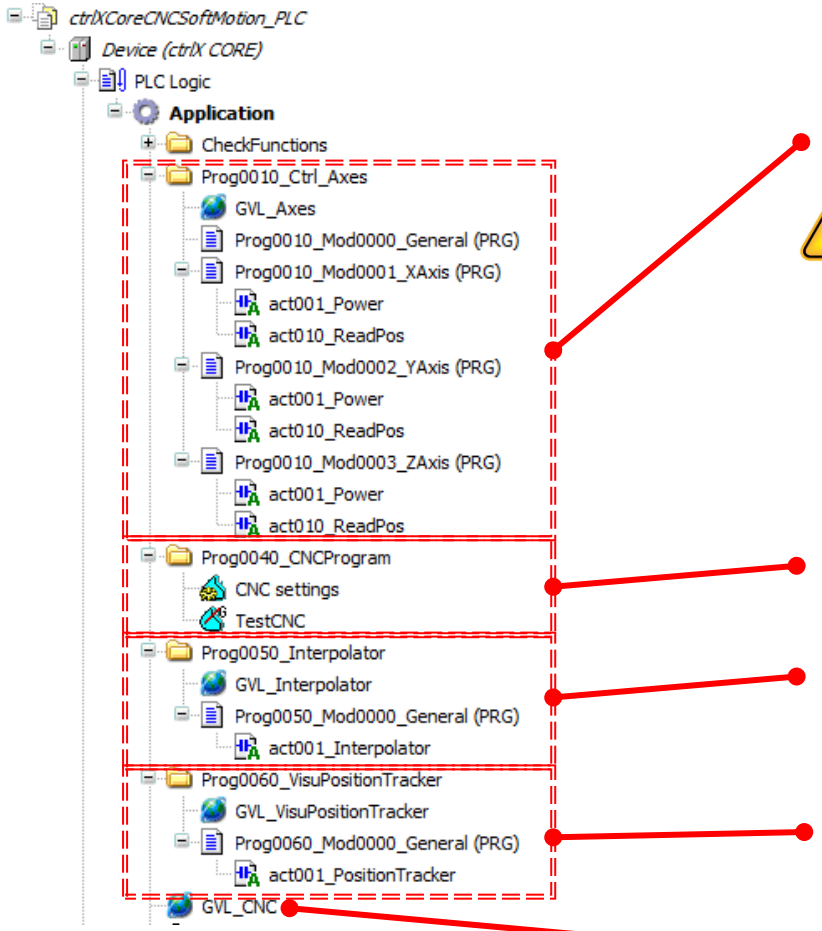
- *For the example we are going to use three virtual axes that are incorporated as follows:*



- *The SoftMotion structure for the virtual axes should look like this:*

The use of virtual axes allows us to use the program in "Simulation" mode and execute it without having to establish a connection to any equipment. This allows debugging the program, without the need for hardware components.

- *The sample program is broken down into several folders in each of which the necessary modules for project control will be placed.*



X, Y, Z axes control

In the first part of the example, we will only need the power activation of the axes and the reading of the current position of each of them.
Obviously it will be missing, among other things, the fault reset manager, the enabling of manual movements, etc., which will be integrated later.

Folder with the CNC Programs generated internally in ctrlX PLC Engineering

Folder with the Motion Interpolator control

Folder with the Position Viewer control for the screen

Table of general variables used to control the elements

- *First of all, we are going to see the folder with the general variables that will be used both in the control modules and in the screen displays.:*

GVL_CNC

```
1   //{attribute 'qualified_only'}
2   VAR_GLOBAL
3   // Power Axes
4       bAxesOn          : BOOL;
5
6   // Axes in Run
7       bXPowerRun       : BOOL;
8       bYPowerRun       : BOOL;
9       bZPowerRun       : BOOL;
10
11  // Cycle Start & Cycle Stop
12      bProgStart       : BOOL;
13      bProgStop        : BOOL;
14
15  // Current Position Of Axes (X,Y,Z)
16      lrXPos_FBK       : LREAL;
17      lrYPos_FBK       : LREAL;
18      lrZPos_FBK       : LREAL;
19
20  // Positioning Error Modules
21      bError_ModPos    : BOOL;
22
23  // Visualization Track
24      st3dVisuTrack        : VisuStruct3dTrack;
25
26
27
28  END_VAR
```

Activation bit for the power modules of the axes.

As it is a 3-axis operating system, the power will be activated simultaneously on all of them.

Signaling of axes with power activated.

Start and stop activation bits of the CNC program.

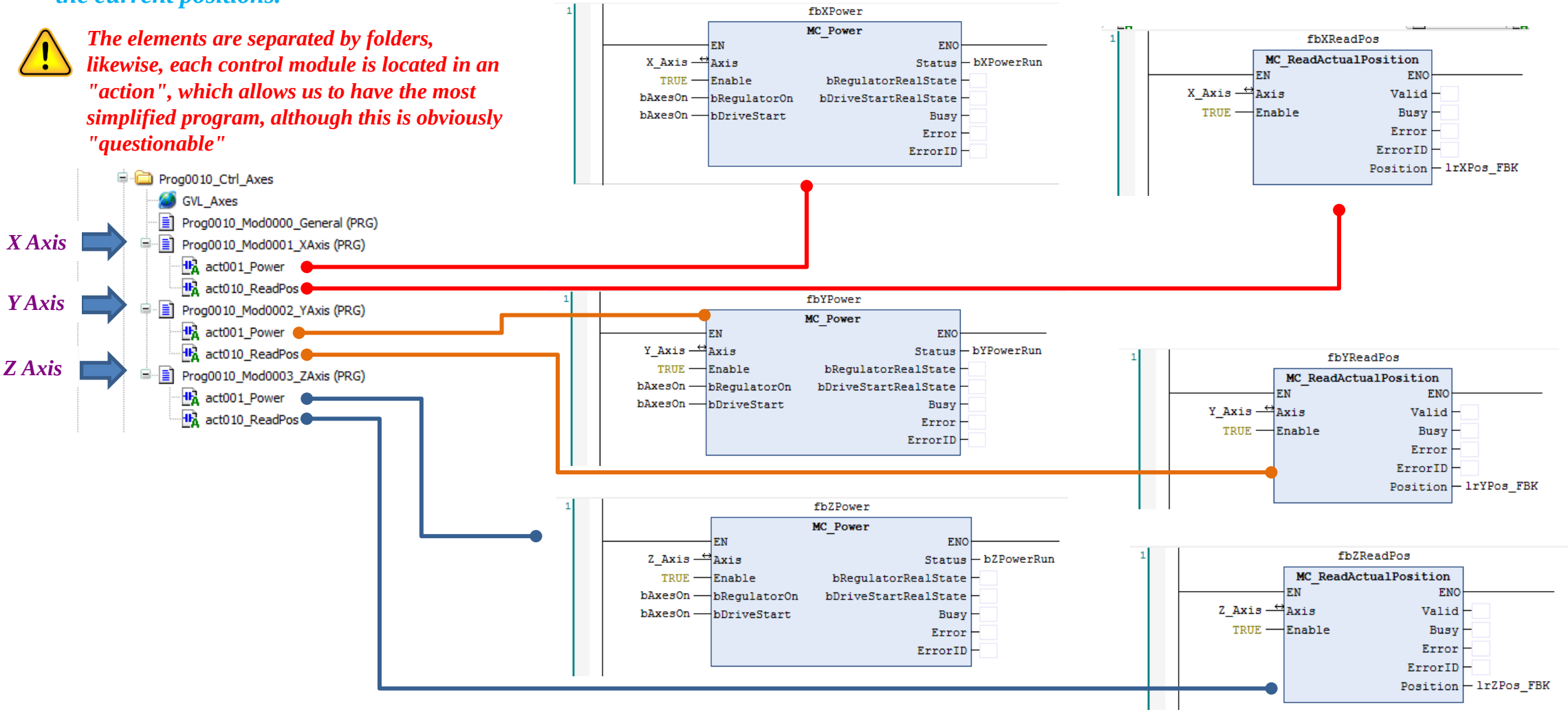
Current positions of the axes, extracted from the position reading modules.

Error control bit in the modules for automatic positioning of the axes.

Fb with structure for the control of the positions on the track of the visualization on the screen

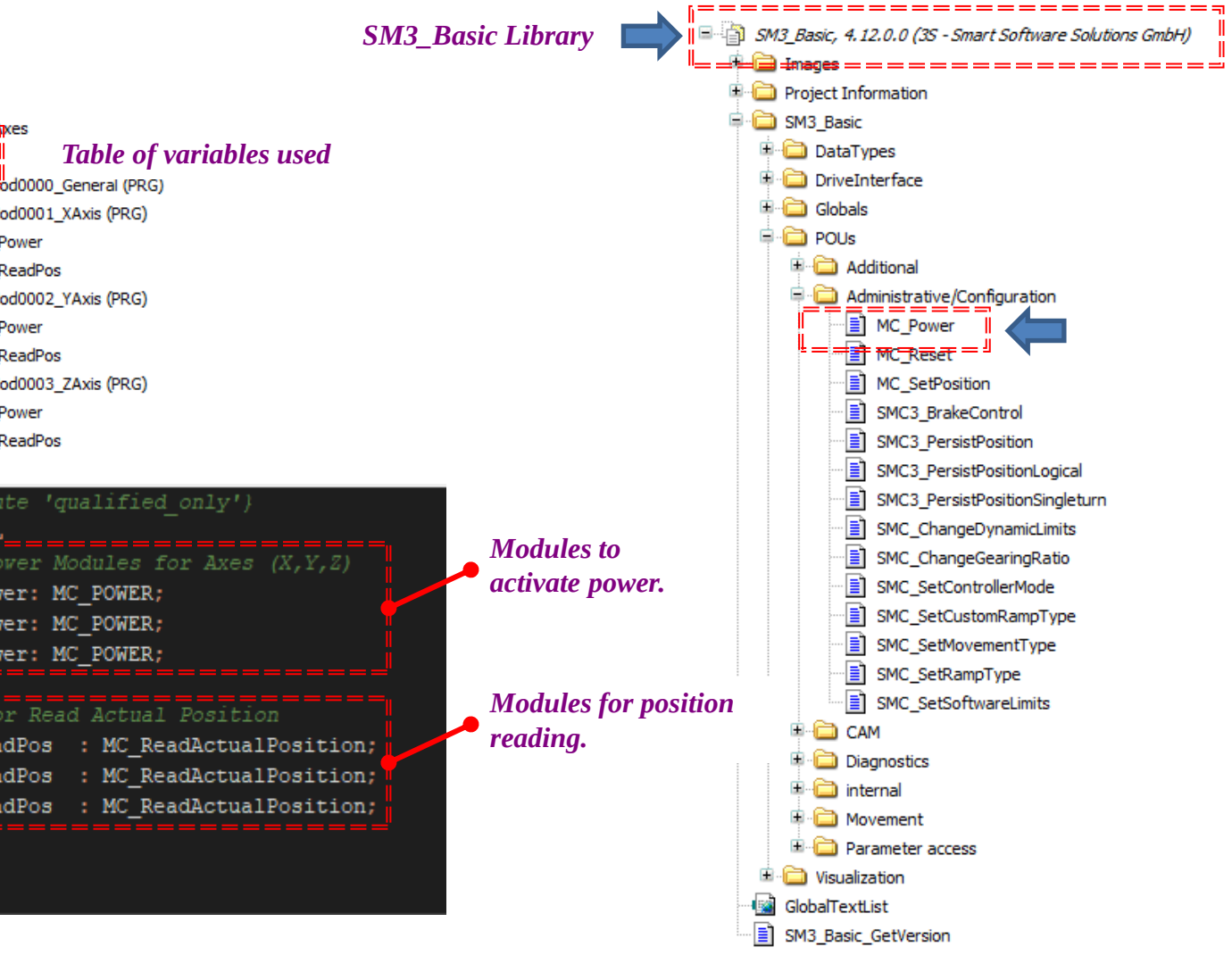
- *In the axis control folders, as we have already mentioned, at the moment we will only have the control to activate the power of the axis and the reading of the current positions.*

The elements are separated by folders, likewise, each control module is located in an "action", which allows us to have the most simplified program, although this is obviously "questionable"



- *The two modules used previously are located in the following library:*

SM3_Basic Library



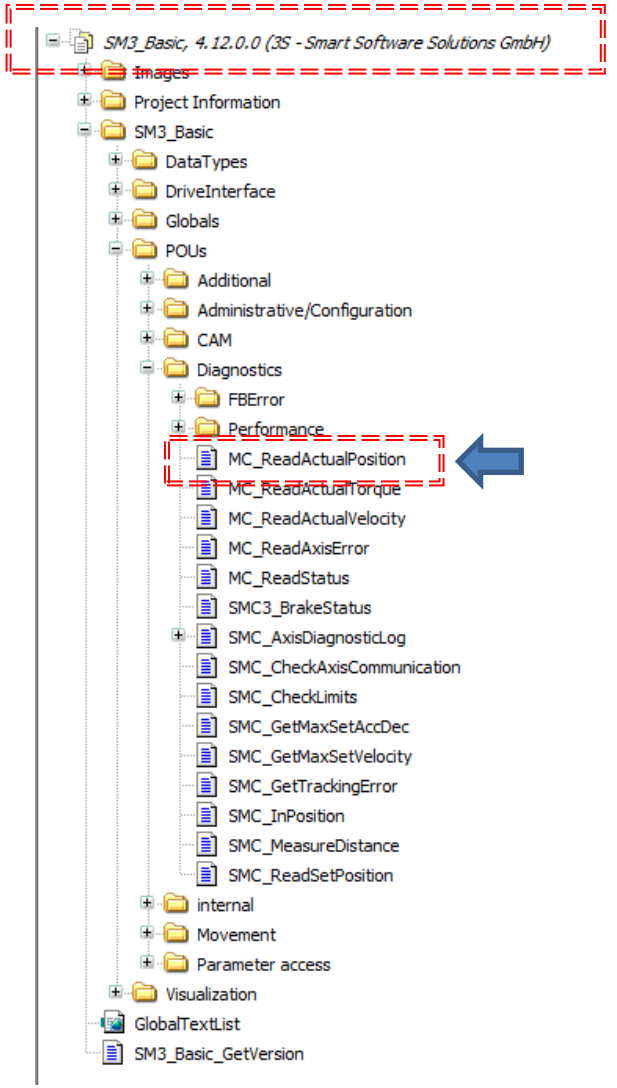


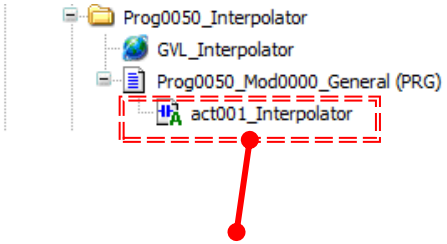
Table of variables used

```
1   //{attribute 'qualified_only'}
2   VAR_GLOBAL
3   // Fb's Power Modules for Axes (X,Y,Z)
4       fbXPower: MC_POWER;
5       fbYPower: MC_POWER;
6       fbZPower: MC_POWER;
7
8   // Fb's for Read Actual Position
9       fbXReadPos   : MC_ReadActualPosition;
10      fbYReadPos   : MC_ReadActualPosition;
11      fbZReadPos   : MC_ReadActualPosition;
12
13  END_VAR
14
```

Modules to activate power.

Modules for position reading.

- *In the following explanation of the example program, we will see the configuration of the Motion Interpolator*

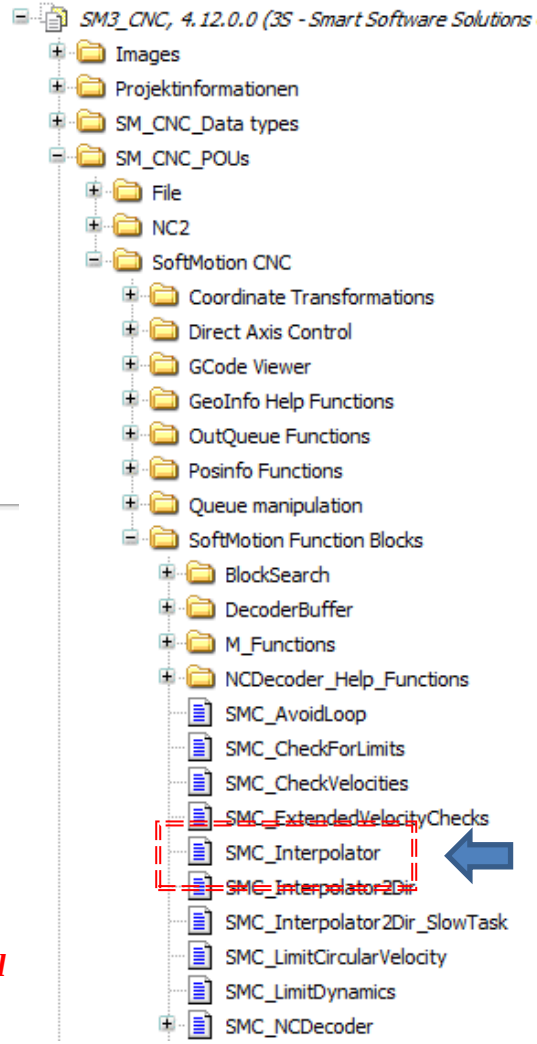


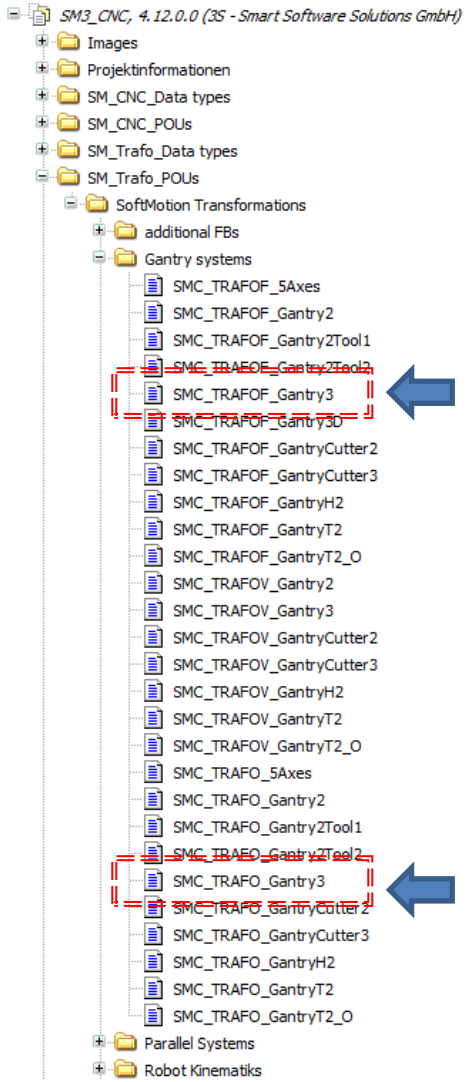
Control module for the interpolation of the axes.

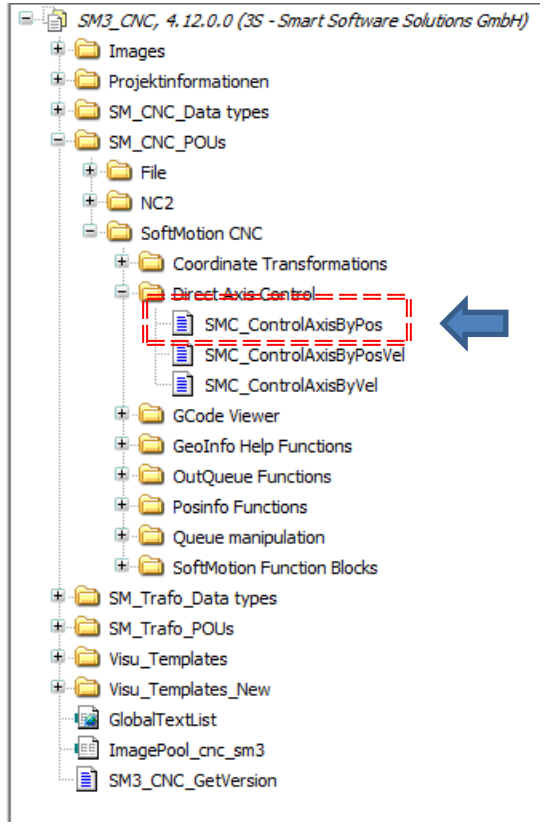
Variables used

```
1  PROGRAM Prog0050_Mod0000_General
2  VAR
3  bSelFileIntOrExt: BOOL;
4  bStartAux:BOOL;
5  stProgram    :POINTER TO SMC_Outqueue;
6  stCurrentProg:STRING;
7  SMC_TRAFOF_Gantry3D_0: SMC_TRAFOF_Gantry3D;
8  END_VAR
9
```

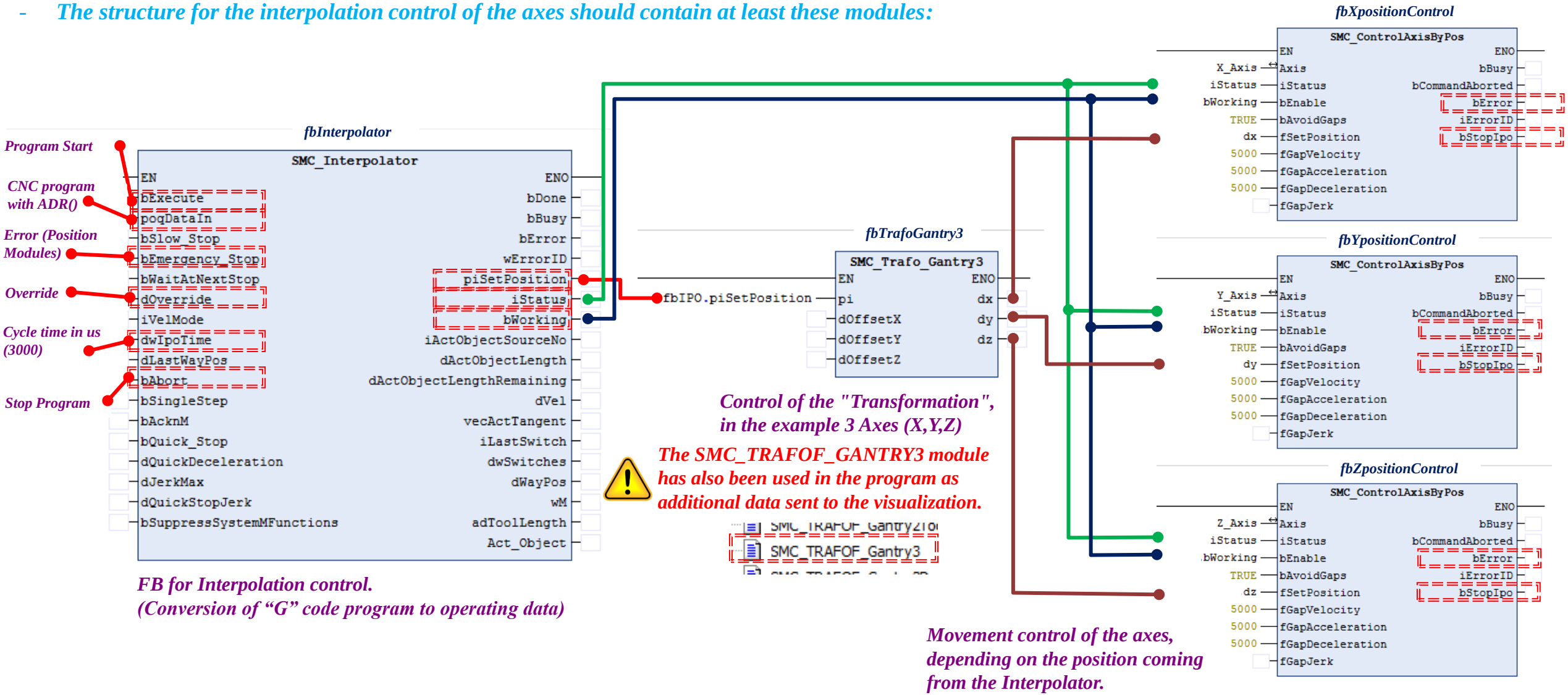
Modules used to control the Interpolator



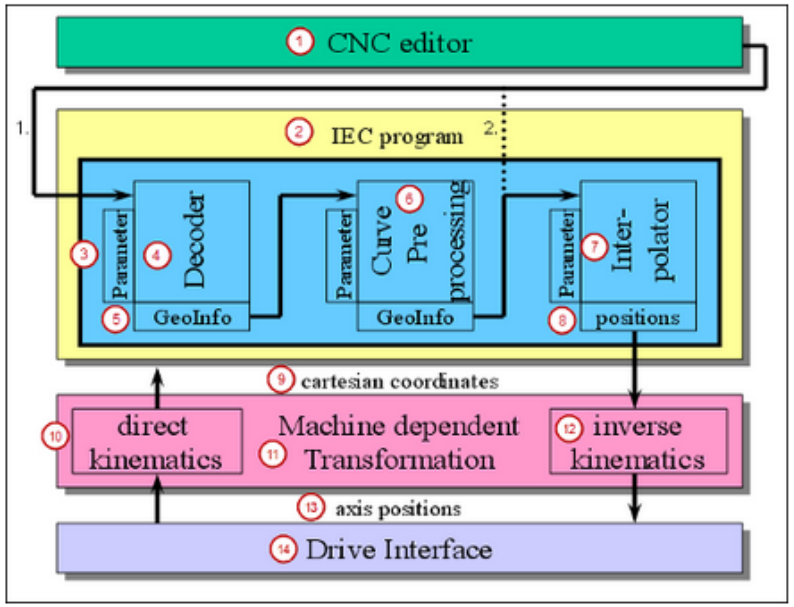




- *The structure for the interpolation control of the axes should contain at least these modules:*



- ***Components of the SoftMotion Software of the CNC editor:***



(1) ***CNC Editor or CNC program***	(2) ***IEC Program***	(3) ***Parameter***
(4) ***Decoder***	(5) ***GeoInfo***	(6) ***Pre-Procesing Path***
(7) ***Interpolator***	(8) ***Positions***	(9) ***Cartesian Coordinates***
(10) ***Direct Kinematics***	(11) ***Machine Transformation***	(12) ***Invers Kinematics***
(13) ***Axis Positions***	(14) ***Drive Interface***	

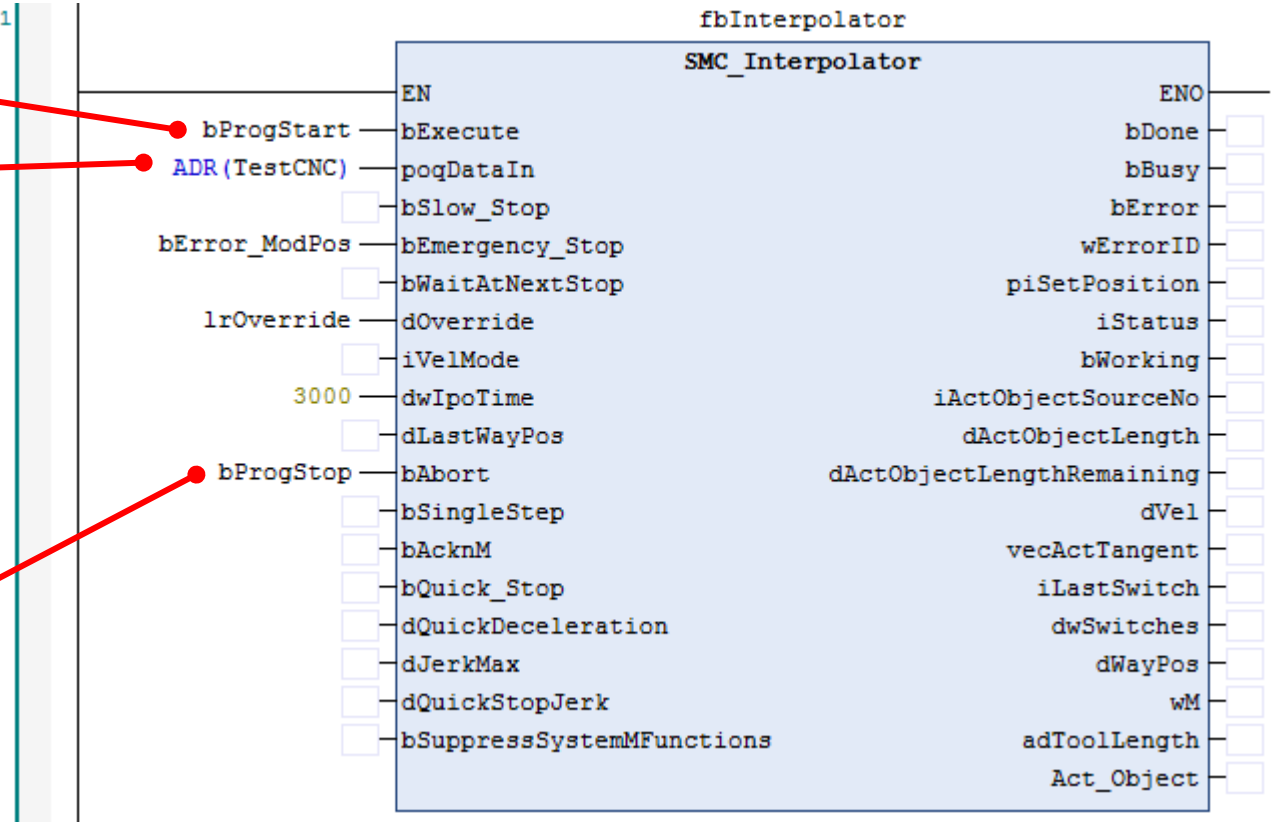
- ***Interpolator Module (Description of inputs (1)):***

Start Program

CNC program Name or dta send for the "Interpreter Module*" with ADR()

```
1   % Initial Test
2   N10 G00 X50 Y50 F1000
3   N20 G00 X100 Y50 Z30 F5000
4   N30 G02 X150 Y100 Z100 R50
5   N40 G02 X200 Y100 Z0 R25
6   N50 G01 X250 Y100 Z0
7   N60 G01 X250 Y100 Z0
8   N70 G01 X250 Y100 Z0
9   N80 G01 X250 Y0
10  N90 M30
11
```

Stop Program



Next we will see the use of the "Interpreter" module

- ***Interpolator Module (Description of inputs (2)):***

In TRUE state the SMC_Interpolator will be made to slow down to 0 according to the velocity profile defined in (iVelMode) and the maximum delay of the current SMC_GEOINFO object (dDecel, see below) and wait until bSlow_Stop is reset to FALSE

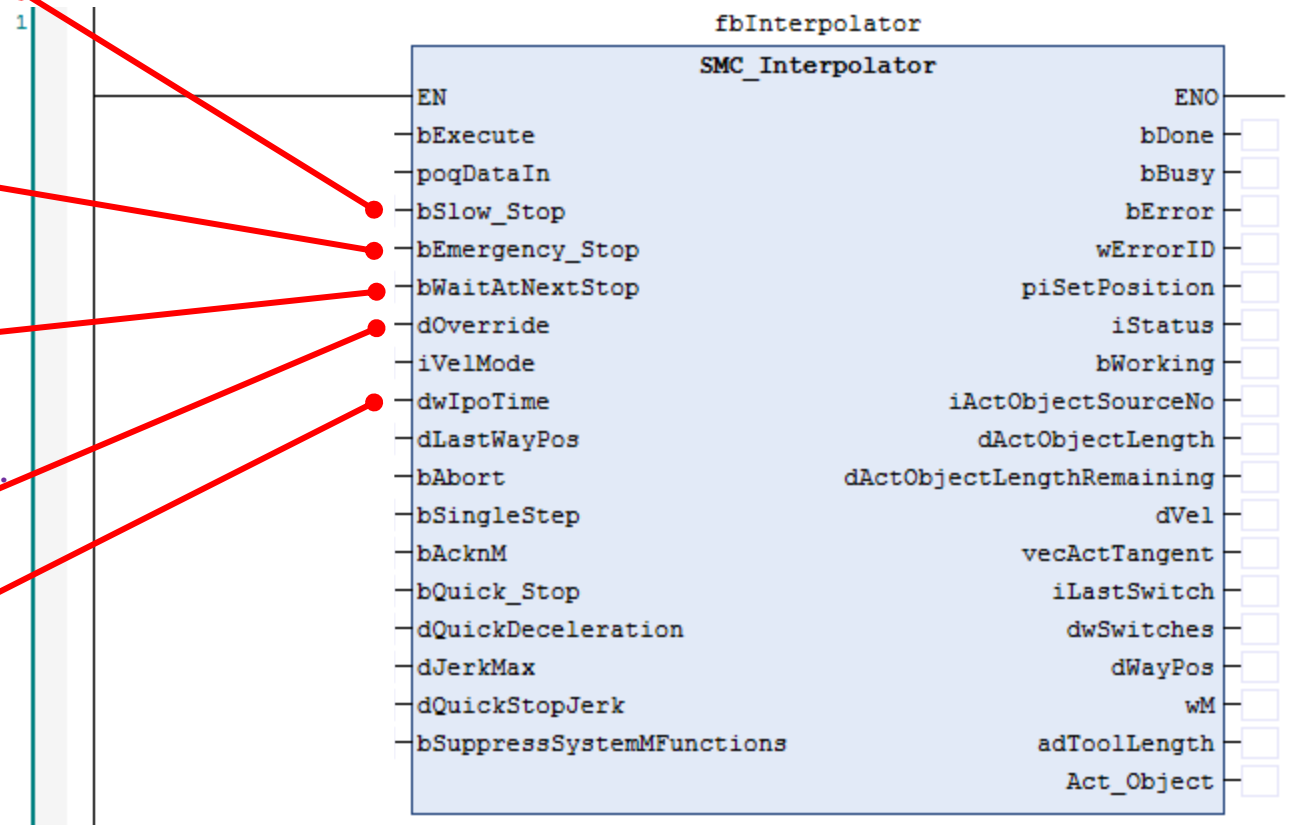
As soon as this input becomes TRUE, the SMC_Interpolator will cause an immediate stop, this means that the position will be held. Therefore, the speed will be set to 0 immediately.

As long as this variable is FALSE (default), the path is passed non-stop. Otherwise, the SMC_Interpolator will be made to hold position at the next regular stop, that is, at position points where velocity is 0, usually at path angles, and stop until bWaitAtNextStop is reset to FALSE.

This variable can be used to control the override. dOverride is not allowed to be less than 0.01. The programmed speed of particular objects will be scaled by dOverride; Therefore, the set speed can be increased or decreased in online mode. For example, dOverride=1 (default) causes scheduled speeds to run, while dOverride=2 would double them.

Be careful with this value if we are working in "Simulation" mode or with real axes. In general, in simulation we should have it much higher than with the real axes.

This variable must be set for each call. It represents the cycle time in µsec.
By default we are using a "3000"



- *Interpolator Module (Description of inputs (3)):*

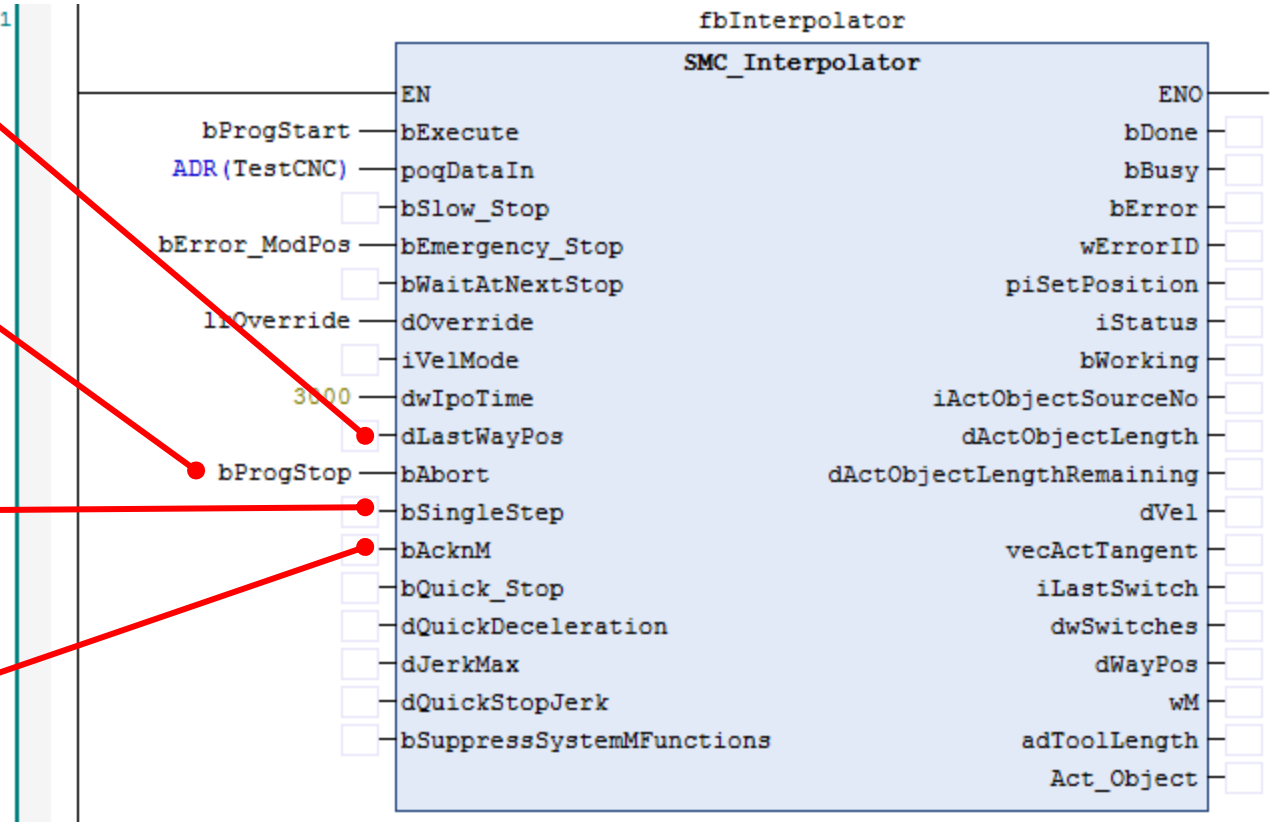
This input allows the user to measure the leg of the route that is being pulled by the interpolator. The output dWayPos is the sum of dLastWayPos and the distance traveled within the current cycle. If dLastWayPos is set equal to output dWayPos, dWayPos will always be incremented by the current path segment, resulting in the total length of the path traveled. dLastWayPos can be (re)set to 0 or a different value at any time.

This input set to TRUE will abort the function block and reset the outputs. A rising edge of bExecute is required to start the interpolator again after aborting.

This input causes the interpolator to stop at the transition between two path objects (also on transitions with identical tangents) for the duration of one cycle. If bSingleStep is set to TRUE during motion, the interpolator will stop at the end of that object, which can be reached without exceeding the programmed deceleration value.

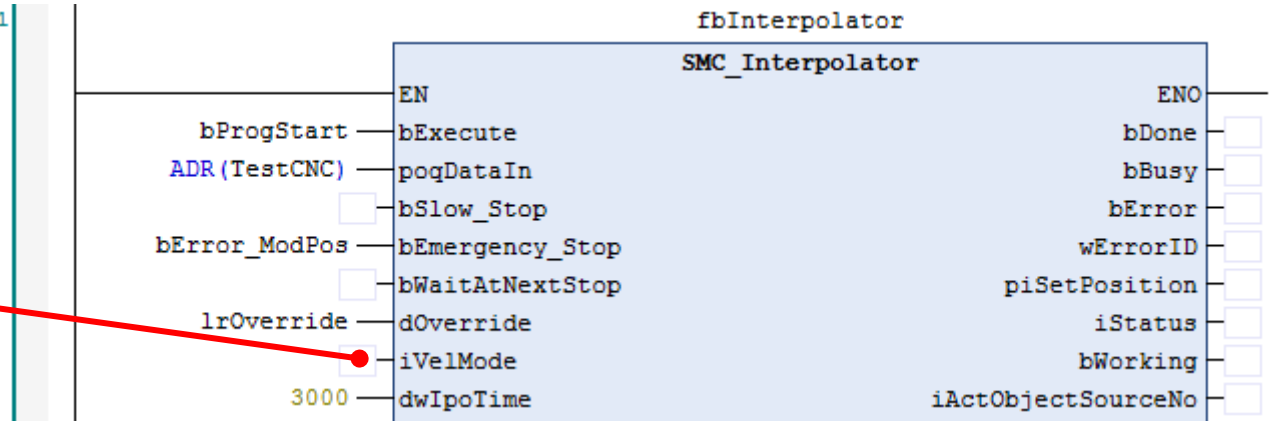
If the interpolator must stop at the next possible stop position (ie, at points where velocity is 0), then bWaitAtNextStop must be used.

This input can be used to recognize an M function. If the input is TRUE, the wM output will be cleared and path processing will continue.



- ***Interpolator Module (Description of inputs (4)):***

This input defines the velocity profile defined in SMC_INT_VELMODE.



Name	Initial	Comment
TRAPEZOID	0	Velocity profile with trapezoid shape
SIGMOID	1	Equal to the `TRAPEZOID` profile but rising and falling edges of the velocity profile are replaced by sin2 functions with same area.
SIGMOID_LIMIT	2	Velocity profile: Equal to mode `SIGMOID` with the difference that the same time is taken for interpolating one path in trapezoid and sigmoid mode. For that, the existing mode `SIGMOID` exceeds the limit about a factor of PI/2.
QUADRATIC	3	Acceleration profile in a trapezoidal form with jerk limitation: this mode, that keeps the value of the jerk in a certain limit (defined in `dJerkMax`), is a quadratic velocity shape. The position profile is built of polynomials of 3rd degree. Hence, the velocity profile consists of parabolas, the acceleration of line segments and the jerk of horizontal line segments.
QUADRATIC_SMOOTH	4	It works like mode `QUADRATIC` but creates a jerk profile without jumps. This is done by replacing the linear ramps of the acceleration by monotone functions that have zero slope at the start- and end-point. The function must lead to the same end velocity and end position after the acceleration ramp. This is similar to the way a sin² function is used instead of a linear velocity ramp in the sigmoidal velocity mode. In particular, the computation of the segments and the length and duration of the segments is not affected.

By default the interpolator uses the "Trapezoid" mode.

- ***Interpolator Module (Description of inputs (5)):***

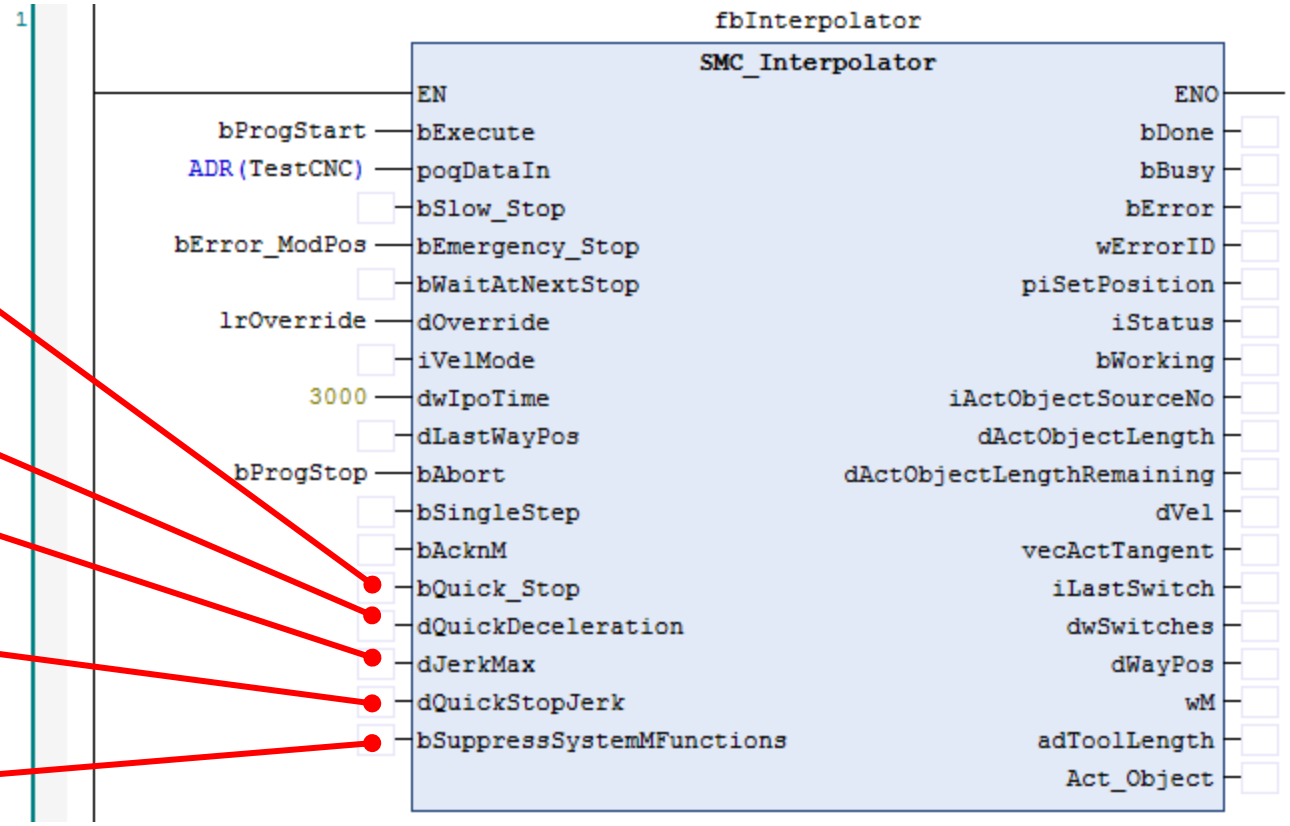
If this input is TRUE, the interpolator will slow down to zero, until bQuick_Stop is reset to FALSE. The reduction is done according to the defined speed profile (iVelMode) and the deceleration given by the maximum of dQuickDeceleration and the delay currently programmed in the route. If a square rate mode is used, then the jerk is limited by max(dJerkMax, dQuickStopJerk).

Deceleration value used for bQuick_Stop

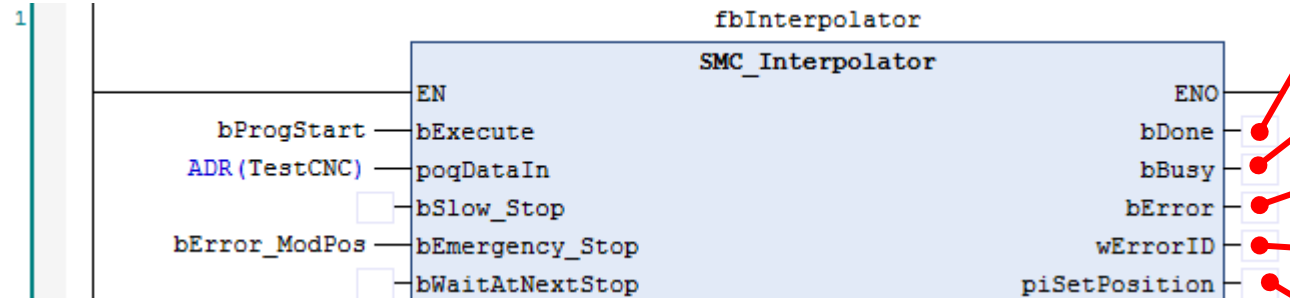
Maximum Allowable Jerk Magnitude: Only used for Quadratic Rate modes. It must be positive and cannot be changed while the interpolator is running.

The value of "dQuickStopJerk" is used by a quick stop to reduce acceleration if one of the quadratic velocity modes is selected.

If this option is set, the wM output will not be set for internal M functions created by the G75 or G4 commands.



- *Interpolator Module (Description of outputs (1)):*



This variable will be set to TRUE as soon as the input data (poqDataIn) has been fully processed. The function block will not take any further action until a reset is performed. If the bExecute input is FALSE, then bDone will be reset to FALSE.

TRUE while the execution of the function block is not finished

TRUE while the execution of the function block is not finished

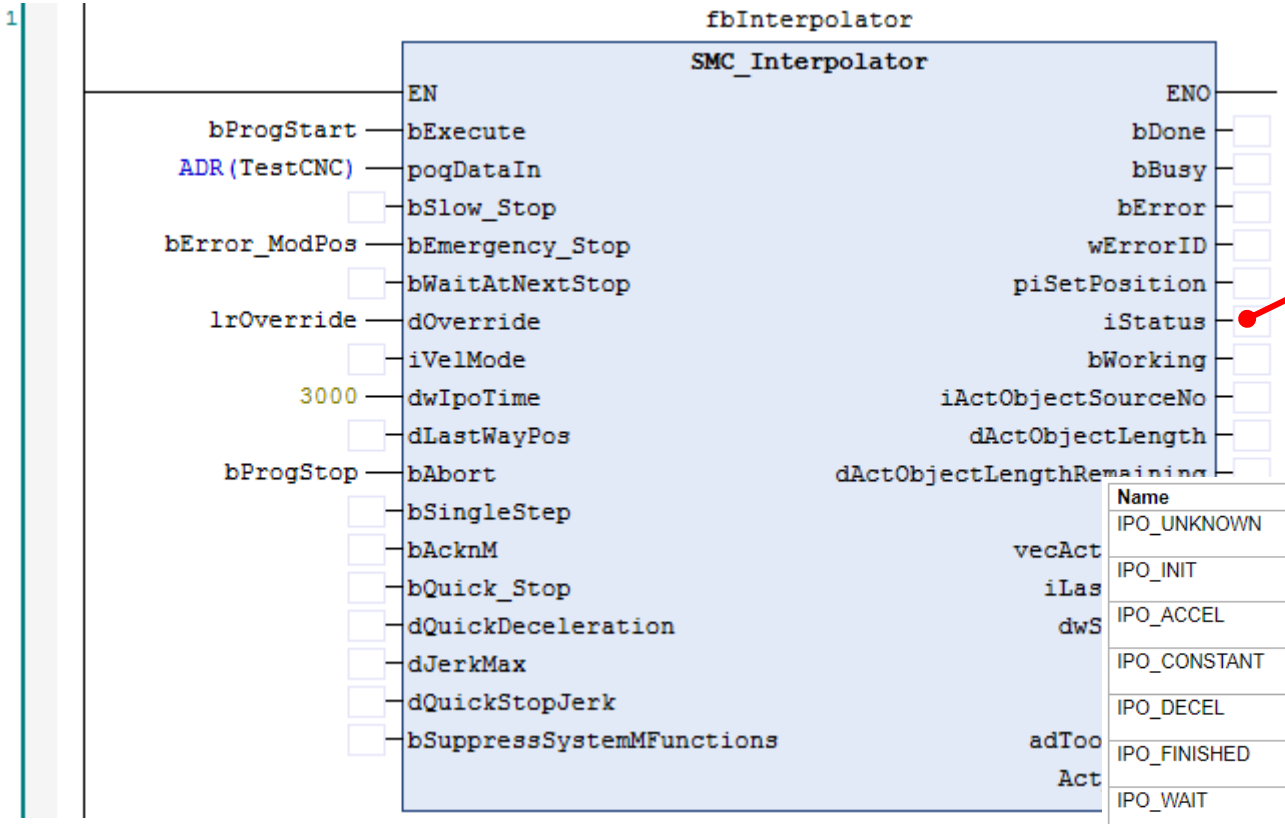
Error

It reflects the calculated set position and contains the Cartesian coordinates of the next position, as well as the state of the additional axis. SMC_POSINFO

SMC_POSINFO

Name	Type	Initial	Comment
iFrameNo	INT	0	In this variable additional information not relevant for the SoftMotion modules may be stored by the user.
wAuxData	SMC_ADDAXIS	((ADDAXIS_X OR ADDAXIS_Y) OR ADDAXIS_Z)	Bit by bit description of position axis to be calculated by the SMC_Interpolator.
wSProfile	SMC_ADDAXIS	ADDAXIS_NONE	Additional axes that have their bit set are interpolated in sigmoid (S-) shape instead of linearly.
dX	LREAL	0	X-position in coordinate system
dY	LREAL	0	Y-position in coordinate system
dZ	LREAL	0	Z-position in coordinate system
dA	LREAL	0	Position of additional axis A
dB	LREAL	0	Position of additional axis B
dC	LREAL	0	Position of additional axis C
dA1	LREAL	0	Position of additional axis P
dA2	LREAL	0	Position of additional axis Q
dA3	LREAL	0	Position of additional axis U
dA4	LREAL	0	Position of additional axis V
dA5	LREAL	0	Position of additional axis W
dA6	LREAL	0	Position of additional axis A6 (Cannot be programmed with G-code!)

- ***Interpolator Module (Description of outputs (2)):***

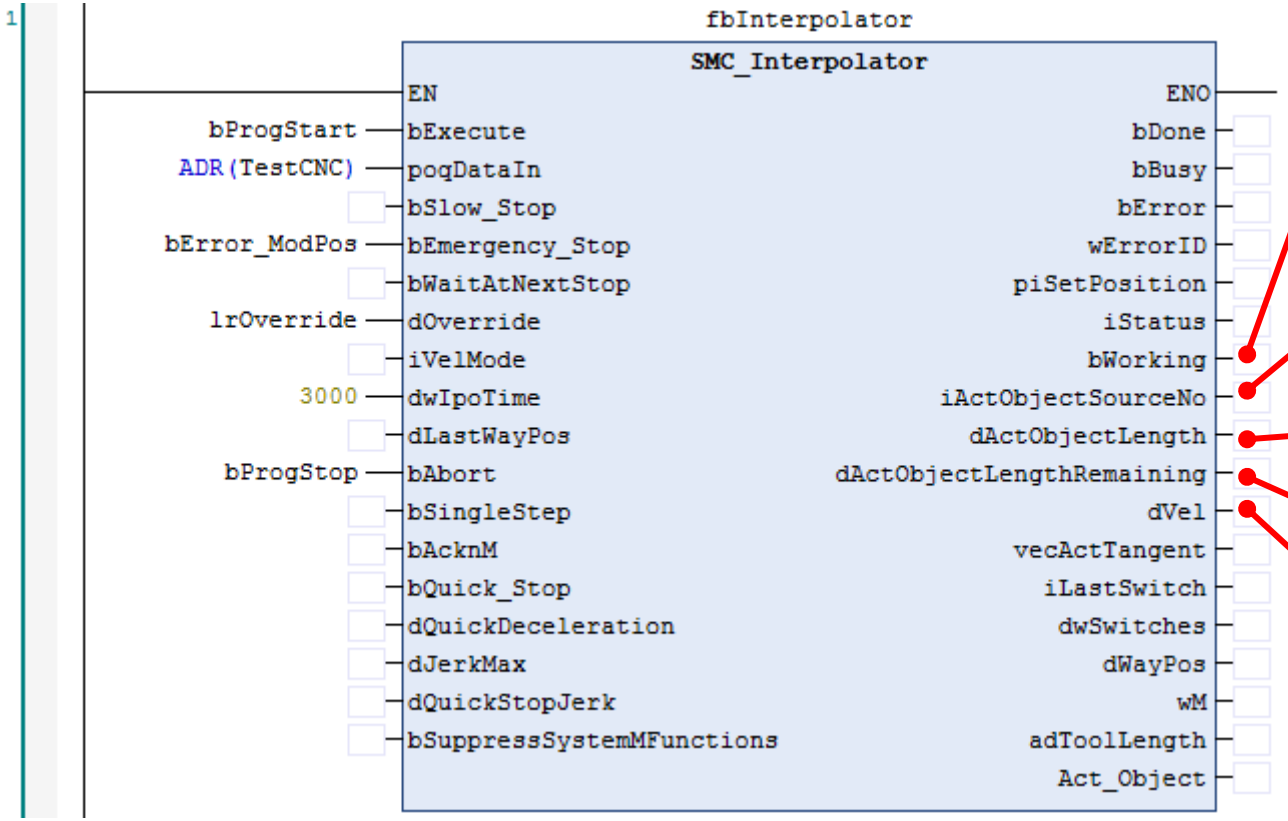


This enumeration variable reflects the current status of the function block defined in SMC_INT_STATUS.

SMC_INT_STATUS

Name	Initial	Comment
IPO_UNKNOWN	0	Internal state that may not occur after a complete pass of the SMC_Interpolator.
IPO_INIT	1	Initialization state; movement not started yet
IPO_ACCEL	2	Interpolation ongoing; currently accelerating
IPO_CONSTANT	3	Interpolation ongoing with constant velocity
IPO_DECEL	4	Interpolation ongoing; currently decelerating
IPO_FINISHED	5	Interpolation done
IPO_WAIT	6	Interpolation ongoing; currently waiting for example by a stop input or a M-command
IPO_INCREASING_ACCEL	7	Interpolation ongoing; currently building up the acceleration
IPO_DECREASING_ACCEL	8	Interpolation ongoing; currently ramping down the acceleration
IPO_INCREASING_DECEL	9	Interpolation ongoing; currently building up the deceleration
IPO_DECREASING_DECEL	10	Interpolation ongoing; currently ramping down the deceleration

- *Interpolator Module (Description of outputs (3)):*



This output should be connected to the bEnable input of SMC_ControlAxisByPos. Will be TRUE if (and only if) list processing has started and has not yet finished

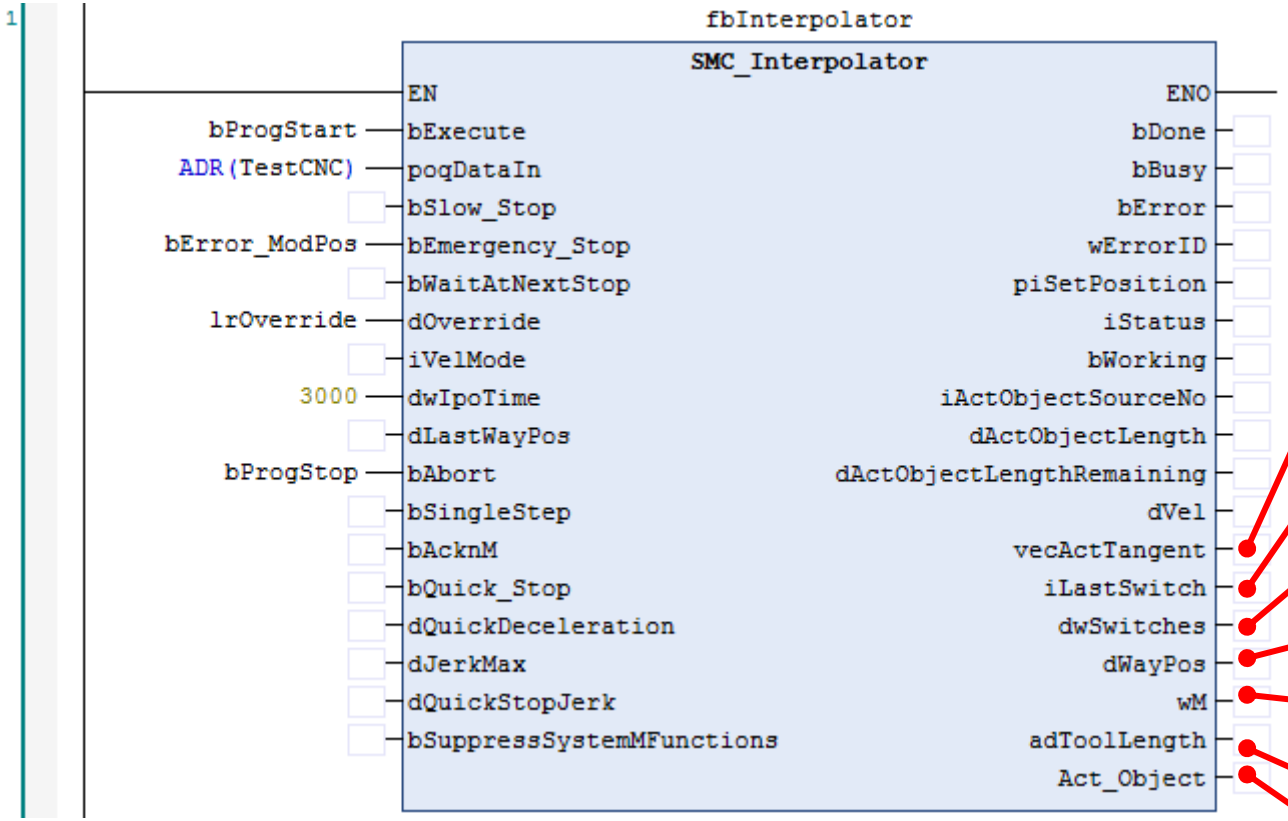
Value of iSourceLine_No member of the active SMC_GEOINFO object of "poqDataIn-queue". If (bWorking = FALSE), the value is set to "-1".

The length of the current object; valid if bWorking = TRUE.

The remaining length of the current object; valid if bWorking = TRUE.

This variable contains the current trajectory speed.

- *Interpolator Module (Description of outputs (4)):*



This structure contains the tangent of the trajectory, vector

This output contains the number of the last switch passed. Note: If multiple switches have been passed in one cycle, only the last one will be mentioned.

This DWORD describes the current switching state of all switches 1 32. Bit0 of the DWORD represents switch 1, Bit31 represents switch 32. Unlike iLastSwitch, this bit field will also have multiple switches in a cycle.

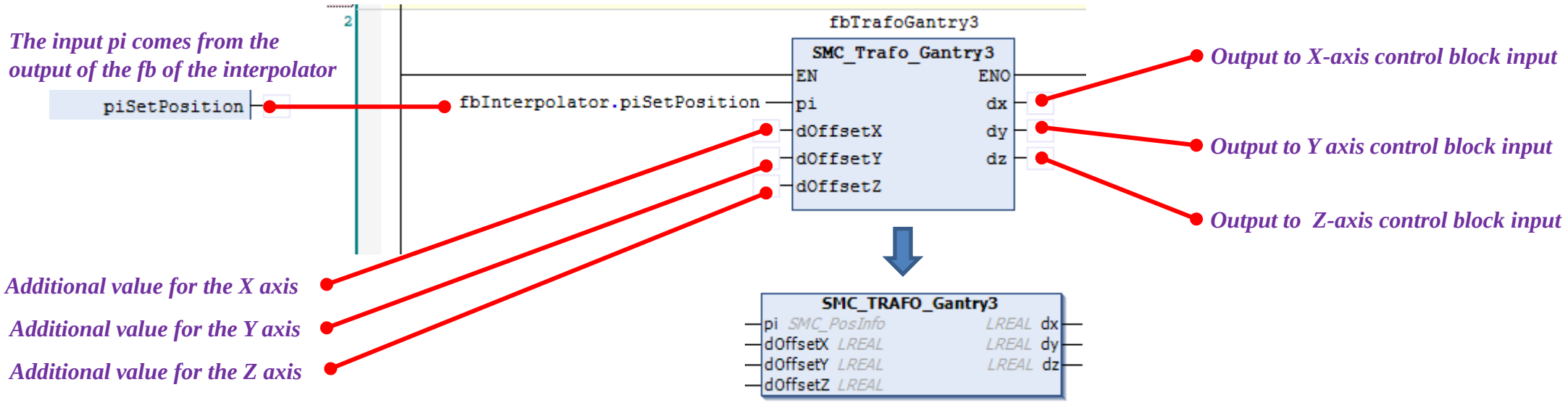
See the dLastWAyPos entry.

If the interpolator passes an M function, this output will be set to the value associated with the M function. The interpolator will stop until the M function is acknowledged by the bAcknM input.

Parameters for tool length compensation (set by G43 I/J/K)

Pointer to the currently interpolated path element. Possibly 0.

- *The next module linked after the interpolator and that we will use in the example is the following, SMC_Trafo_Gantry3*



On page 28 you can see the connectivity of the different elements

- *The last of the modules is in charge of generating the movement of the axis (Inputs Module):*

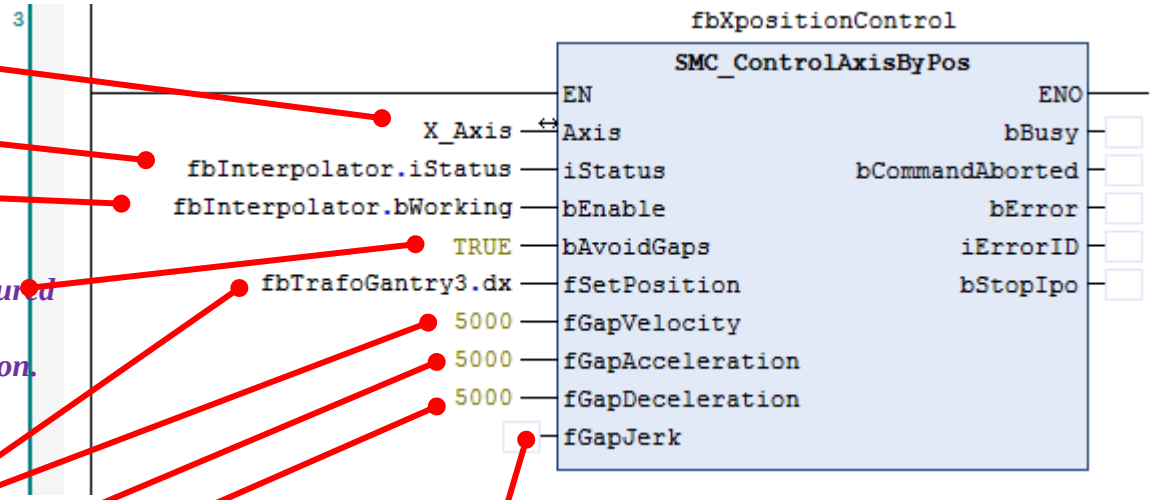
Name of the axis to use

SMC_Interpolator instance status

Interpolator in "Working" state that activates the "Enable" of the module

TRUE: start position tracking
If the velocity exceeds the limit value set in AXIS_REF_SM3.fSWMaxVelocity and configured in the drive dialog with the Maximum Values setting, the bStopIpo output is set. The axis moves to the position with the values fGapVelocity, fGapAcceleration, and fGapDeceleration. Upon reaching the set position, bStopIpo is set to FALSE.

Position value that should normally come from the transform block



Be careful with this values if we are working in "Simulation" mode or with real axes. In general, in simulation we should have it much higher than with the real axes.

Speed in [u/s]

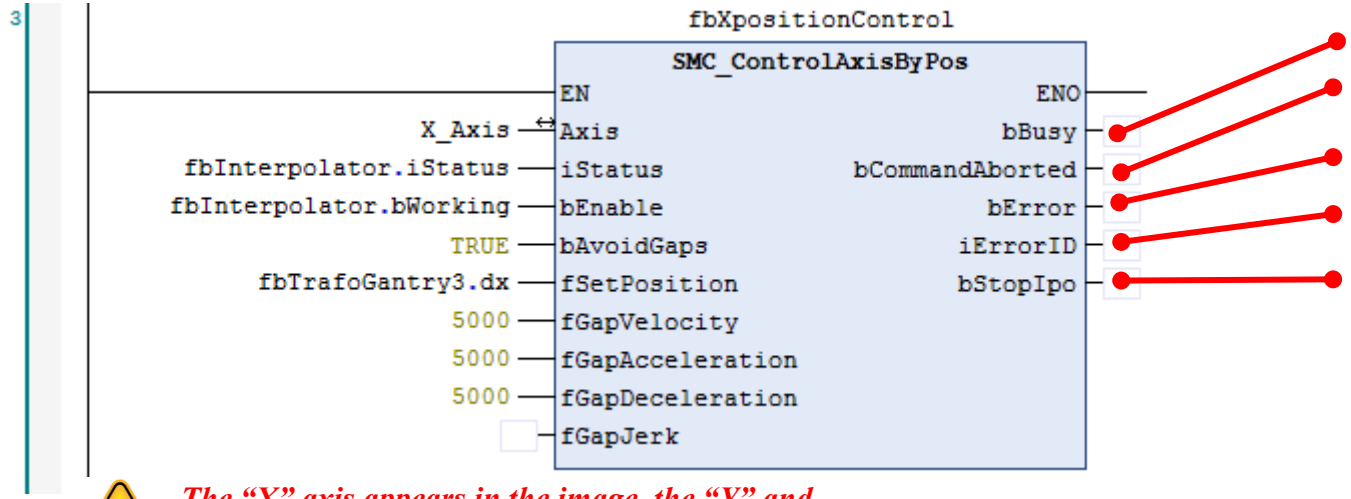
Acceleration in [u/s2]

Deceleration in [u/s2]
Note: Also used if bAvoidGaps is FALSE, to stop when disabled

Jerk by jump bypass on [u/s3]
Note: also used if bAvoidGaps is FALSE, to stop when disabled

The "X" axis appears in the image, the "Y" and "Z" axes work in the same way and initially they should maintain the same operating values.

- *The last of the modules is in charge of generating the movement of the axis (Outputs Module):*



Module Activated

Command aborted by the execution of another axis control module

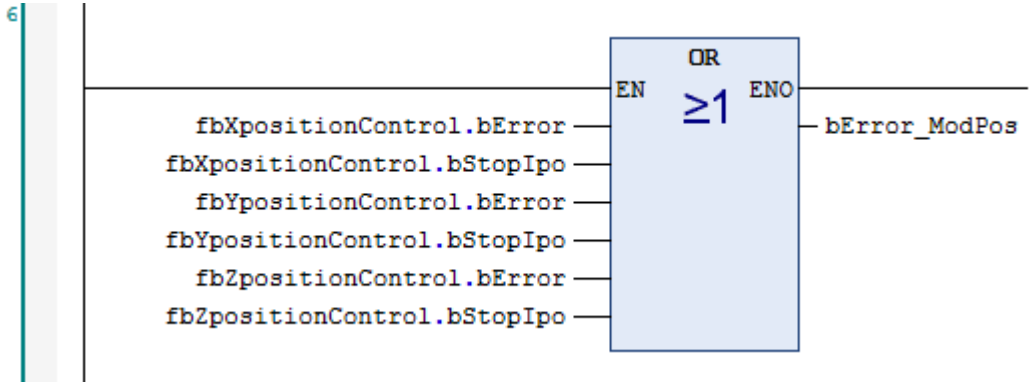
Error activated

Error Ident

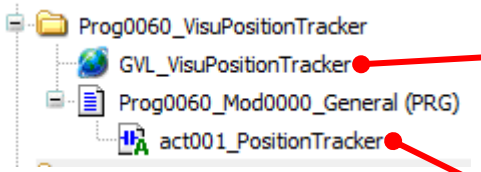
If TRUE: A jump in velocity or position has occurred and adaptation to the new position is being executed.
If bStopIpo is connected to the EmergencyStop input of the SMC_Interpolator instance, the interpolator waits until the axis is correctly positioned.
See also: SMC_ERROR (iErrorID)

The "X" axis appears in the image, the "Y" and "Z" axes work in the same way and initially they should maintain the same operating values.

- *At the end of the interpolation module, an "Or" is performed on all the errors of the positioning modules and the errors of the block to carry out a wait in the interpolator, as detailed in the bStopIpo output of the previous block.*



- *In the following folder we will establish the data for the display of the values on the screen:*




```
1  //{attribute 'qualified_only'}
2  VAR_GLOBAL
3  // Fb For Position Tracker & Set Points For Track
4      fbPosTracker     : SMC_PositionTracker;
5      stPathPoints     : ARRAY[0..10000] OF VisuStruct3dPathPoint;
6  END_VAR
7
```

Module fb for the control of the Track of Positions

Array with the structure of points

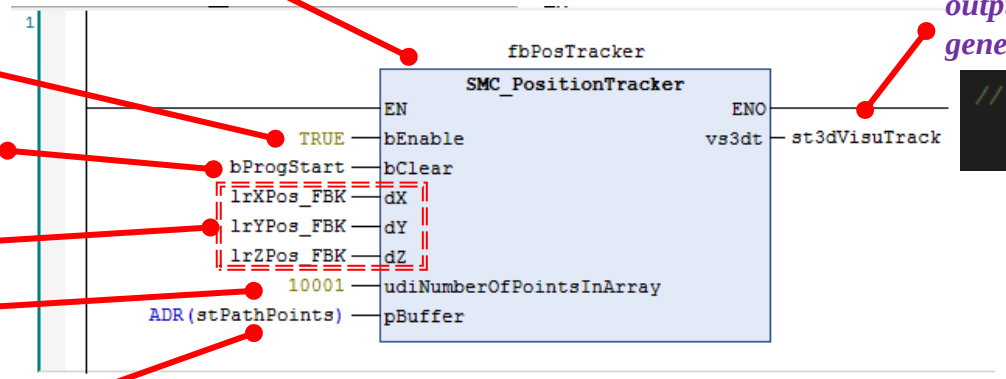
Activate Module (Always active with "TRUE")

Clear block with program start mark (Cycle)

Current positions of the axes (X,Y,Z)

Number of points used in the array

Point structure from the system variable "VisuStruct3dPathPoint"



Output value for the display. This output is a fb and is created in the general variables folder

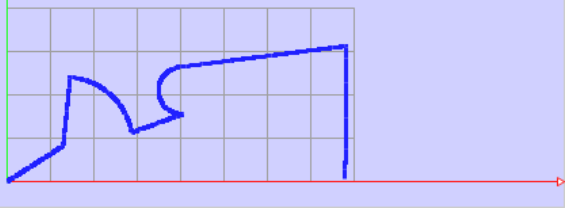
```
// Visualization Track
    st3dVisuTrack       : VisuStruct3dTrack;
```

FUNCTION_BLOCK VisuStruct3DTrack [visuelem3dpath, 4.1.0.0 (system)]
This FB hosts a path or a track consisting of a number of points in 3D The data array has a ring buffer design. The points are added into the array after each other, while ``udiNumberOfPointsToDraw`` is incremented by 1. After ``udiNumberOfPointsToDraw`` equals ``udiNumberOfPointsInArray``, the data provider can override the first point again. ``udiNumberOfPointsInArray`` is no longer incremented, but ``udiFirstPoint`` must be incremented, because the oldest point is the one, which is located one position after the newly generated one.

Programa CNC

```
1   ( Initial Test)
2   N000 G00 X41.357 Y26.358 F10000 Z0
3   N010 G00 X46.52 Y76.957 Z30 F10000
4   N020 G02 X91.956 Y36.168 Z50 I-3.734218704972605 J-49.860361116456275
5   N030 G01 X130 Y50 Z100
6   N040 G02 X128.098 Y84.702 Z0 I-0.95099999999999341 J17.351
7   N050 G01 X250 Y100 Z0
8   N060 G01 X250 Y100 Z0
9   N070 G01 X250 Y100 Z0
10  N080 G01 X249.432 Y2.091 Z0
11  N090 M30
12
```

Visualization of the Program executed in the machine with the Position Track



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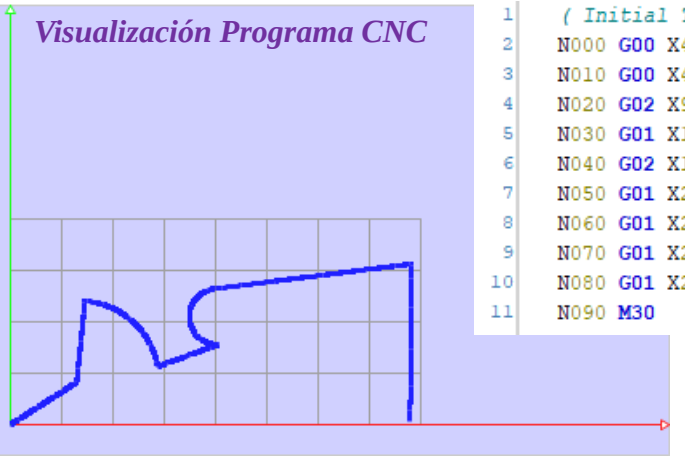
- *The path visualization module is the Path3D located in "Visualization ToolBox" and specifically in "SM3_CNC"*

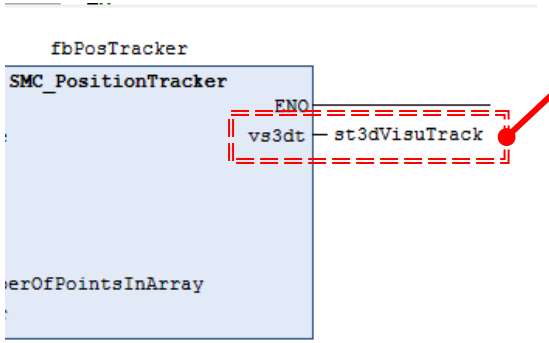
Visualización Programa CNC

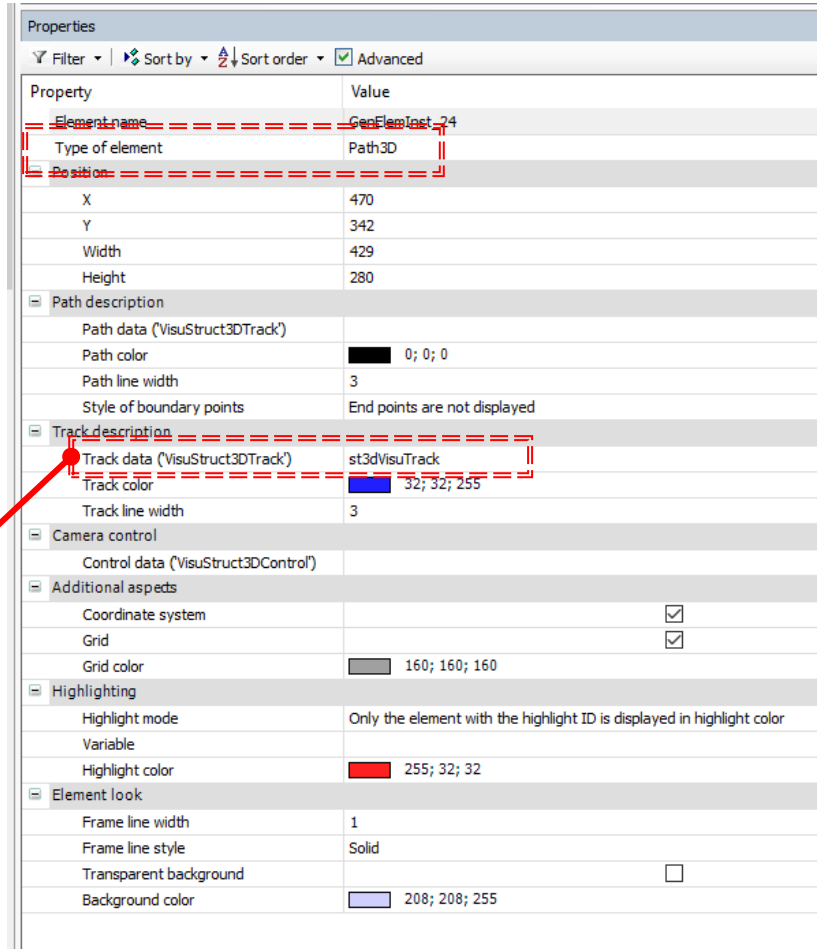


```
( Initial Test)
N000 G00 X41.357 Y26.358 F10000 Z0
N010 G00 X46.52 Y76.957 Z30 F10000
N020 G02 X91.956 Y36.168 Z50 I-3.734218704972605 J-49.860361116456275
N030 G01 X130 Y50 Z100
N040 G02 X128.098 Y84.702 Z0 I-0.95099999999999341 J17.351
N050 G01 X250 Y100 Z0
N060 G01 X250 Y100 Z0
N070 G01 X250 Y100 Z0
N080 G01 X249.432 Y2.091 Z0
N090 M30
```

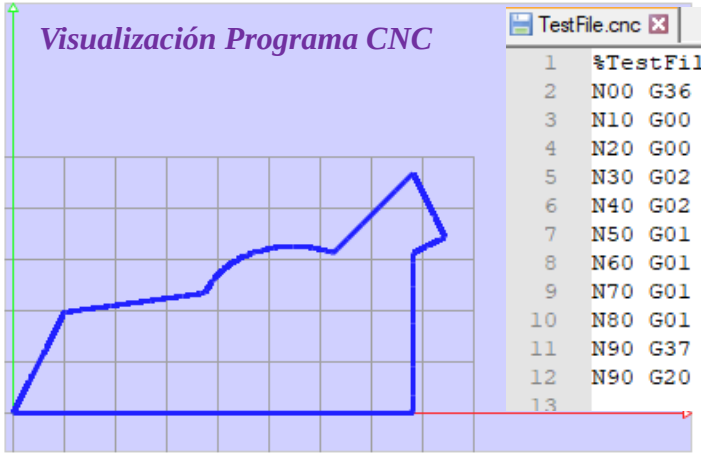
Visualization Toolbox

SM3_CNC





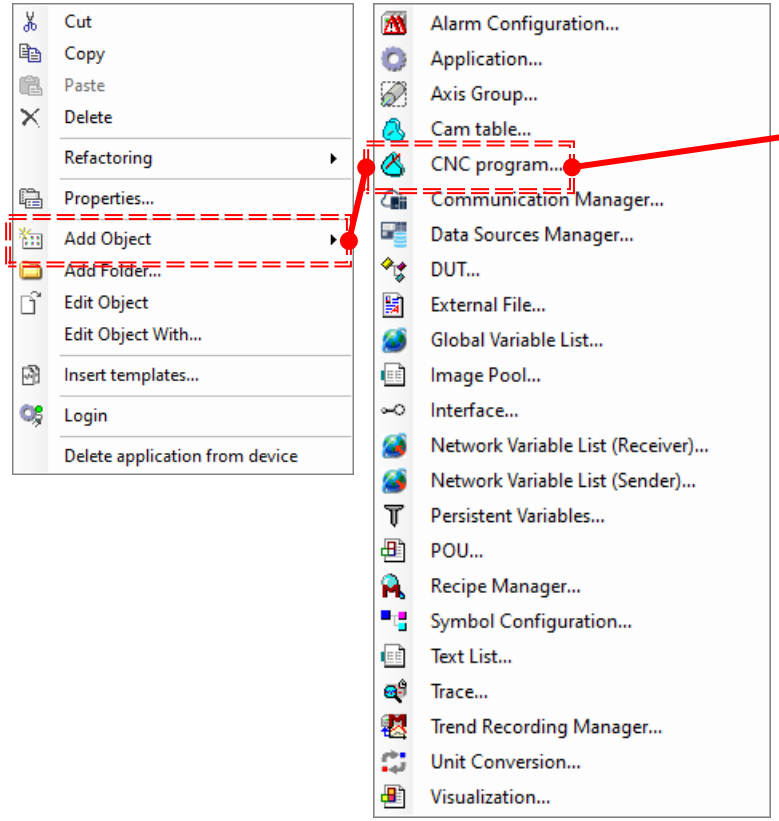
Visualización Programa CNC

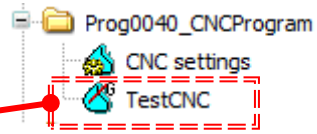


TestFile.cnc

```
%TestFile
N00 G36 D1
N10 G00 X32 Y63 F15000
N20 G00 X120 Y75 Z12 F5000
N30 G02 X150 Y100 Z100 R50
N40 G02 X200 Y100 Z0 R75
N50 G01 X250 Y150 Z130
N60 G01 X270 Y110 Z25
N70 G01 X250 Y100 Z0
N80 G01 X250 Y0
N90 G37 D-1
N90 G20 L0
```

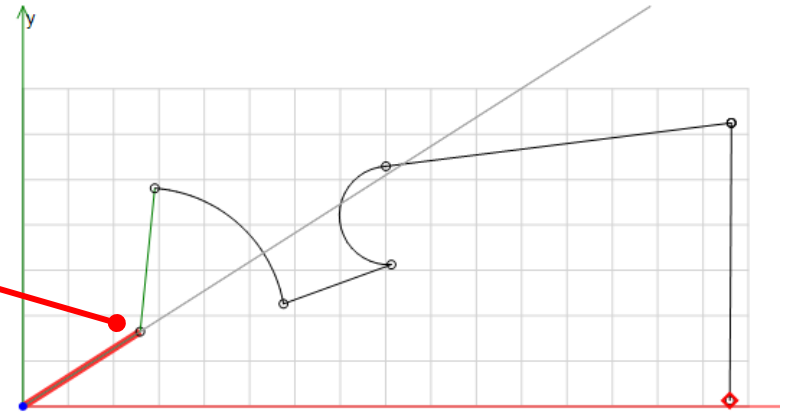
- *The machine program can be managed in several ways:*
  - *Program located in ctrlX PLC Engineering*
  - *Program located on the PC*
- *We will start by using a machine program, generated from the software itself. First of all we will create a folder that we will call Prog0040_CNCProgram or whatever we want to call it and insert a program of the type "CNC Program"*





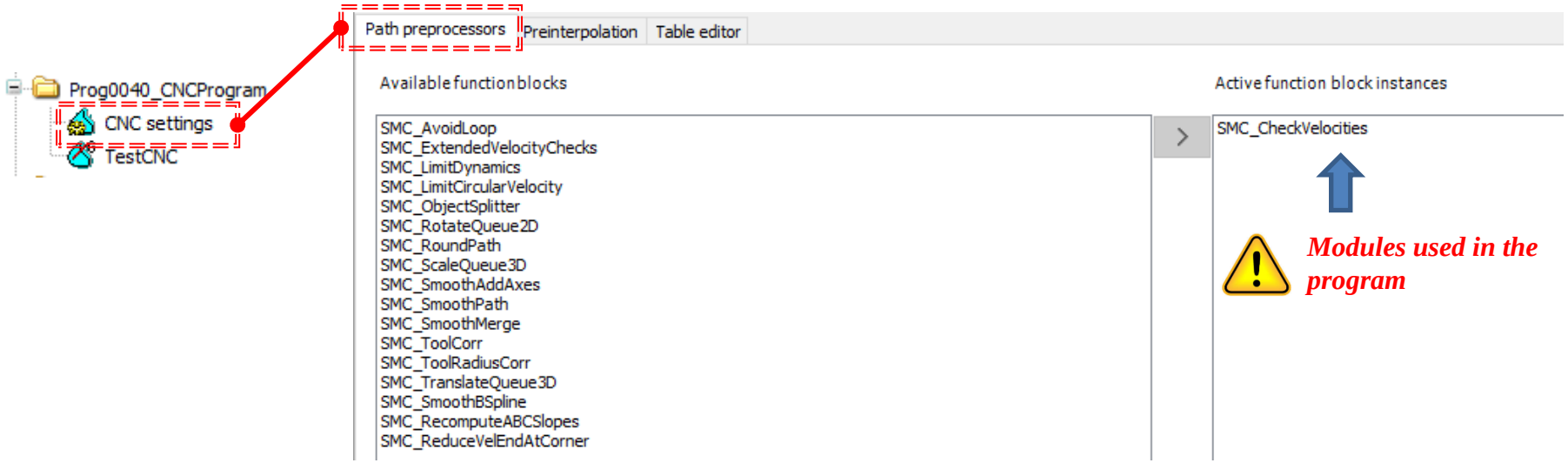
CNC program

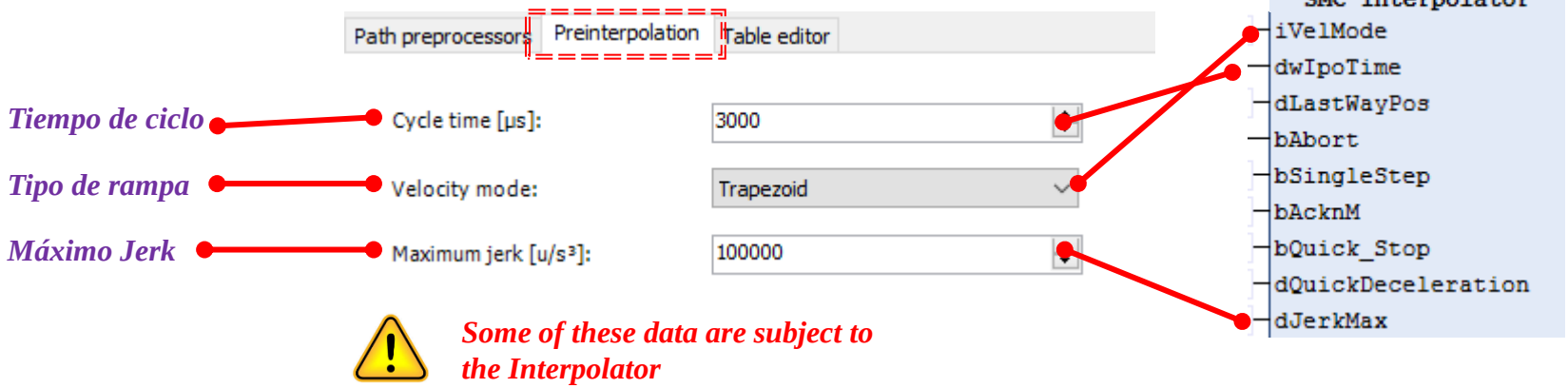
```
1   ( Initial Test)
2   N000 G00 X41.357 Y26.358 F10000 Z0
3   N010 G00 X46.52 Y76.957 Z30 F10000
4   N020 G02 X91.956 Y36.168 Z50 I-3.734218704972605 J-49.860361116456275
5   N030 G01 X130 Y50 Z100
6   N040 G02 X128.098 Y84.702 Z0 I-0.9509999999999341 J17.351
7   N050 G01 X250 Y100 Z0
8   N060 G01 X250 Y100 Z0
9   N070 G01 X250 Y100 Z0
10  N080 G01 X249.432 Y2.091 Z0
11  N090 M30
12
13
```

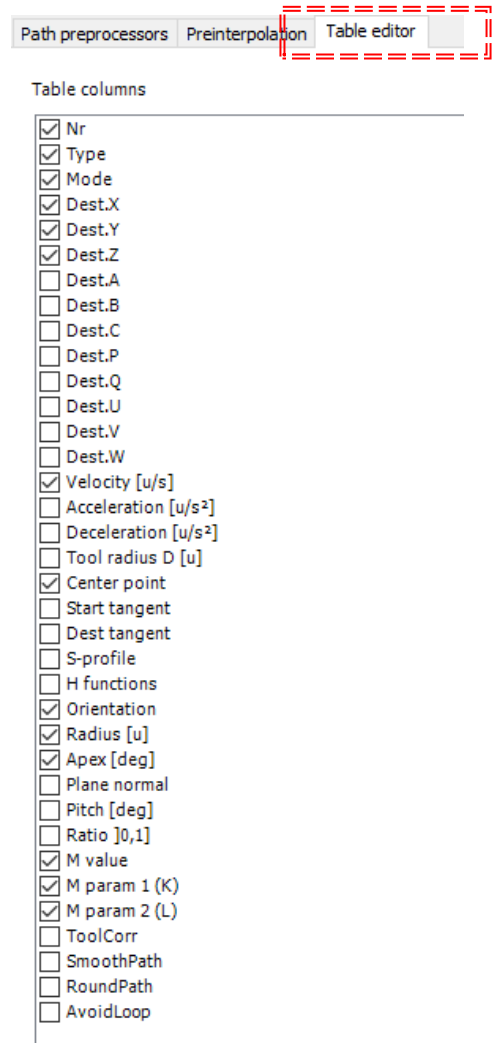


All the points are modifiable from the configuration part of the element itself. This automatically modifies the generated program lines in the G code part.

- *We also have another module, apart from the created program, in which the CNC "Settings" appear*

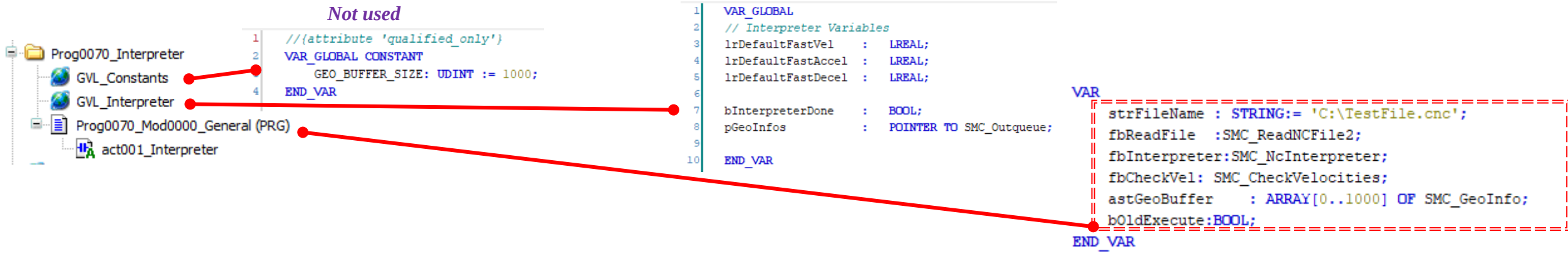




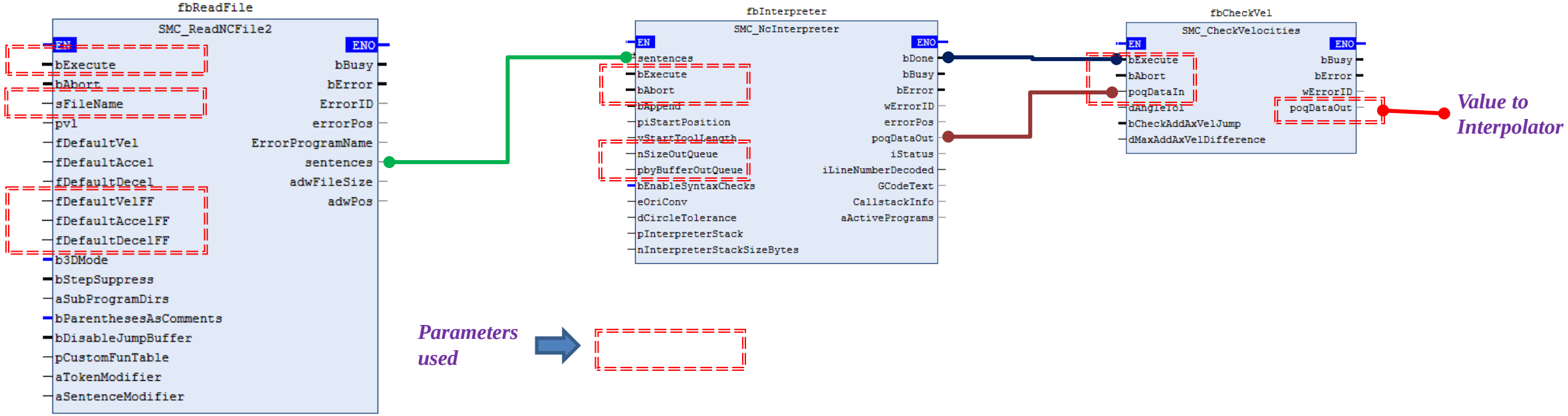


Control machine program from file on PC Or ctrl X

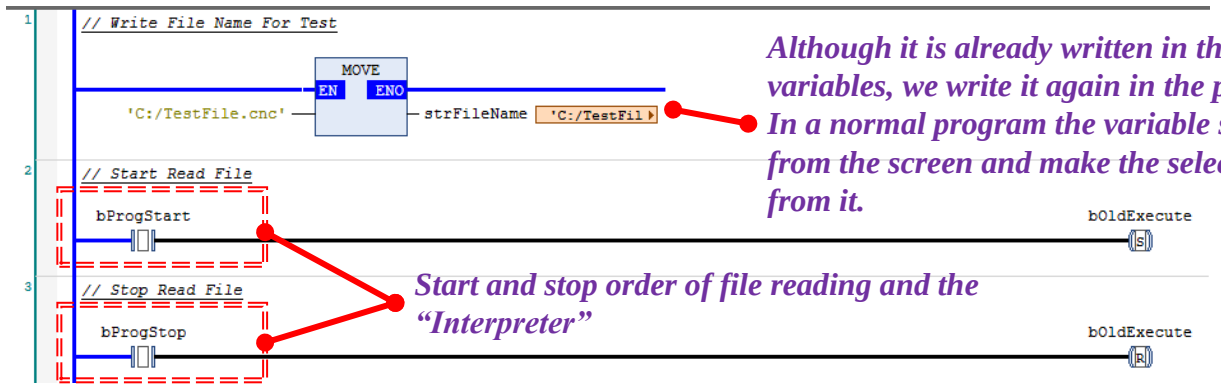
- *To control programs from the PC we are going to generate a new control module, in which the instruction interpreter will be used.*



- *Generic structure for the assignment of the parameters used in the various modules of the file reading*



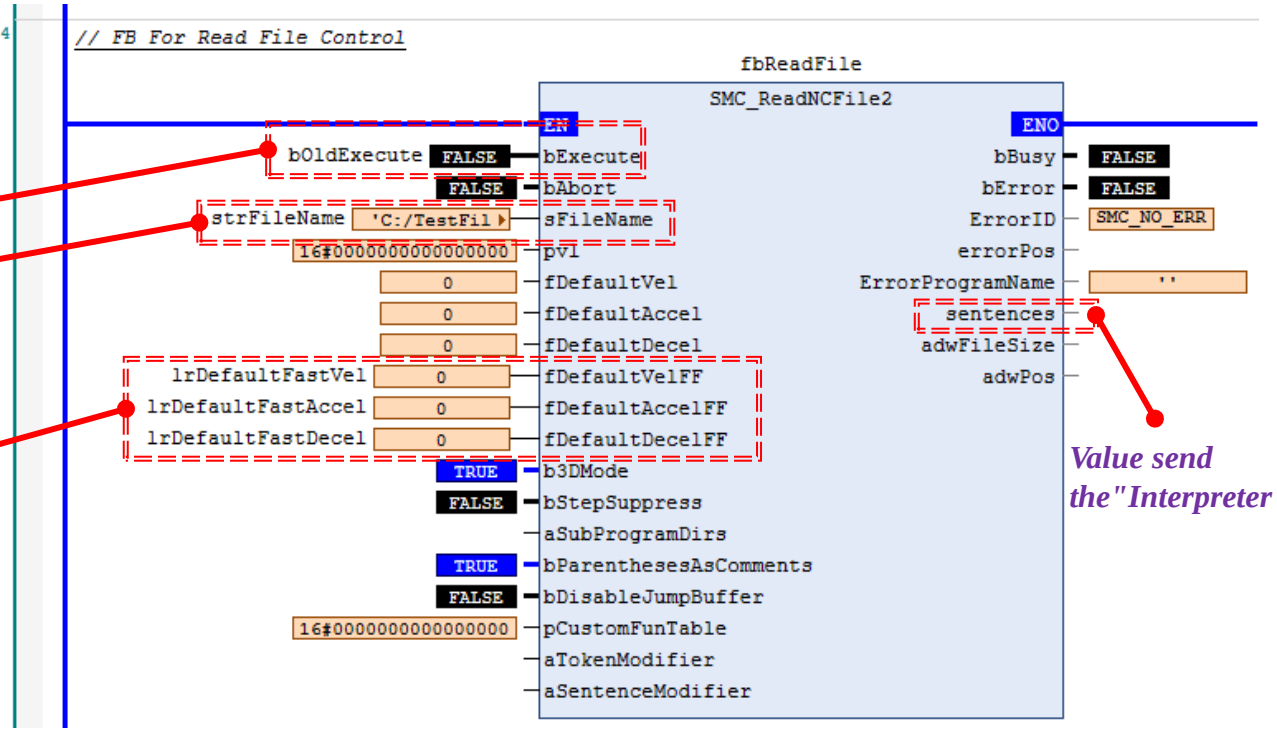
- *As we have commented, the program is in Ladder to facilitate its "understanding"*



Although it is already written in the declaration of variables, we write it again in the program itself. In a normal program the variable should be controlled from the screen and make the selection of the program from it.

```
VAR
    strFileName : STRING:= 'C:\TestFile.cnc';
    fbReadFile  :SMC_ReadNCFile2;
    fbInterpreter:SMC_NcInterpreter;
    fbCheckVel: SMC_CheckVelocities;
    astGeoBuffer    : ARRAY[0..1000] OF SMC_GeoInfo;
    bOldExecute:BOOL;
END_VAR
```

Start and stop order of file reading and the "Interpreter"



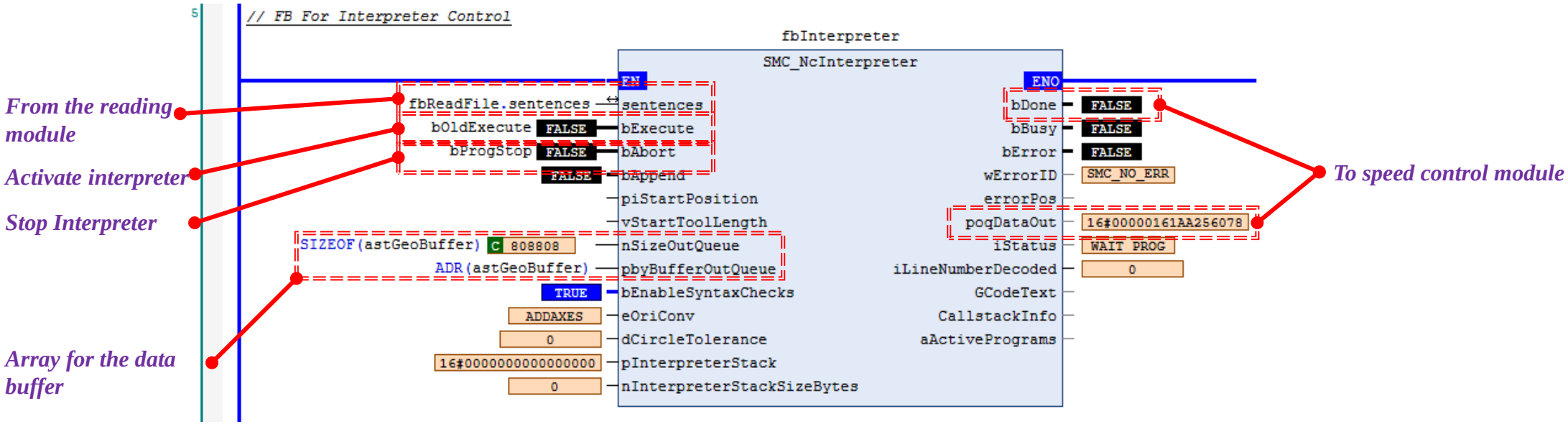
Activate Reading

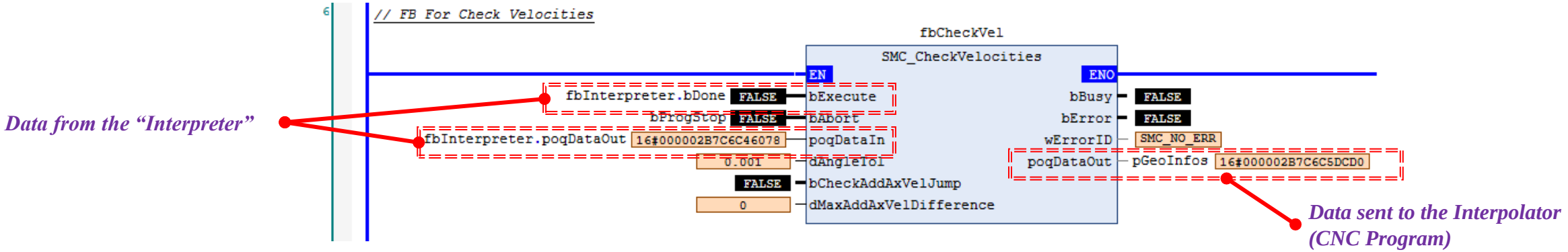
File to read

Default values if the FF variable is not in the CNC program

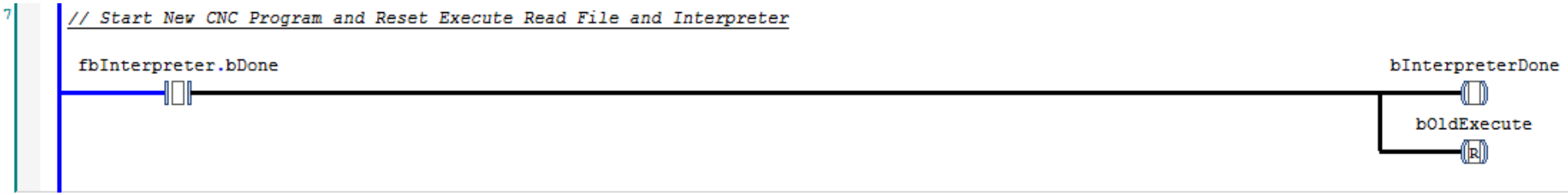
Value send the"Interpreter"

- *The interpreter manages the data received from the reading module and converts it into data understandable by the system:*





- *Once the reading has been carried out and the interpreter has transformed the information of the read program, the module activation signals are reset and the program start order is activated.*



- *In the example program and to verify the operation of the internal CNC program from CodeSys and the CNC program located on the PC, the following program control lines have been added*

```
1  PROGRAM Prog0050_Mod0000_General
2  VAR
3  bSelFileIntOrExt: BOOL;
4  bStartAux:BOOL;
5  stProgram   :POINTER TO SMC_Outqueue;
6  stCurrentProg:STRING;
7  SMC_TRAFOF_Gantry3D_0: SMC_TRAFOF_Gantry3D;
8  END_VAR
9
```

Select Prog

```
1  IF NOT bSelFileIntOrExt TRUE THEN
2  bStartAux FALSE :=bProgStart FALSE ;
3  stProgram 16#00000172AEF1DCD0 := ADR(TestCnc);
4  stCurrentProg 'External f ':='Internal from CtrlX PLC Engineering';
```

Program start from CodeSys CNC program

Internal from CtrlX PLC Engineering

```
5  ELSE
6  bStartAux FALSE :=bInterpreterDone FALSE ;
7  stProgram 16#00000172AEF1DCD0 :=pGeoInfos 16#00000172AEF1DCD0 ;
8  stCurrentProg 'External f ':='External from File in Laptop';
9  END_IF
```

Program start from the CNC program on the PC

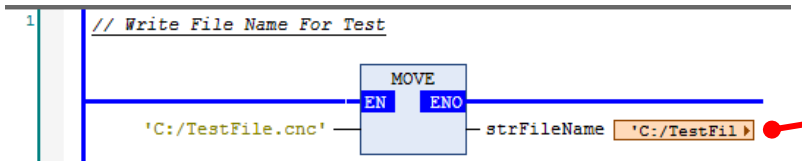
```
pGeoInfos          :   POINTER TO SMC_Outqueue;
```

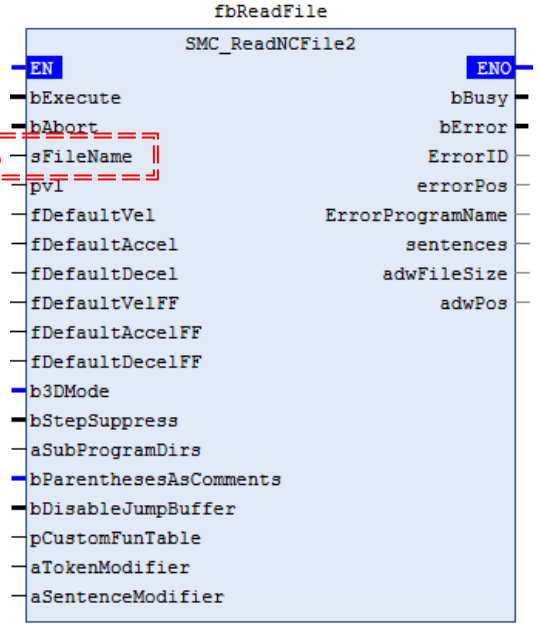
External from File in Laptop

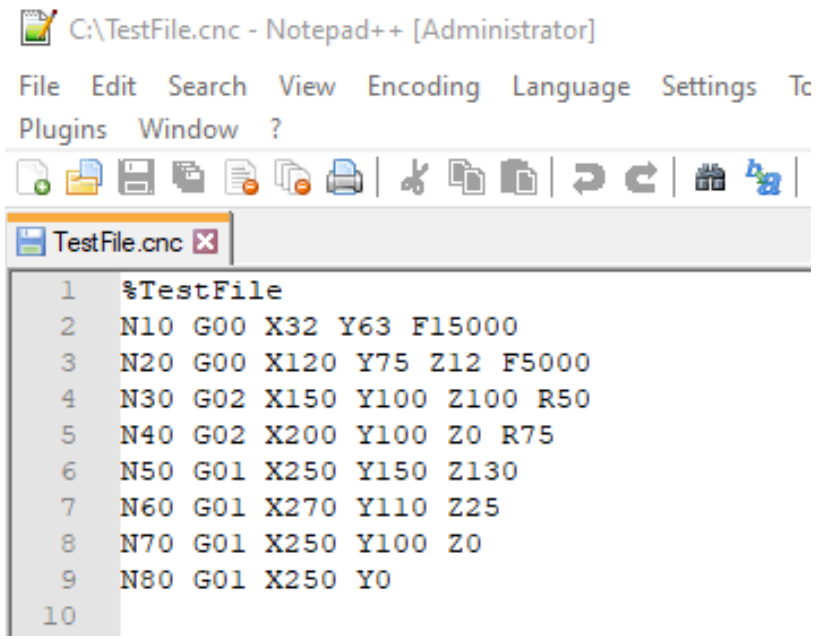
```
12 act001_Interpolator();
13 RETURN
```

- ***Program used for the example. The programs used must be in a specific path on the PC that allows access from the screen in the form of a selection based on the extension. The extension of the programs is .cnc, as can be seen in the attached images and the path and the name of the file must be placed on the sFileName parameter of the "SMC_ReadFile2" function.***

```
VAR
    strFileName : STRING:= 'C:\TestFile.cnc';
    fbReadFile  :SMC_ReadNCFile2;
    fbInterpreter:SMC_NcInterpreter;
    fbCheckVel: SMC_CheckVelocities;
    astGeoBuffer    : ARRAY[0..1000] OF SMC_GeoInfo;
    bOldExecute:BOOL;
END_VAR
```

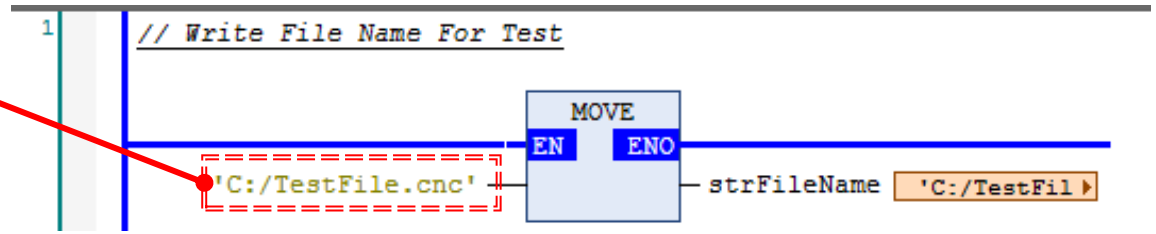




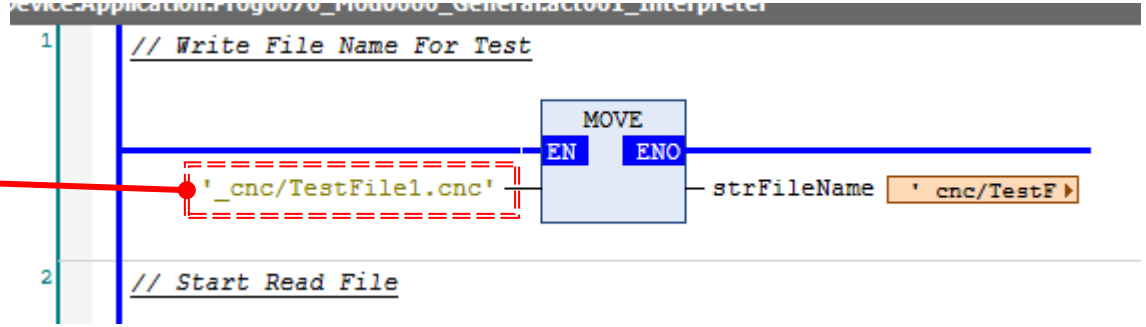


- *In the example we have been using the simulation mode, this supposes that the system works on the PC, at the moment in which we start working with the control, in this case the ctrlX path to use will not be on the PC but on control, so it must be taken into account*

Program path in simulation mode, using CNC programs located on the PC

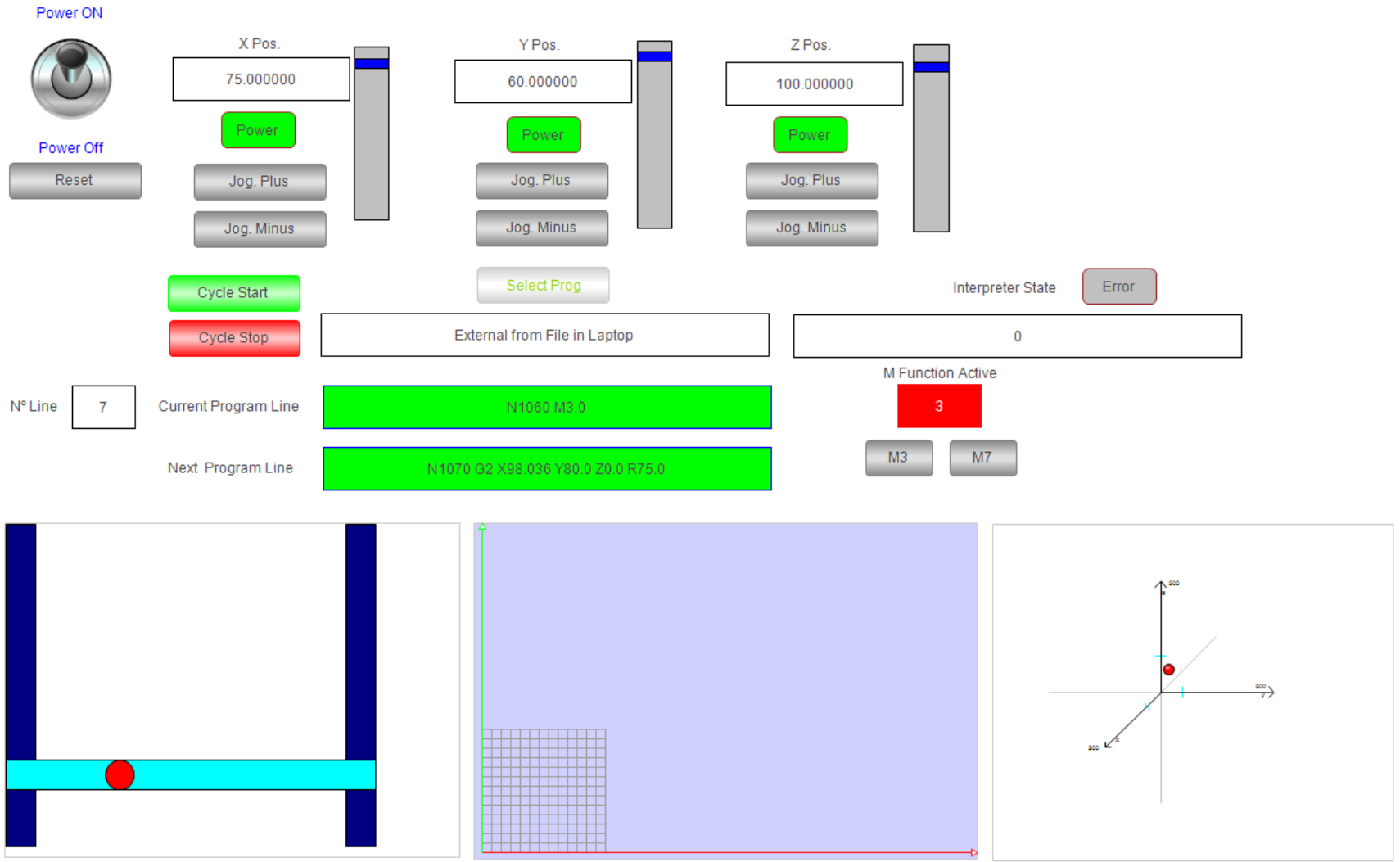


In Online mode the route is different and is located in the control itself



Sending files to ctrlX are detailed later

- ***Test Screen:***



M-functions

- ***The M function is an additional functionality that allows starting and controlling certain actions within the G-Code interpolation.***

Syntax:

- The interpolator decelerates to speed 0, sending the number of the M function activated through the "vM" output and waits for confirmation within the interpolator module itself or with the use of "SMC_PreAcknowlefgeM"
- The M functions are generated from the application and are not defined by the system
- M functions can send up to a total of two values in Lreal format
- These parameters can be "displayed" in the plc program using the SMC_GetMParameters module.

```
M K L O
```

G code word	Description
M	Number of the M function, M >0 Note: The numbers 65533 - 65535 are reserved for internal functions.
K	Numeric parameter (LREAL)
L	Numeric parameter (LREAL)
O	References with Ovar a variable of type SMC_M_PARAMETERS that contains other parameters. In the application, the parameter values of the variables are read at runtime by means of the function SMC_GetMParameters. Moreover, all parameters are evaluated at the time of decoding and saved in the data structure SMC_GEOINFO of the buffer SMC_OUTQUEUE. As a rule, this happens at a time before executing the M function at the interpolator.

The numbers 65533 to 65535 are reserved for internal functions

The maximum number of functions in a CNC program is 64. This restriction can be circumvented by inserting a G75 Code before the first M function. G4 codes also count as M functions.

Examples:

M with parameter

The M function 10 starts. For the program execution of N90, the system waits until the confirmation is available.

```
N90 M10 K100.7
```

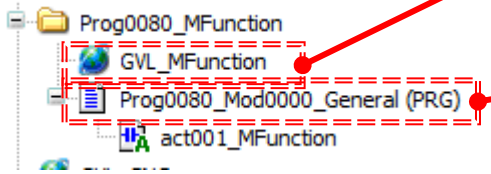
M with additional parameter

The M function 10 starts. The user-defined data structure g_myMParams (data type SMC_M_PARAMETER) is referenced with **Ovar**. g_myMParams contains additional parameters. The values of K, L, and the parameters from g_myMParams can be read at the time of the path stop of the M function. This is done by calling an instance of the function block SMC_GetMParameters.

```
N150 M13 O$g_myMParams$
```

- *The M functions must be configured as follows (Example of operation)*

Following the example of what we have seen so far, we are going to generate a folder to implement the control of the M functions.




```
VAR_GLOBAL
    bEnableMGetParameters:BOOL;
    bM03PreAcknoledgement:BOOL;
    bM03PreAcknoledgementAux:BOOL;
    bM07PreAcknoledgement:BOOL;
    bM07PreAcknoledgementAux:BOOL;
END_VAR
```

Activate reading for the control of Marks with Parameters

Control bits for recognition of the M03 function

Control bits for recognition of the M07 function

```
PROGRAM Prog0080_Mod0000_General
VAR
    fbMGetParameters:SMC_GetMParameters;
    fbM03Acknoledgement:SMC_PreAcknowledgeMFunction;
    fbM07Acknoledgement:SMC_PreAcknowledgeMFunction;
END_VAR
```

Control of M marks activated with Parameters

Recognition of function M03 (Example)

Recognition of the M07 function (Example)

- *The CNC program must be modified to test the M functions:*

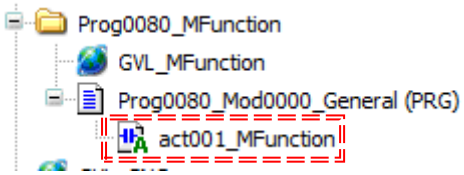
The CNC program located in the PC is modified, incorporating two M functions, "M03" and "M07

TestFile.cnc

```
%TestFile
N10 G00 X32 Y63 F15000
N20 G00 X120 Y75 Z12 F5000
N30 G02 X150 Y100 Z100 R50
N31 M03
N40 G02 X200 Y100 Z0 R75
N50 G01 X250 Y150 Z130
N31 M07
N60 G01 X270 Y110 Z25
N70 G01 X250 Y100 Z0
N80 G01 X250 Y0
```

The "M" functions can be used to control counters, cycles, etc.

- *In the associated action we will control the brands used in the example.*



General brand control block

```
1  // Modul Used in case of Function M working whit parameters
                                  fbMGetParameters
                                SMC_GetMParameters
                           EN                    ENO
fbInterpolator          Interpolator          bMActive
bEnableMGetParameters   bEnable                  dK
                                                 dL
                                           MParameters
```

Some active M function

K value associated with the active function

L value associated with the active function

Although this block indicates that there is an active brand, it does not show which brand is activated.

Parameters associated with the brand

Name	Type	Initial
dP1	LREAL	0
dP2	LREAL	0
dP3	LREAL	0
dP4	LREAL	0
dP5	LREAL	0
dP6	LREAL	0
dP7	LREAL	0
dP8	LREAL	0

- *Remember that the interpolator can indicate the number of the M function activated*

```
                    fbInterpolator
                   SMC_Interpolator
EN                                        ENO
bExecute                                  bDone
poqDataIn                                 bBusy
bSlow_Stop                                bError
bEmergency_Stop                           wErrorID
bWaitAtNextStop                           piSetPosition
dOverride                                 iStatus
iVelMode                                  bWorking
dwIpoTime                                 iActObjectSourceNo
dLastWayPos                               dActObjectLength
bAbort                                    dActObjectLengthRemaining
bSingleStep                               dVel
bAcknM                                    vecActTangent
bQuick_Stop                               iLastSwitch
dQuickDeceleration                        dwSwitches
dJerkMax                                  dWayPos
dQuickStopJerk                            wM
bSuppressSystemMFunctions                 adToolLength
                                          Act_Object
```

Recognition of the M function (any of them)

Possibly the best thing would be to perform the "Recognition" of the function with the individual control block.

TestFile.cnc

```
1  %TestFile
2  N10 G00 X32 Y63 F15000
3  N20 G00 X120 Y75 Z12 F5000
4  N30 G02 X150 Y100 Z100 R50
5  N31 M03
6  N40 G02 X200 Y100 Z0 R75
7  N50 G01 X250 Y150 Z130
8  N31 M07
9  N60 G01 X270 Y110 Z25
10 N70 G01 X250 Y100 Z0
11 N80 G01 X250 Y0
12
13
```

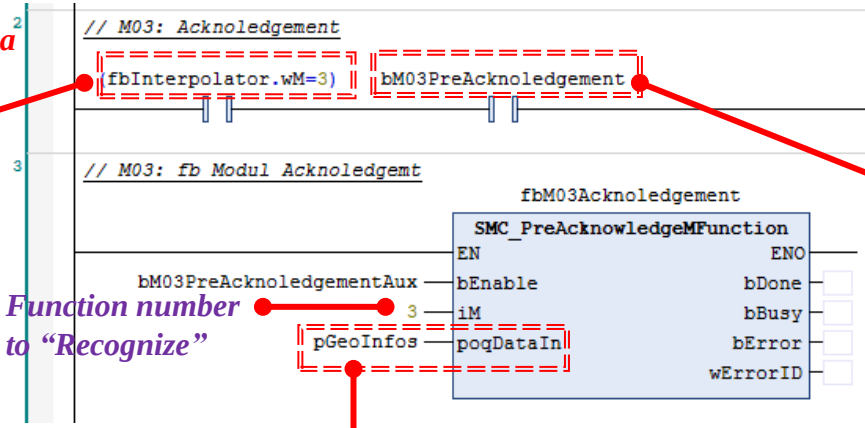
Function number M activated

- *For the system to work in a controlled way we can use something similar to this:*

Function Recognition M03

Como el interpolador nos entrega el numero de función activada podemos realizar una comprobación del estado de la misma.

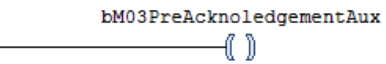
```
wM
4  N30 G02 X150 Y100 Z100 R50
5  N31 M03
```



Function number to "Recognize"

Codes received by the CNC program

This signal activates the next module and recognizes the function

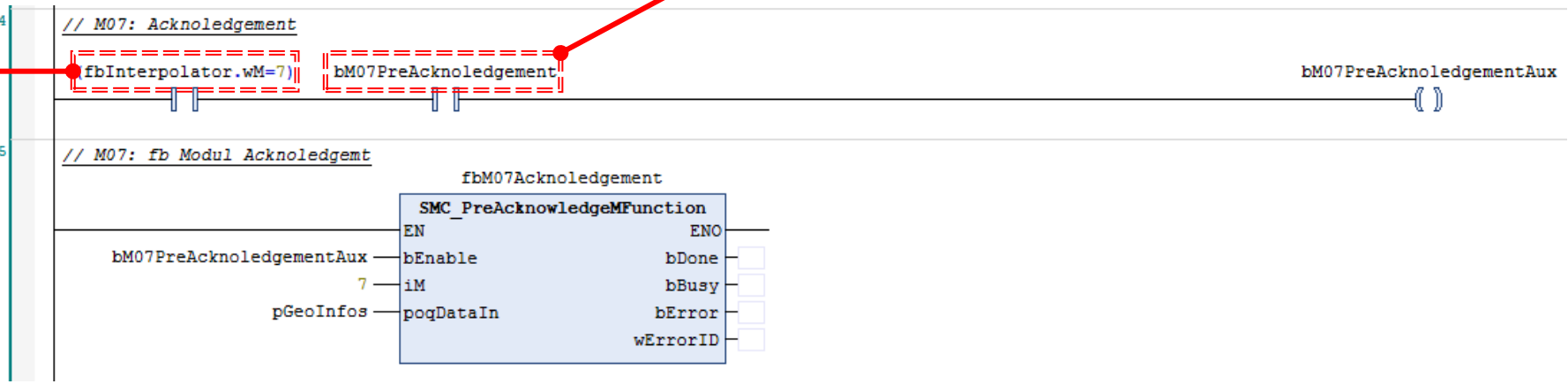


This other signal could be a limit switch, an ok position signal from another element or even a permit to continue the program movement from another CNC program.

Function Recognition M07

Function M07 is recognized in the same way as M03.

```
7  N50 G01 X250 Y150 Z130
8  N31 M07
9  N60 G01 X270 Y110 Z25
```



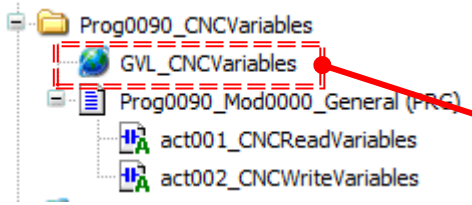
- ***Table of standardized M functions***

As we have already said, the use of M functions is completely free and is not associated with standard uses.

M00: Parada opcional
M01: Parada opcional
M02: Reset del programa
M03: Hacer girar el husillo en sentido horario
M04: Hacer girar el husillo en sentido antihorario
M05: Frenar el husillo
M06: Cambiar de herramienta
M07: Abrir el paso del refrigerante B
M08: Abrir el paso del refrigerante A
M09: Cerrar el paso de los refrigerantes
M10: Abrir mordazas
M11: Cerrar mordazas
M13: Hacer girar el husillo en sentido horario y abrir el paso de refrigerante
M14: Hacer girar el husillo en sentido antihorario y abrir el paso de refrigerante
M30: Finalizar programa y poner el puntero de ejecución en su inicio
M31: Incrementar el contador de partes
M37: Frenar el husillo y abrir la guarda
M38: Abrir la guarda
M39: Cerrar la guarda
M40: Extender el alimentador de piezas
M41: Retraer el alimentador de piezas
M43: Avisar a la cinta transportadora que avance
M44: Avisar a la cinta transportadora que retroceda
M45: Avisar a la cinta transportadora que frene
M48: Inhabilitar Spindle y Feed override (maquinar exclusivamente con las velocidades programadas)
M49: Cancelar M48
M62: Activar salida auxiliar 1
M63: Activar salida auxiliar 2
M64: Desactivar salida auxiliar 1
M65: Desactivar salida auxiliar 2
M66: Esperar hasta que la entrada 1 esté en ON
M67: Esperar hasta que la entrada 2 esté en ON
M70: Activar espejo en X
M76: Esperar hasta que la entrada 1 esté en OFF
M77: Esperar hasta que la entrada 2 esté en OFF
M80: Desactivar el espejo en X
M98: Llamada a subprograma
M99: Retorno de subprograma

CNC variables

- *The creation of variables to be introduced in the CNC program will be carried out in the following way:*



Variables folder

Variables created to control program variables

```
1  VAR_GLOBAL CONSTANT
2      wVarsCNCMax : WORD:=2;
3  END_VAR
4  VAR_GLOBAL
5      lrVar1CNC : LREAL:= 35.0;
6      lrVar2CNC : LREAL;
```

Variable not used. We can use it to determine the number of variables used in the "structure" stVarCNCList -> wNumbersVars

```
stVarCNCList : SMC_VarList := (wNumberVars := 2, psvVarList := ADR(stVarCNC[0]));
```

- *In the same variables folder we must create the module using SMC_SingleVar where the variables that we want to use to access variables in the CNC program will be introduced.*

General array for the insertion of variables in the system.

Variable 1

Variable 2

```
7  stVarCNC : ARRAY [0..1] OF SMC_SingleVar := [
8      (strVarName := 'LRVAR1CNC',  eVarType := SMC_VarType.SMC_TYPE_LREAL, pAdr:=ADR(lrVar1CNC)),
9      (strVarName := 'LRVAR2CNC',  eVarType := SMC_VarType.SMC_TYPE_LREAL, pAdr:=ADR(lrVar2CNC))];
```

Variable Name Used in the CNC program

Variable Type Definition

Addressing of the variable used

Use of uppercase names in "strVarName" assignment is recommended

- *Next, we must create the variable, referenced on SMC_VarList, which will be used to load variables in the CNC program interpreter.*

List of variables for use in the CNC program

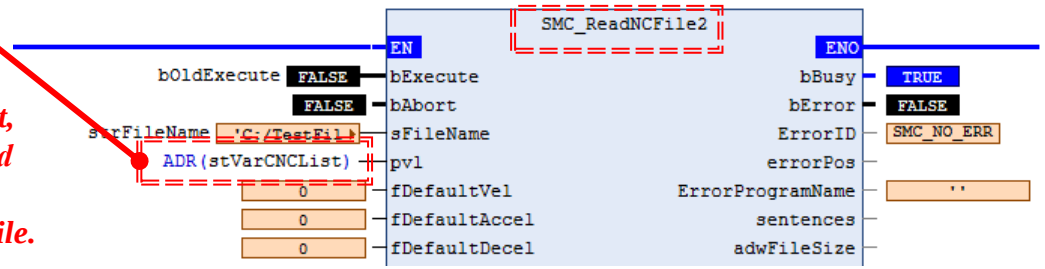
```
stVarCNC : ARRAY [0..1] OF SMC_SingleVar := [
           (strVarName := 'LRVAR1CNC',  eVarType := SMC_VarType.SMC_TYPE_LREAL, pAdr:=ADR(lrVar1CNC)),
           (strVarName := 'LRVAR2CNC',  eVarType := SMC_VarType.SMC_TYPE_LREAL, pAdr:=ADR(lrVar2CNC))];
```

```
11      stVarCNCList: SMC_VarList := (wNumberVars := 2, psvVarList := ADR(stVarCNC[0]));
12  END_VAR
```

If we have more than one variable, we must incorporate the initial array number of the array of variables.

- *The list of variables must be entered in the fb file reading module:*

```
11      stVarCNCList: SMC_VarList := (wNumberVars := 2, psvVarList := ADR(stVarCNC[0]));
12  END_VAR
```



The variable from the variable list, "stVarCNCList", must be assigned to the pv1 parameter of the fb module for reading the external file.

This type of variables and due to the type of system configuration are only updated after a new start of the program

TestFile.cnc

```
1   %TestFile
2   N10 G00 X32 Y63 F15000
3   N20 G00 X120 Y75 Z12 F5000
4   N30 G02 X150 Y100 Z100 R50
5   N31 M03
6   N40 G02 X200 Y100 Z0 R75
7   N50 G01 X250 Y130 Z130
8   N31 M07
9   N60 G01 X270 Y110 Z85
10  N70 G01 X250 Y100 + $LRVAR1CNC$ Z0
11  N80 G01 X250 Y0
```

* *“G” command table*
* *Identifiers*
* *Expressions*
* *Mathematical Functions*

- G Command Table:

TRAVEL COMMAND	DESCRIPTION	PATH
G0	Direct movement without tool operation; linear motion	Positioning
G1	Linear movement with tool operation	Linear Motion
G2	Circular segment or circle, clockwise	Arc
G3	Circular segment or circle, counterclockwise	Arc
G4	Dwell time	Dwell Time
G5	Point of a 2D cardinal spline	Spline
G6	Parabola	Parabola
G8	Elliptical arc or ellipse, clockwise	Ellipse
G9	Elliptical arc or ellipse, counterclockwise	Ellipse
G10	Point of a 3D cardinal spline	Spline
G15	Switch to 2D	3D mode
G16	Switch to 3D by activating 3D mode with the normal vector I/J/K to the plane	3D mode
G17	Switch to 3D by activating 3D mode in X/Y plane	3D mode
G18	Switch to 3D by activating 3D mode in Z/X plane	3D mode
G19	Switch to 3D by activating 3D mode in Y/Z plane	3D mode
G20	Conditional jump to L, if K <> 0	Jump
G36	Write value D to variable O	Changing Variable Values
G37	Increment variable O by value D	Changing Variable Values
G40	End of tool radius compensation	Preprocessing
G41	Start of tool radius compensation, left of travel direction	Preprocessing
G42	Start of tool radius compensation, right of travel direction	Preprocessing
G43	Start of tool length compensation.	Preprocessing
G50	End of angle rounding/smoothing	Preprocessing
G51	Start of angle smoothing	Preprocessing
G52	Start of angle rounding	Preprocessing
G53	Ends the coordinate transformation and resets the decoder coordinate system to the original position (= machine coordinate system).	Shifting, Rotating, and Scaling the Coordinate System
G54	Absolute transformation of the coordinates.	Shifting, Rotating, and Scaling the Coordinate System
G55	Relative transformation of the coordinates.	Shifting, Rotating, and Scaling the Coordinate System
G56	Sets the current orientation, position, and scaling of the DCS is set as a reference point.	Shifting, Rotating, and Scaling the Coordinate System
G60	End of loop suppression	Preprocessing
G61	Start of loop suppression	Preprocessing
G70	End of smoothing additional axes. (see SMC_SmoothAddAxes)	Preprocessing
G71	Start of smoothing additional axes. (see SMC_SmoothAddAxes)	Preprocessing
G75	Timing synchronization with the interpolator	Timing Synchronization with Interpolator
G90	The coordinates (X/Y/Z/A/B/C/P/Q/U/V/W) are interpreted as absolute values. (This is the default setting.)	Modes
G91	The coordinates (X/Y/Z/A/B/C/P/Q/U/V/W) are interpreted as values relative to the current position.	Modes
G92	Positioning by jump	Positioning
G98	The axis midpoints (I/J/K) are interpreted as absolute values.	Modes
G99	The axis midpoints (I/J/K) are interpreted as values relative to the start position. (This is the default setting.)	Modes

Table of commands extracted from the help of SoftMotion. However, some may not be included.

- ***Word type identifiers:***

Word identifier	Meaning
D	Tool radius (for correction G40-42 or angle rounding G50-51), or variable value (G36/G37)
E	Max. acceleration (> 0) / deceleration (< 0) [path units/s^2]
F	Velocity at which travel is to take place [path unit/s]
G	Travel command
H	Activate (>0)/deactivate (<0) switching point
I	X coordinate of the circle/ellipse centre (G02/G03/G08/G09), or X coordinate of the parabola-tangent intersection
J	Y coordinate of the circle/ellipse centre (G02/G03/G08/G09), or Y coordinate of the parabola-tangent intersection
K	Direction of the principle ellipse axis in the mathematical sense (0° O, 90° N, ...), or jump condition (G20), or dT1 parameter value (M-function)
L	Absolute switching point position measured from the path object start (> 0) / end (< 0), or jump destination (G20), or dT2 parameter value (M-function)
M	Additional function
O	Relative switching point position [0 ... 1], variable to be changed (G36/G37), or M-parameter data structure (M)
P	Target value of additional axis P
Q	Target value of additional axis Q
R	Circle radius (G02/G03) (alternatively to I,J), or length ratio of the secondary/principal axis (G08/G09) [0 ... 1]
S	Switch on (>0)/switch off (< 0) S-profile for linear axes 3: Z-axis, 7: P-axis, 8: Q-axis, 9: U-axis, 10: V-axis, 11: W-axis
U	Target value of additional axis U
V	Target value of additional axis V
W	Target value of additional axis W
X	X-coordinate of target point
Y	Y-coordinate of target point
Z	Target value of additional axis Z

- ***Operators:***

Character	Type	Arguments	Precedence
MOD	LREAL	LREAL , LREAL	14
*	LREAL	LREAL , LREAL	13
/	LREAL	LREAL , LREAL	13
+	LREAL	LREAL , LREAL	12
-	LREAL	LREAL , LREAL	12
=	BOOL	BOOL , BOOL	10
=	BOOL	LREAL , LREAL	10
=	BOOL	STRING , STRING	10
<>	BOOL	BOOL , BOOL	10
<>	BOOL	LREAL , LREAL	10
<>	BOOL	STRING , STRING	10
>	BOOL	LREAL , LREAL	10
<	BOOL	LREAL , LREAL	10
>=	BOOL	LREAL , LREAL	10
<=	BOOL	LREAL , LREAL	10
AND	BOOL	BOOL , BOOL	6
XOR	BOOL	BOOL , BOOL	5
OR	BOOL	BOOL , BOOL	4

Expressions only work in the CNC Online program and not in the CNC program editor

- ***Math Functions:***

Character	Type	Arguments
-	LREAL	LREAL
ABS	LREAL	LREAL
MAX	LREAL	LREAL , LREAL
MIN	LREAL	LREAL , LREAL
NOT	BOOL	BOOL
TRUE	BOOL	
FALSE	BOOL	
SIN	LREAL	LREAL
COS	LREAL	LREAL
TAN	LREAL	LREAL
ASIN	LREAL	LREAL
ACOS	LREAL	LREAL
ATAN	LREAL	LREAL
EXP	LREAL	LREAL
LN	LREAL	LREAL
SQRT	LREAL	LREAL
EXPT	LREAL	LREAL , LREAL
FLOOR	LREAL	LREAL
CEIL	LREAL	LREAL
PI	LREAL	
LEN	LREAL	STRING
CONCAT	STRING	STRING , STRING

Program Jumps with G20

- ***Program jumps are generated from the use of the G20 command:***

G20 L K
L – Parameter target for jump
- Line number defined for the jump, for example a L1020 would jump to line 1020
- Jump to a label:
These jumps are defined with a:
"?" like jump, for example L?2
"!" as the target of the jump L!4

These types of jumps only work with the online program and not with the CNC editor.

This type of jumps cannot be used to jump back

K – jump conditions:
It is used with K< > 0, the jump is executed.
If K is not defined, an internal decoder variable will be used.

- ***Example of program jump in continuous motion:***

In general, CNC programs are "terminated" when they reach the end of the code. In some equipment the formula is used: one .
1 .BEGINNING
// Program Line
// Program Line
// Program Line
1 GOTO . BEGINNING
To generate an endless loop.

```
1  %( Initial Test)
2  N1010 G36 D70
3  N1011 G36 O$LRVAR2CNC$ D70
4  N1020 G00 X4.935 Y99.858 F10000 Z0
5  N1030 G00 X50.722 Y98.84 Z30 F10000
6  N1040 G02 X25 Y50 Z50 R50
7  N1050 G01 X75 Y60 Z100
8  N1060 M03
9  N1070 G02 X98.036 Y80 Z0 R75
10 (This is a Comment)
11 N1080 G01 X125 Y90 + $LRVAR1CNC$ Z0
12 N1100 G01 X175 Y100 Z0
13 N1110 M07
14 N1120 G01 X200 Y110 Z0
15 N1130 G01 X250 Y120 Z0
16 N1140 G01 X270 Y0 Z0
17 N1150 G37 D-1
18 N1151 G37 O$LRVAR2CNC$ D-1
19 N1160 G20 L1020
20
```

Line N1010 activates the writing of a variable, in this case internal, since there is no one defined, with a value of 70 (Parameter D)

The operation loop is not infinite and will only be executed the 70 times that it has been arranged in the internal variable. This also causes a delay in starting the program as the system seems to be generating that loop internally before the program is activated.

Line N1160 with the use of the G20 command generates the jump to line N1020 and the program continues without problems (For 70 cycles)

- *- Program jumps with G20 code*

```
%( Initial Test)
N00 G36 D10            (set the counter to 10)
N10 G91                (relative mode)
N20 G01 X10 Y10 F100   (motion by distance 10/10)
N30 G37 D-1            (decrement counter)
N40 G20 L20            (jump if counter != 0)
```

Number of cycles (G36 writes the variable)

G37 increments the variable defined in G36. In this case a 1 is subtracted

If the counter reaches "0" the program ends

- *In this other example, it is the variable "bVar" that controls whether the program should end, while it is above "0" the program will continue its course increasing the values of the X and Y axes by 10*

```
%( Initial Test)
N0 G92 X0 Y0
N10 G91                (relative mode)
N20 G01 X10 Y10 F100   (move by distance 10/10)
N30 G20 L20 K$bvar$    (jump if counter != 0)
```

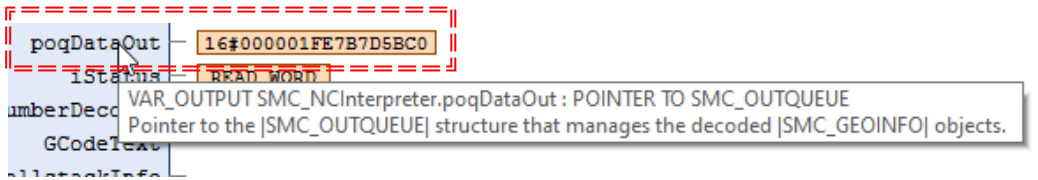
If the counter reaches "0" the program ends

- *This other example is similar, however in this case the G75 command is being used*

```
%( Initial Test)
N0 G92 X0 Y0
N10 G91                (relative mode)
N20 G01 X10 Y10 F100   (move by distance 10/10)
N25 G75
N30 G20 L20 K$x$       (jump if counter != 0)
```

With G75 it is ensured that the axes have reached the position before evaluating the status of "x". G75 synchronizes the time with the interpolator.

G75 CANNOT be used in programs generated with SMC_OutQueue, which is what the NC_Interpreter is using to generate the structures sent to the interpolator.



- *Jumps with Tags:*

```
1   %( Initial Test)
2   N0 G16 F100 E100 E-100
3   N10 G20 L?4      //unconditional jump to the unknown target with index 4
4   N15 G20 L60
5   N20 G1 X1
6   N30 G1 X1 L!5    //resolution unknown jump target with index 5
7   N40 G1 Z1 L!4    //resolution unknown jump target with index 4
8   N50 G20 L15
9   N55 G1 Y1
10  N60 G0 X0 Y0 Z0
11
```

Jump to label L?4 (N10 to N40)

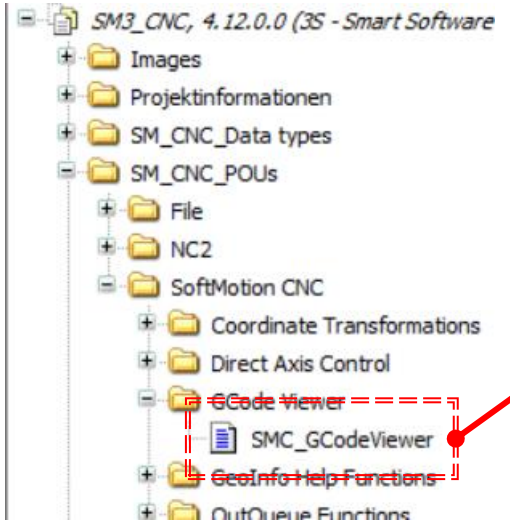
Conditional jump to the N60

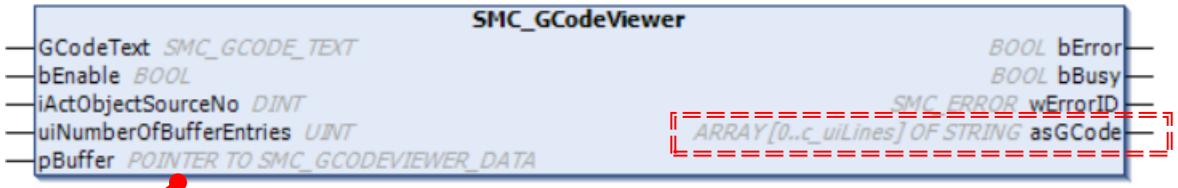
Destination label L!4

Conditional jump to the N15

Display of G code lines

- *The G code lines can be displayed on the screen and for this we should use the SMC_GCodeViewer module, however this module does not seem to work correctly and either it always indicates that the buffer is of very small size or an error ends up being generated that causes the step from the CPU to Stop.*





The array type output variable, asGcode, uses the "c_uiLines" variable, which does not appear externally, so it cannot be used directly. The search for it has determined that it is a UINT variable with a fixed value of "15"

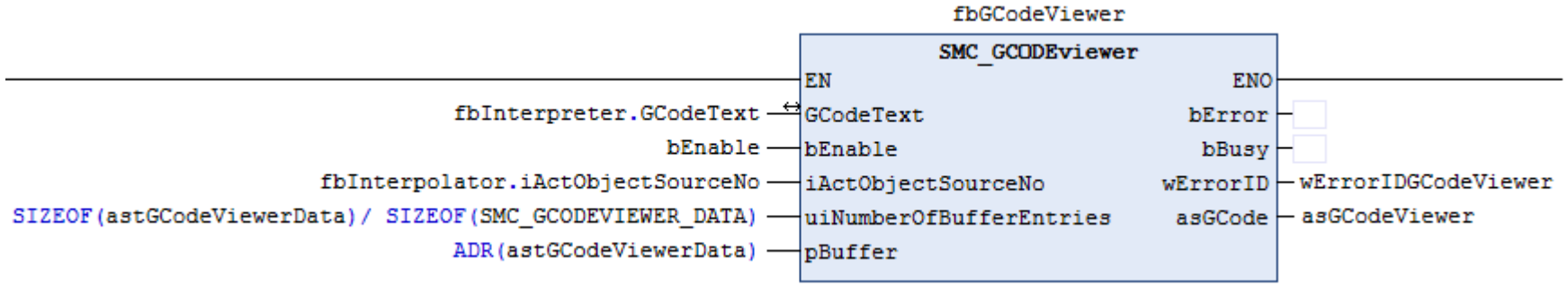
```
VAR_GLOBAL CONSTANT
    GEO_BUFFER_SIZE: UDINT := 1000;
    c_uiLines:UINT:=15;
END_VAR
```

Variable c_uiLines created in a folder of constant values

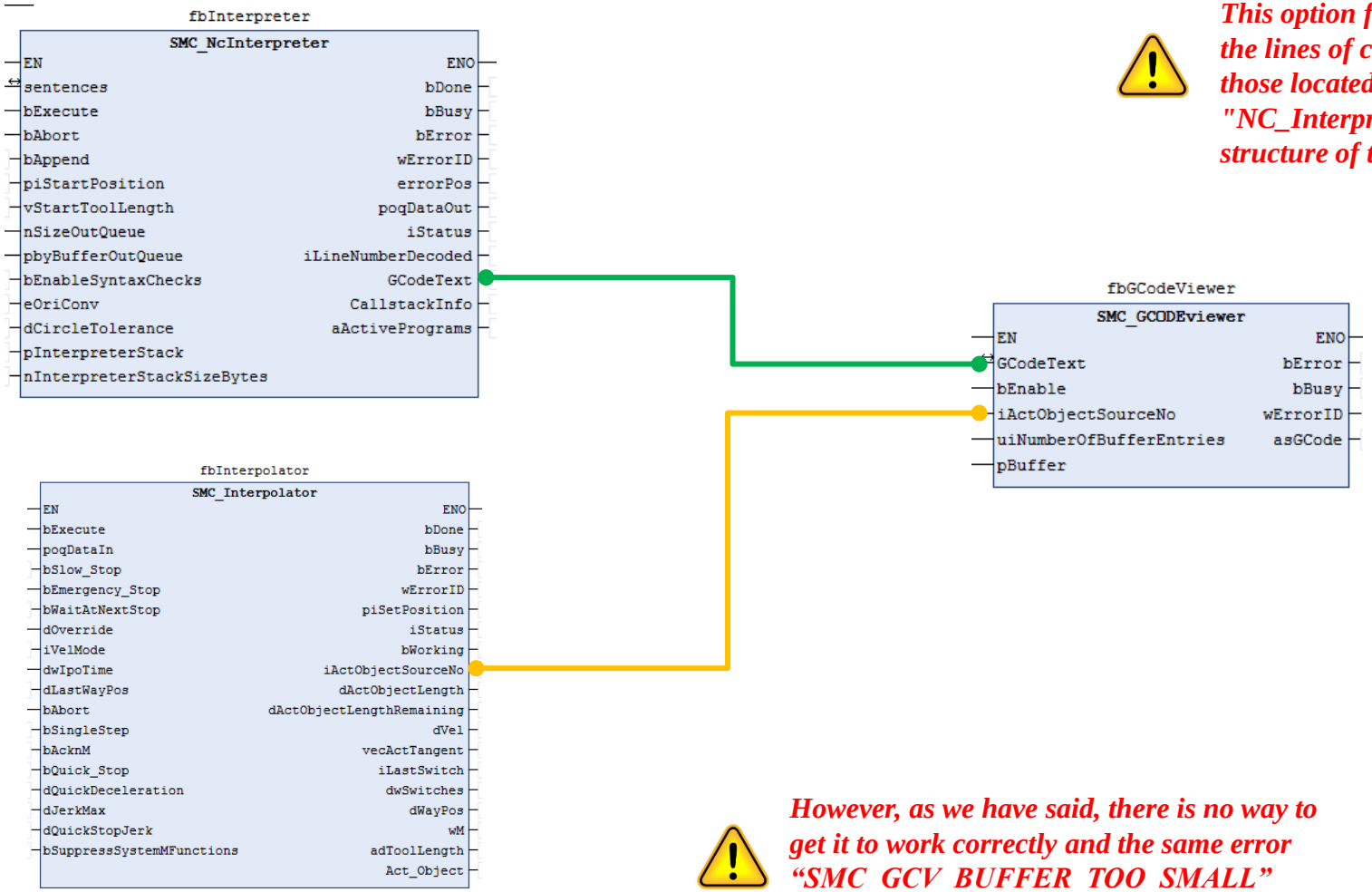
Variables for the control of the SMC_GCodeViewer module

```
fbGCodeViewer: SMC_GCodeViewer;
astGCodeViewerData  : ARRAY[0..1000] OF SMC_GCODEVIEWER_DATA;
uiNumeroBuffer: UINT;
wErrorIDGCodeViewer: SMC_ERROR;
bEnable: BOOL;
```

In this case, the number of bytes of the "pBuffer" structure IS NOT USED and instead the elements must be considered, 1000, in the example.

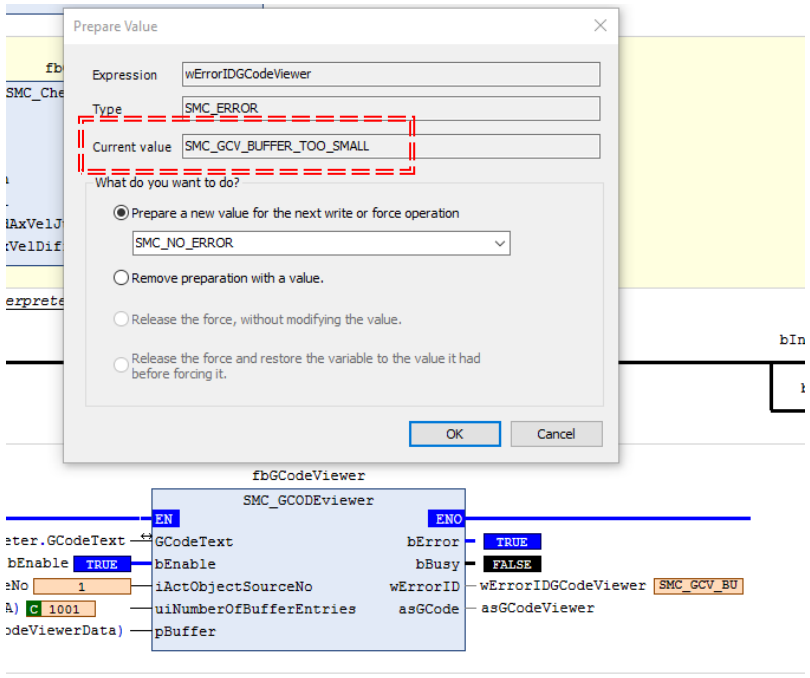


- ***Structurally this should work like this:***



This option for the extraction of the visualization of the lines of code, is only valid for the PC programs or those located in the control, since these do use the "NC_Interpreter" module to generate the instruction structure of the CNC program.

However, as we have said, there is no way to get it to work correctly and the same error "SMC_GCV_BUFFER_TOO_SMALL" always appears.

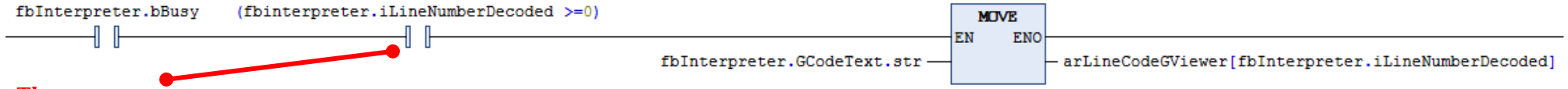


- *One way to do this without the SMC_GCODEViewer module is as follows:*

Generate variable to extract the arrays from the lines of the CNC program

```
arLineCodeGViewer: ARRAY[0..1000] OF STRING;
```

- *Add the following line in the control module of the "interpreter", which will allow us to extract the structure of the CNC program in the corresponding Strings*



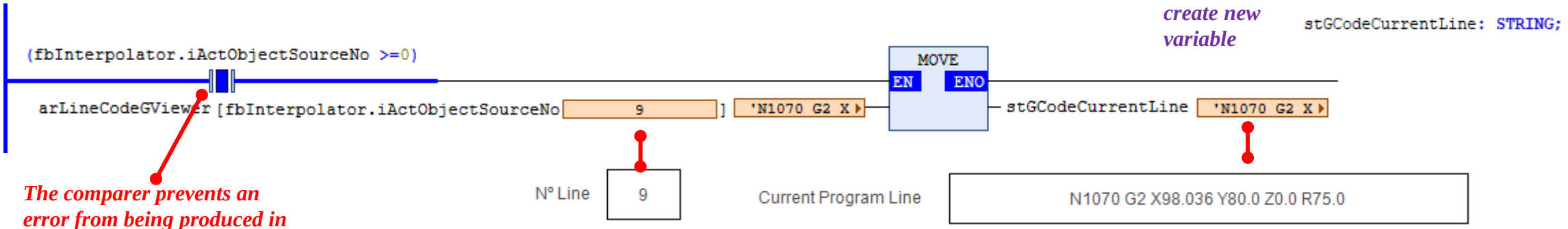
The comparer prevents an error from being produced in the ctrlX by sometimes containing the variables negative values and therefore they are outside the Array

The lines of type comment () remain empty but with this we can obtain the entire program loaded by the "interpreter"

```
1  %( Initial Test)
2  N1010 G36 D70
3  N1012 G36 O$LRVAR2CNC$ D70
4  (N1013 G75)
5  N1020 G00 X4.935 Y99.858 F10000 Z0
6  N1030 G00 X50.722 Y98.84 Z30 F10000
7  N1040 G02 X25 Y50 Z50 R50
8  N1050 G01 X75 Y60 Z100
9  N1060 M03
10 N1070 G02 X98.036 Y80 Z0 R75
11 (This is a Comment)
12 N1080 G01 X125 Y90 + $LRVAR1CNC$ Z0
13 N1100 G01 X175 Y100 Z0
14 N1110 M07
15 N1120 G01 X200 Y110 Z0
16 N1130 G01 X250 Y120 Z0
17 N1140 G01 X270 Y0 Z0
18 (N1041 G75)
19 N1150 G37 D-1
20 (N1051 G75)
21 N1152 G37 O$LRVAR2CNC$ D-1
22 N1160 G20 L1020
23
```

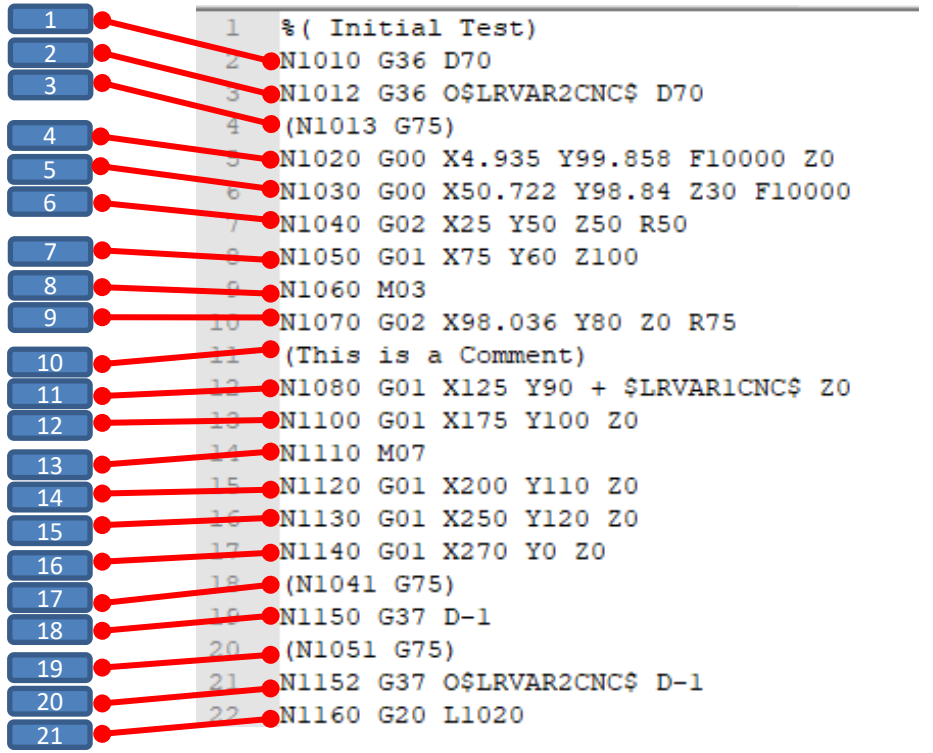
arLineCodeGViewer	ARRAY [0..1000] OF STRING	
arLineCodeGViewer[0]	STRING	''
arLineCodeGViewer[1]	STRING	'N1010 G36 D70.0 '
arLineCodeGViewer[2]	STRING	'N1012 G36 O0.0 D70.0 '
arLineCodeGViewer[3]	STRING	''
arLineCodeGViewer[4]	STRING	'N1020 G0 X4.935 Y99.858 F10000.0 Z0.0 '
arLineCodeGViewer[5]	STRING	'N1030 G0 X50.722 Y98.84 Z30.0 F10000.0 '
arLineCodeGViewer[6]	STRING	'N1040 G2 X25.0 Y50.0 Z50.0 R50.0 '
arLineCodeGViewer[7]	STRING	'N1050 G1 X75.0 Y60.0 Z100.0 '
arLineCodeGViewer[8]	STRING	'N1060 M3.0 '
arLineCodeGViewer[9]	STRING	'N1070 G2 X98.036 Y80.0 Z0.0 R75.0 '
arLineCodeGViewer[10]	STRING	''
arLineCodeGViewer[11]	STRING	'N1080 G1 X125.0 Y90.0 Z0.0 '
arLineCodeGViewer[12]	STRING	'N1100 G1 X175.0 Y100.0 Z0.0 '
arLineCodeGViewer[13]	STRING	'N1110 M7.0 '
arLineCodeGViewer[14]	STRING	'N1120 G1 X200.0 Y110.0 Z0.0 '
arLineCodeGViewer[15]	STRING	'N1130 G1 X250.0 Y120.0 Z0.0 '
arLineCodeGViewer[16]	STRING	'N1140 G1 X270.0 Y0.0 Z0.0 '
arLineCodeGViewer[17]	STRING	''
arLineCodeGViewer[18]	STRING	'N1150 G37 D-1.0 '
arLineCodeGViewer[19]	STRING	''
arLineCodeGViewer[20]	STRING	'N1152 G37 O1.0 D-1.0 '
arLineCodeGViewer[21]	STRING	''
arLineCodeGViewer[22]	STRING	''
arLineCodeGViewer[23]	STRING	''

- *We must also add the following line, which will allow us to display the current line running on the screen:*

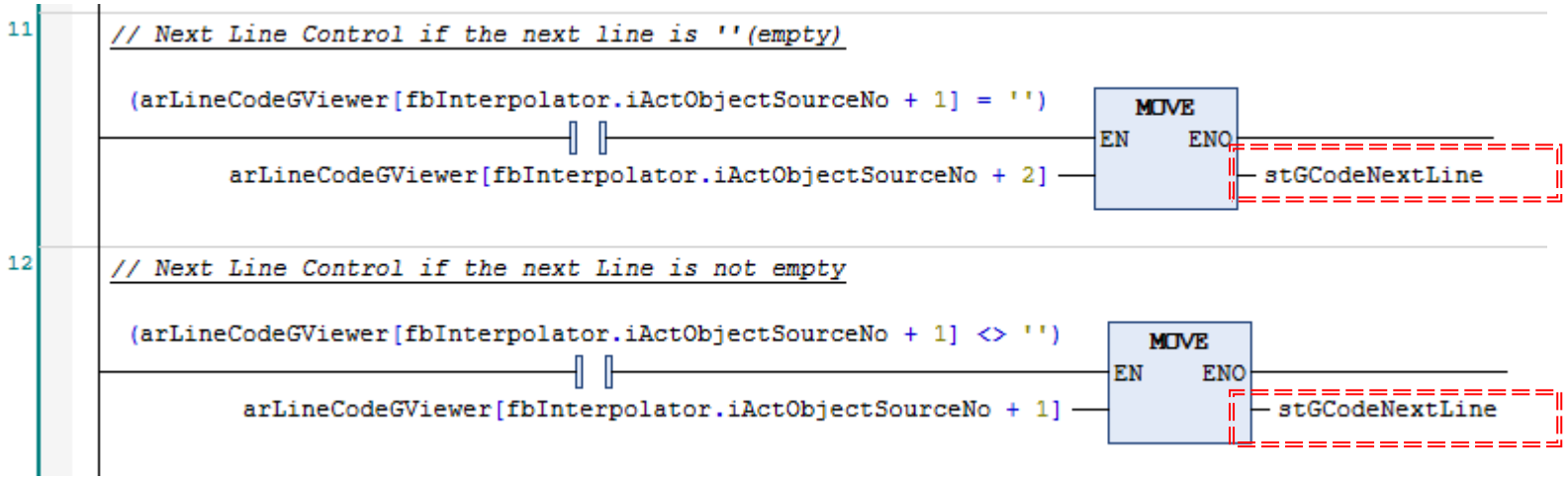


The comparer prevents an error from being produced in the ctrlX by sometimes containing the variables negative values and therefore they are outside the Array

For the "interpreter", the line that follows the initial title will always be the first of the program, although this could be of the comment type. The system uses the line number for the selection of the text on the screen.



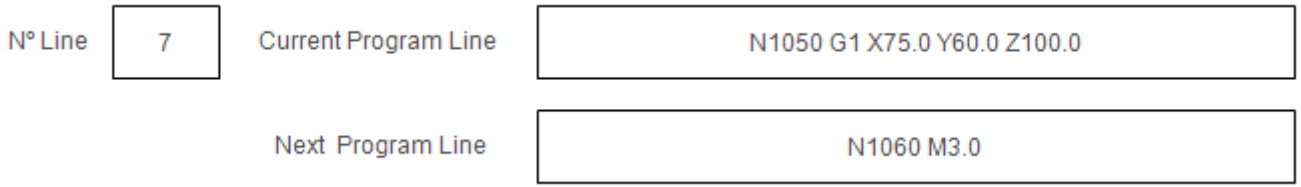
- ***With these other two lines we can carry out an initial control to display the next line to be executed on the screen:***



Create New Variable

```
stGCodeNextLine: STRING;
```

In the example, it has been assumed that there are no two lines of type comment in a row in the program. If there are more lines, some modification should be made in the program to control the existing comment lines.



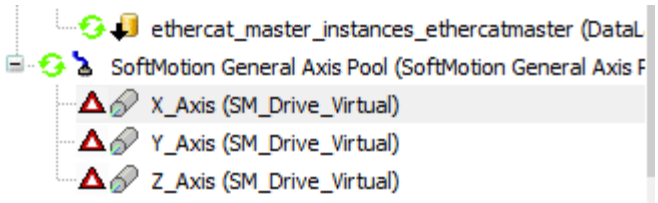
Licenses

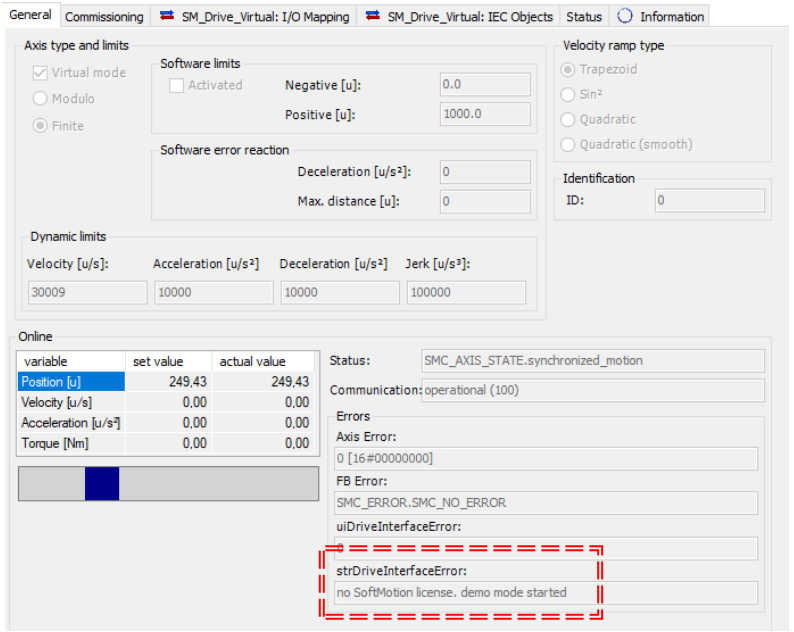
- *The equipment (ctrlX) must be licensed in the usual way and we must have the two SoftMotion options*

Product	App	Description	Expires (UTC)
CODESYS SoftMotion (add-on)	PLC		Unlimited
CODESYS SoftMotion CNC (add-on)	PLC		Unlimited

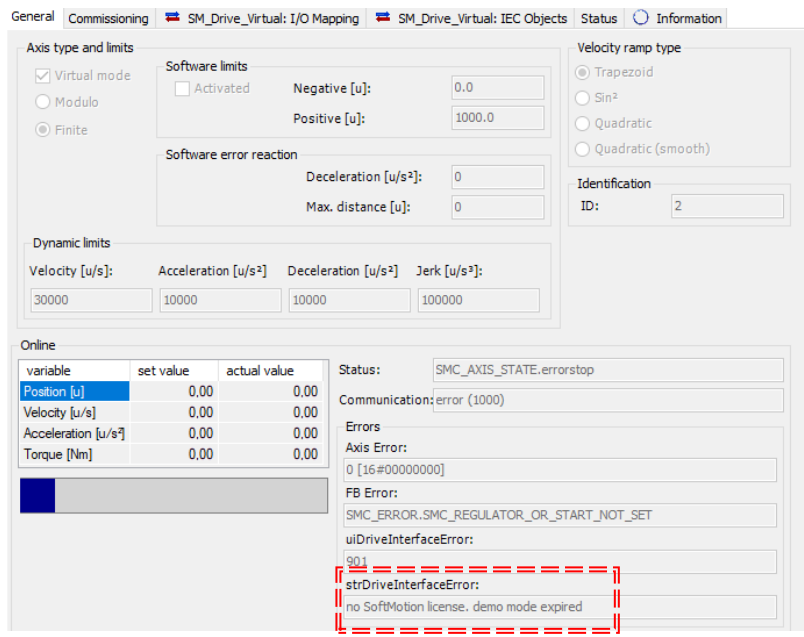
- *If they are not licensed, the system works for approximately one hour and we can see this status on the general screen of the axes.*

Error en los ejes virtuales



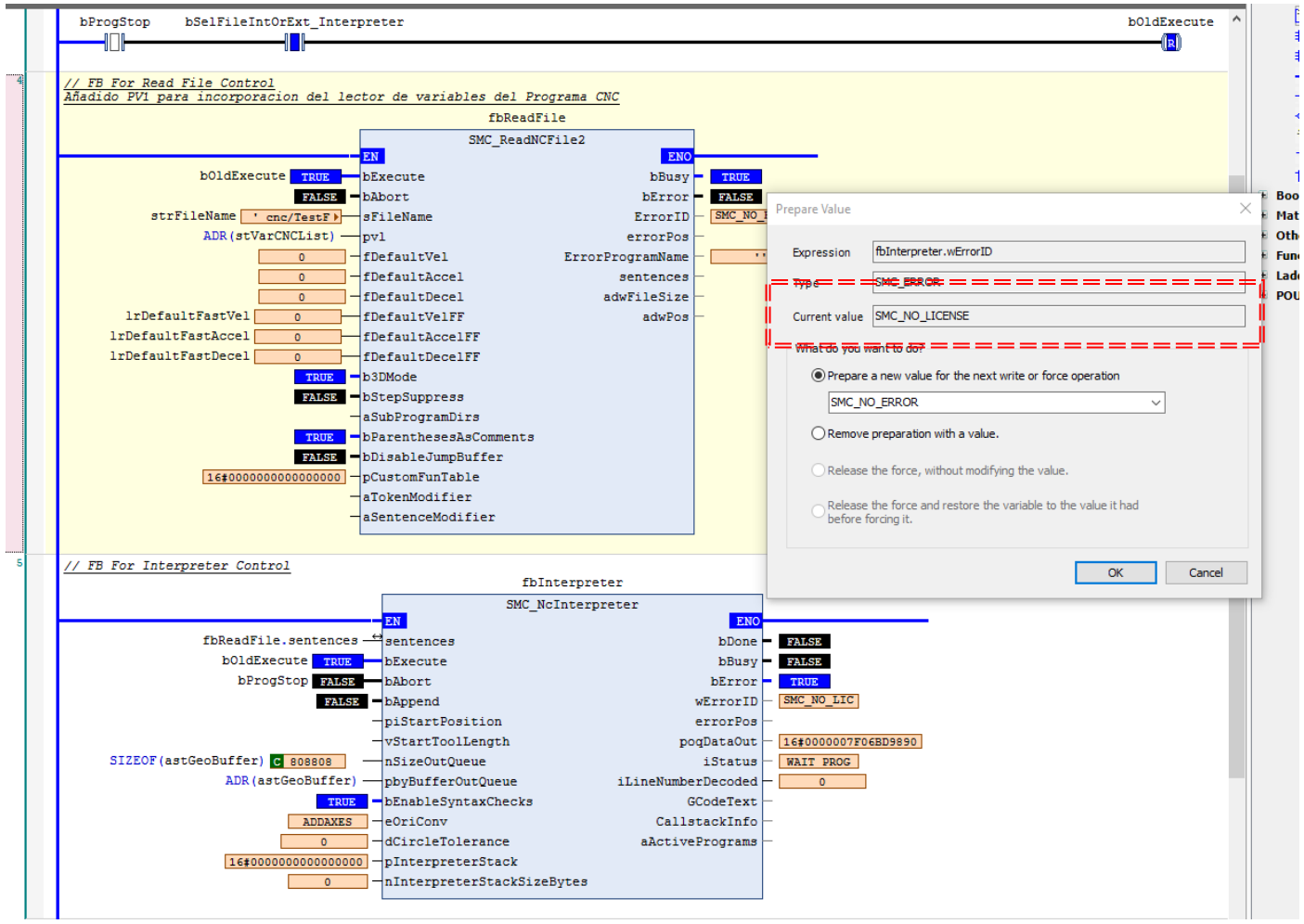


Softmotion in demo mode



Softmotion with expired license

- *A possible error due to lack of license is the following*



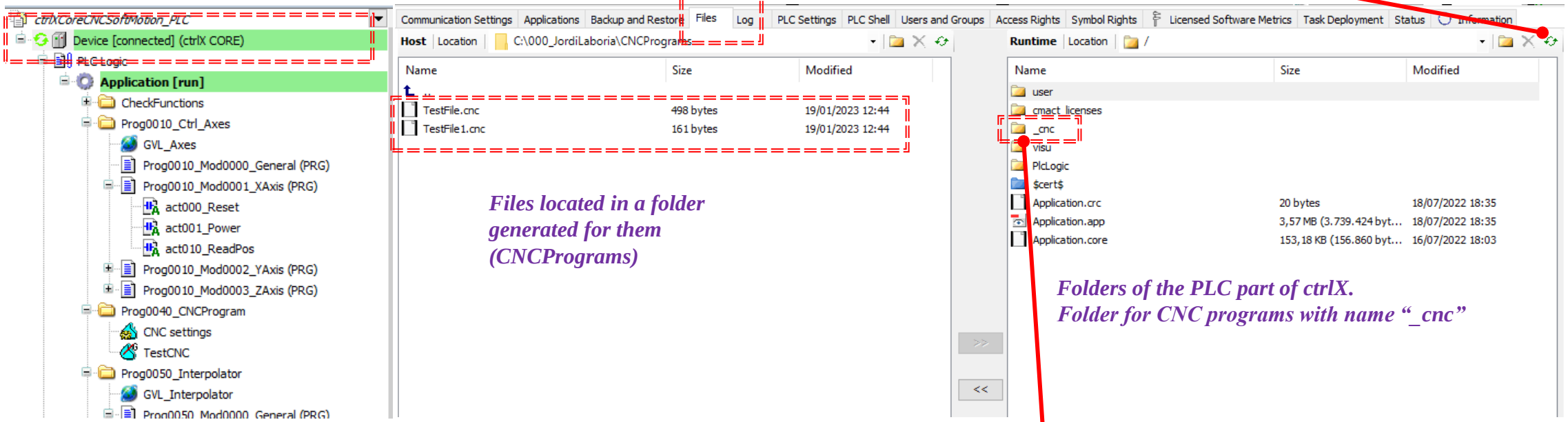
SMC_NO_LICENSE	1000	Target is not licensed for CNC.
SMC_INT_VEL_ZERO	1001	Path cannot be processed because set

Sending external files to ctrlX

- *Files can be sent from the PC to ctrlX in various ways:*

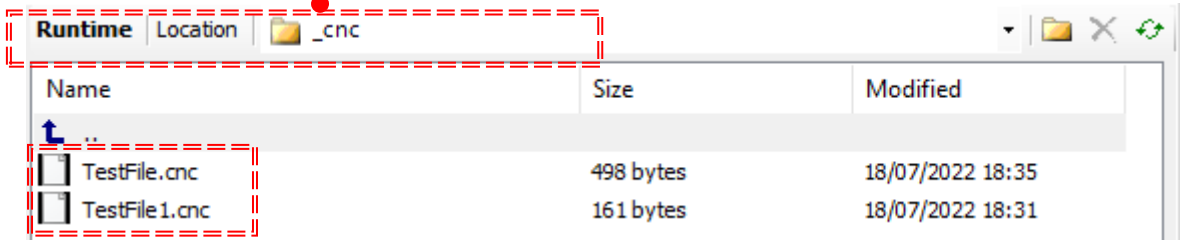
In Online from the PLC it is possible to make the transfer from the "Files" option

If no folder appears at the time of access, we can activate the button to refresh the image

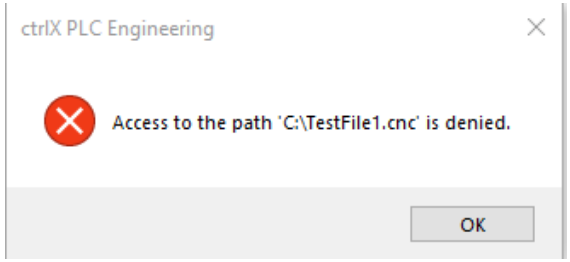


Files located in a folder generated for them (CNCPrograms)

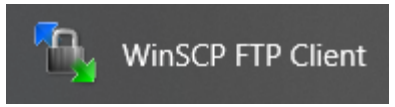
Folders of the PLC part of ctrlX.
Folder for CNC programs with name "_cnc"



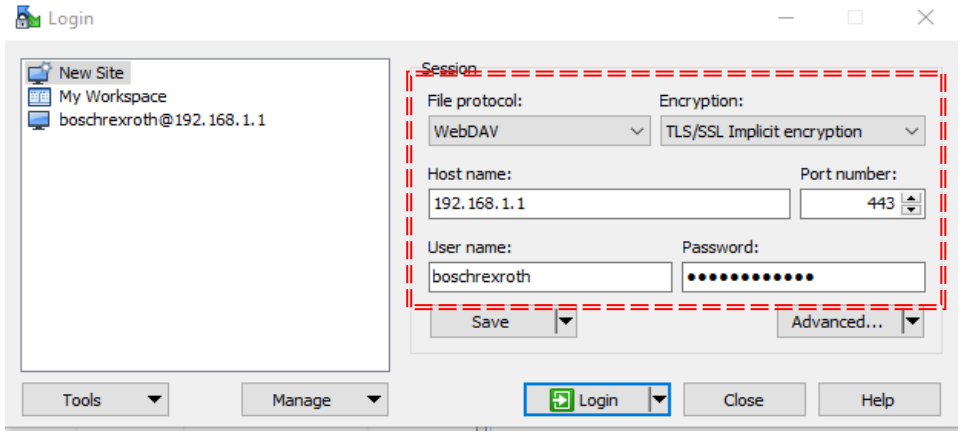
Some folders do not allow transfer back and forth and the following notice appears

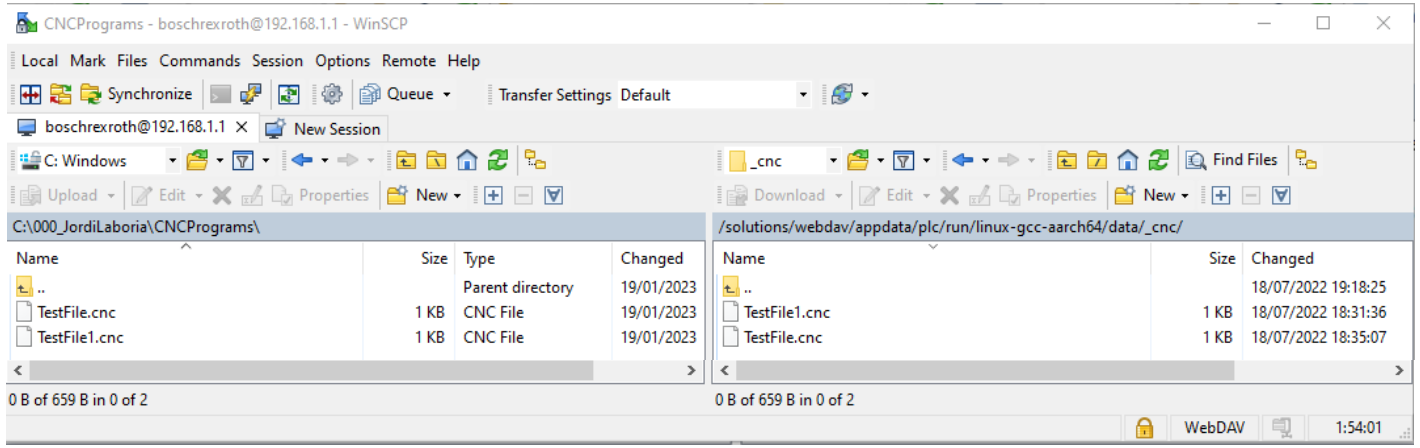


- ***The transfer can also be sent using WinSCP FTP Client:***

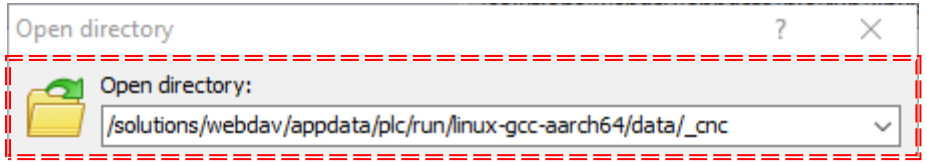


Configuration used for communication





This is the route we must look for to access the CNC programs

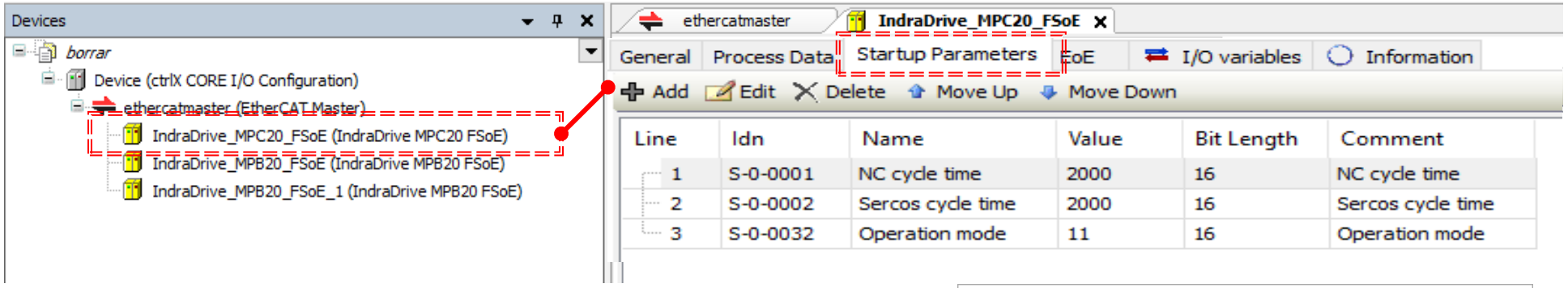


StartUp Parameters Real Axes

- *For the real axes we have an option in the IO configuration that allows us to insert a series of parameters that will be modified during the startup of the equipment.*

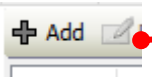
Use this software option for configuration of Startup parameters

Open ctrlX I/O Engineering



By default these are the parameters that are assigned in the startup of the axes

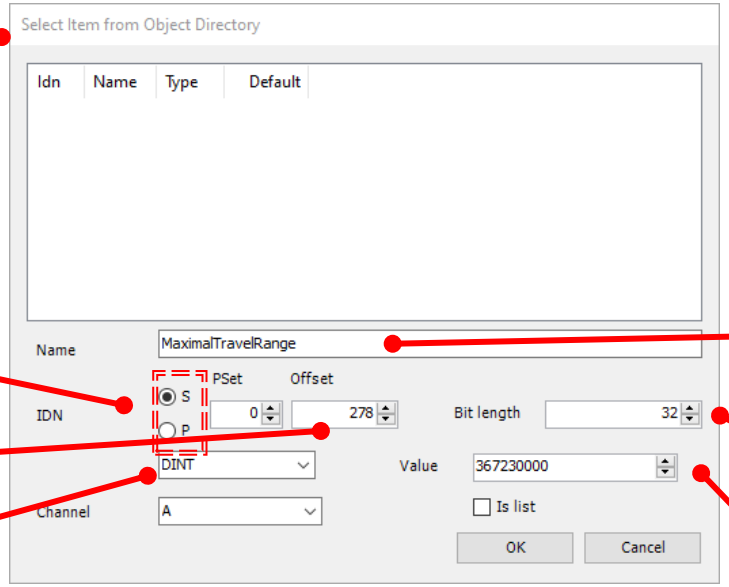
- *We can add a parameter using*



In the example we are going to modify the parameter S-0-0278, (Max. Travel Range)

Attention to the values to be applied and to the factors generated by the decimals. In the example the number 36723 is multiplied by 10000

S-0-0278



Parameter type

IDN Number

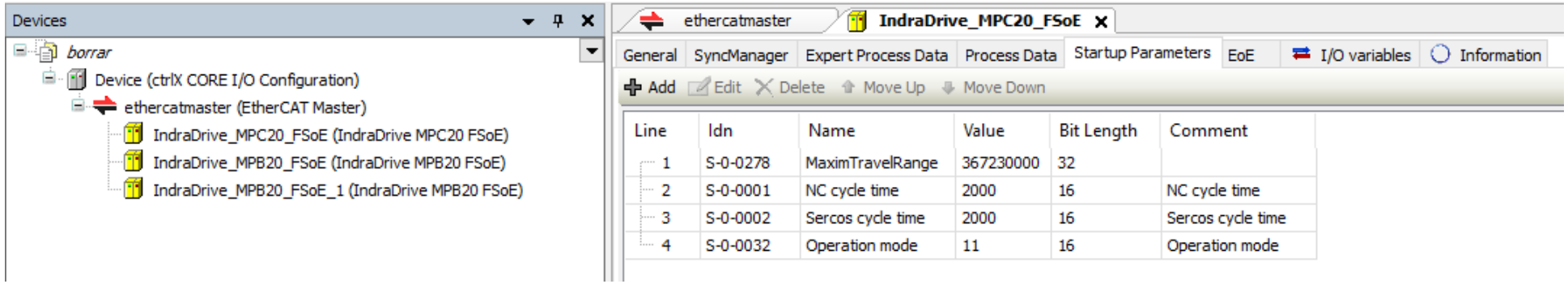
Value Type

Parameter name (as an indicator only)

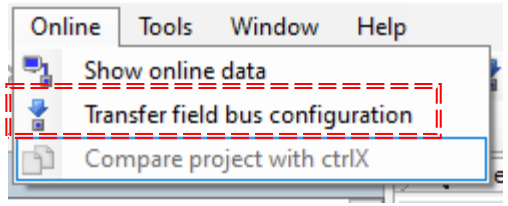
Parameter length (look in the docu)

Value to write in the parameter

- *Once "ok" is activated, the parameter is inserted into the StartUp structure*



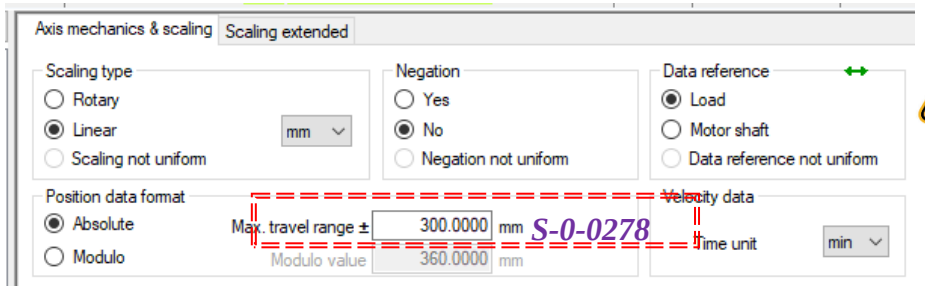
- *The structure or any modification carried out in the equipment must be activated using the "Transfer Field bus configuration" button.*



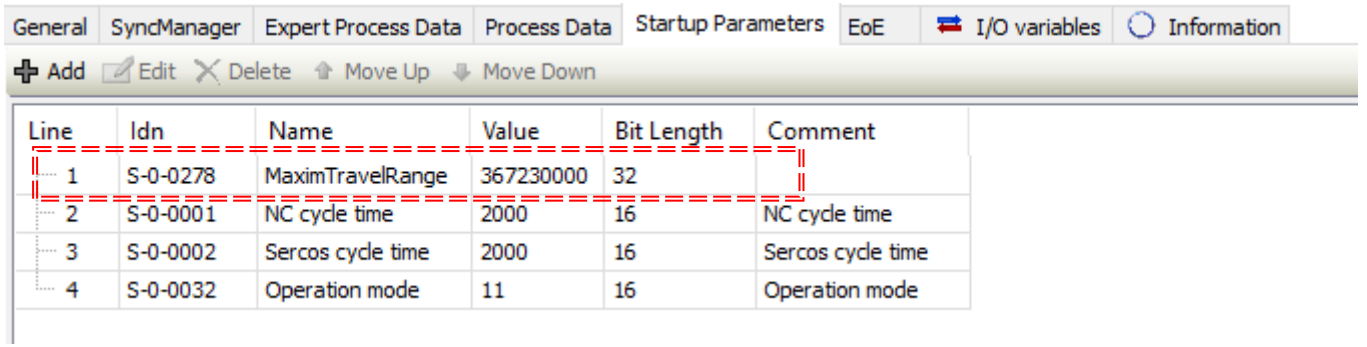
For the startup to activate, we must remove power from the system and start again

- *An example of this would be the following*

Changed the value of S-0-0278 to 300 in Online



Quitamos tensión

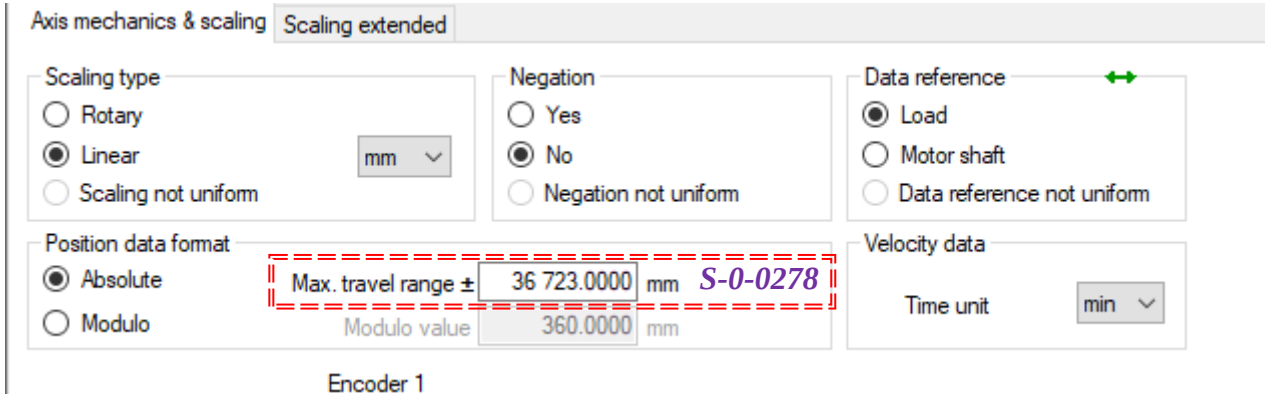


Line	Idn	Name	Value	Bit Length	Comment
1	S-0-0278	MaximTravelRange	367230000	32	
2	S-0-0001	NC cycle time	2000	16	NC cycle time
3	S-0-0002	Sercos cycle time	2000	16	Sercos cycle time
4	S-0-0032	Operation mode	11	16	Operation mode

As in the StartUp Parameters the S-0-0278 has value 367230000

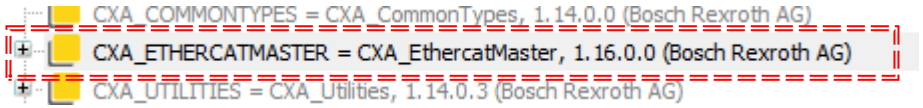
We start again and visualize the value in Online

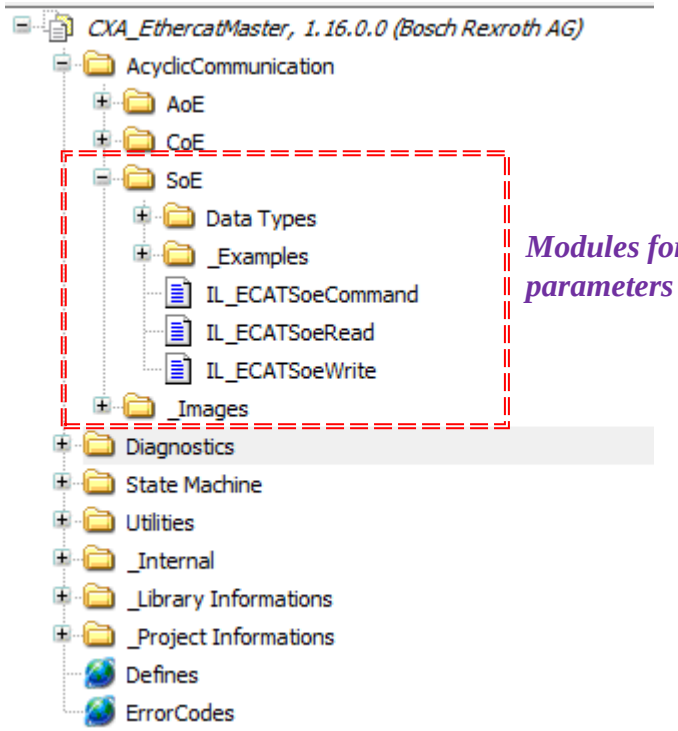
When we reconnect we will see that the axis now has a value of 32723.0000 (with four decimal places)



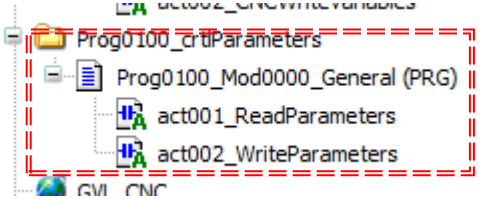
Modules for reading / writing EtherCat parameters

- *The system also has, within the "CXA_ETHERCATMASTER" library, the option for reading and writing access to parameters in the EtherCat network*



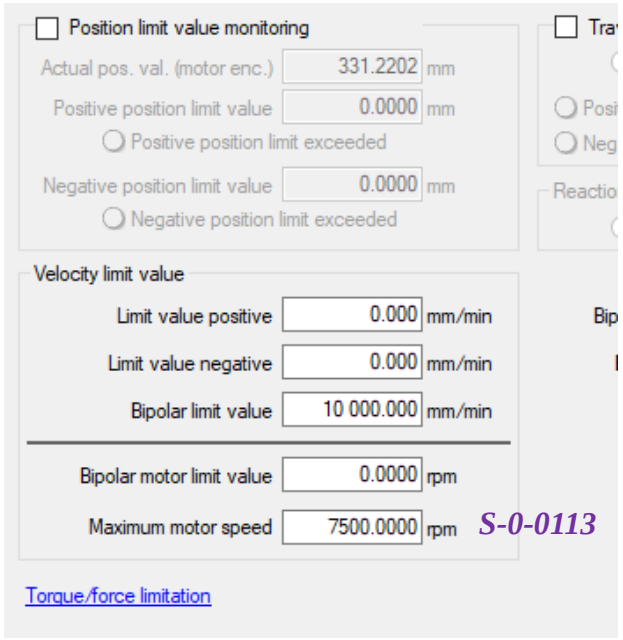


Modules for reading / writing EtherCat parameters using SoE protocol

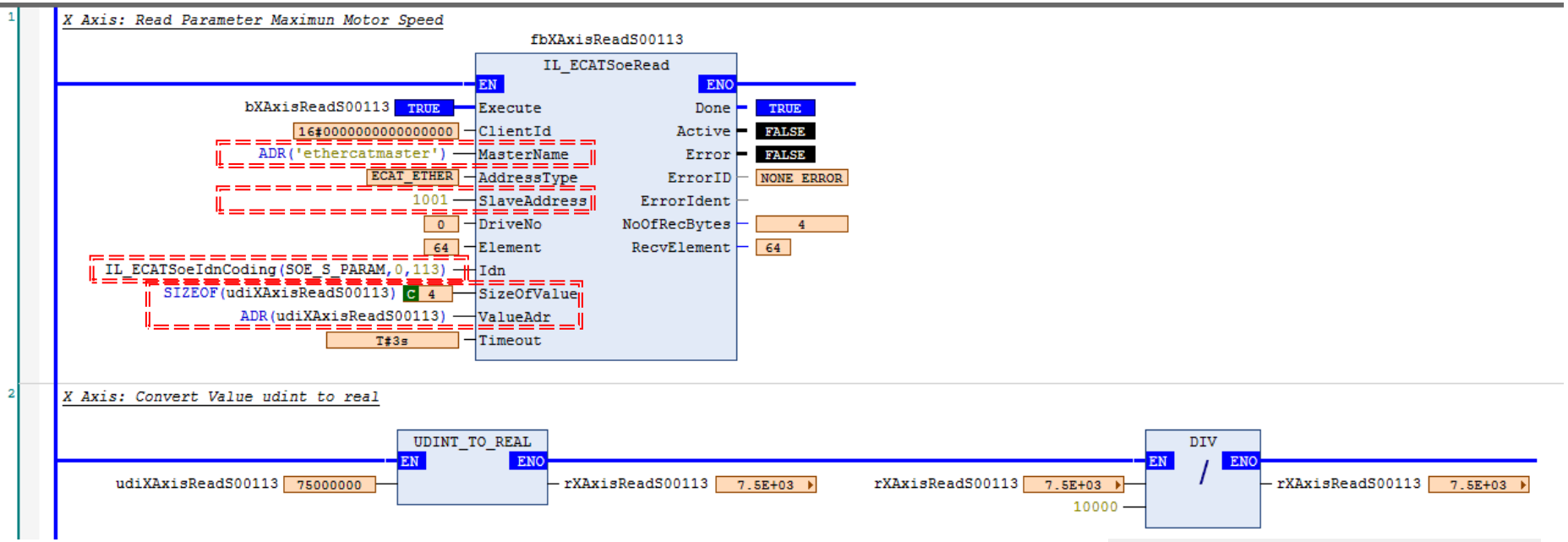


Program structure used in the example

- *Example of reading the maximum motor speed parameter*

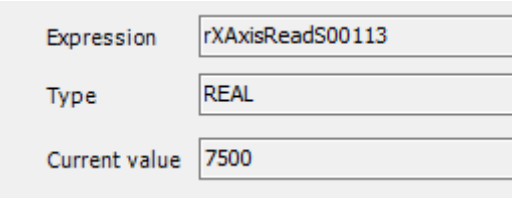


The reading module should only contain the master 'ethercatmaster' as a pointer, the address of the ethercat slave number, the parameter indexer and obviously the parameter on which the value will be read

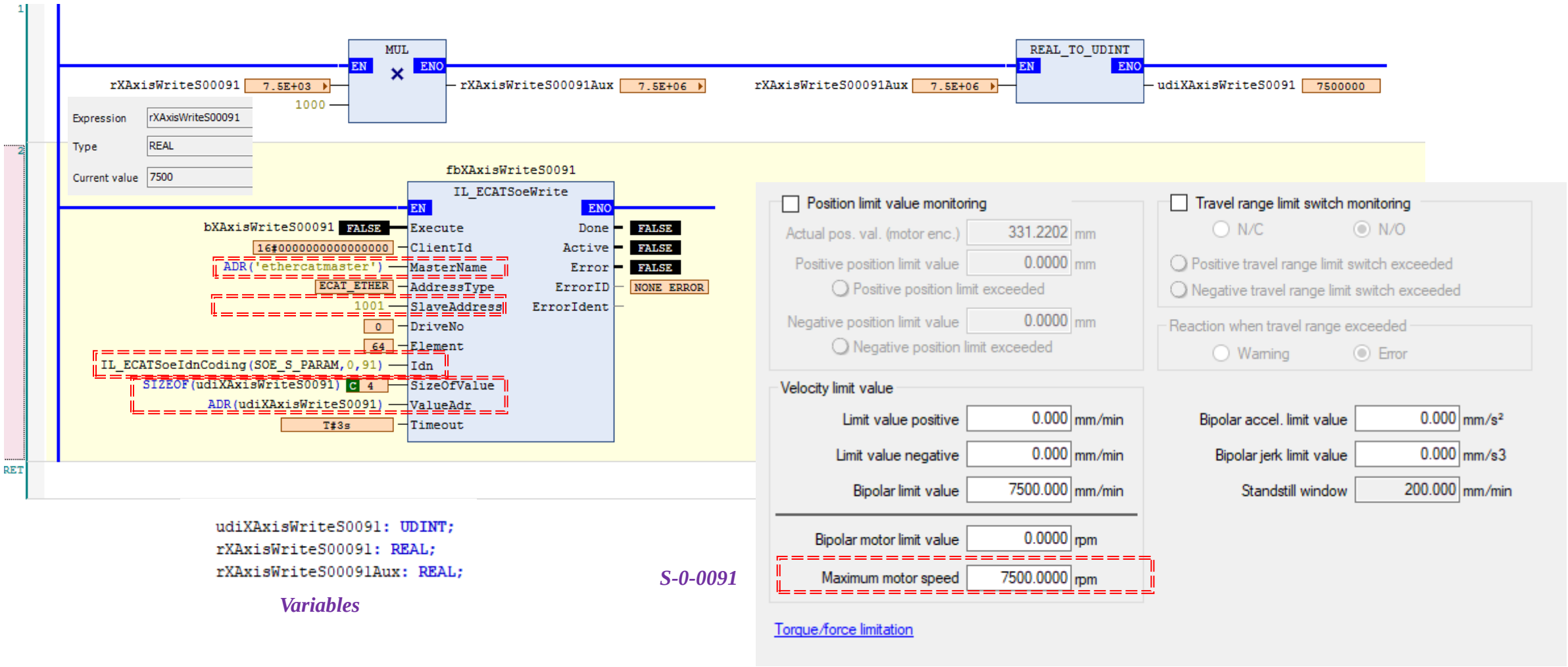



```
udiXAxisReadS00113: UDINT;
rXAxisReadS00113: REAL;
```

Variables



- *Example of writing the maximum speed bipolar parameter*




```
udiXAxisWriteS0091: UDINT;
rXAxisWriteS00091: REAL;
rXAxisWriteS00091Aux: REAL;
```

Variables

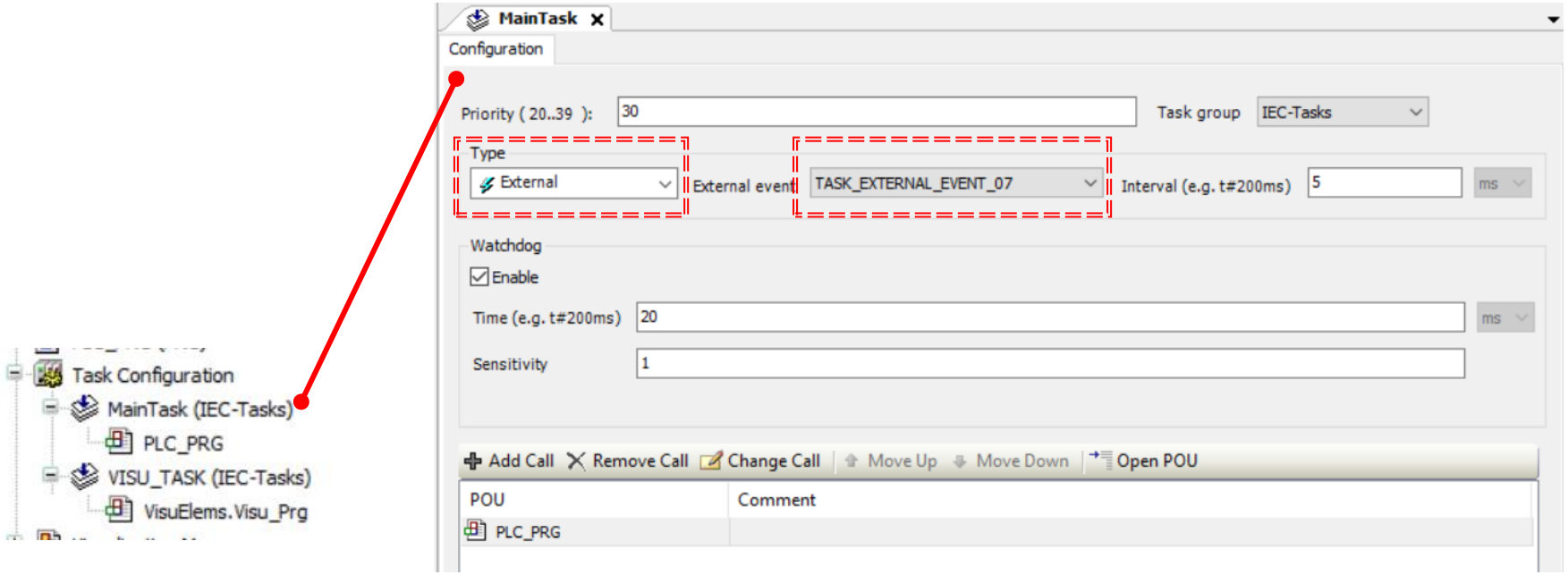
S-0-0091

Task assignment

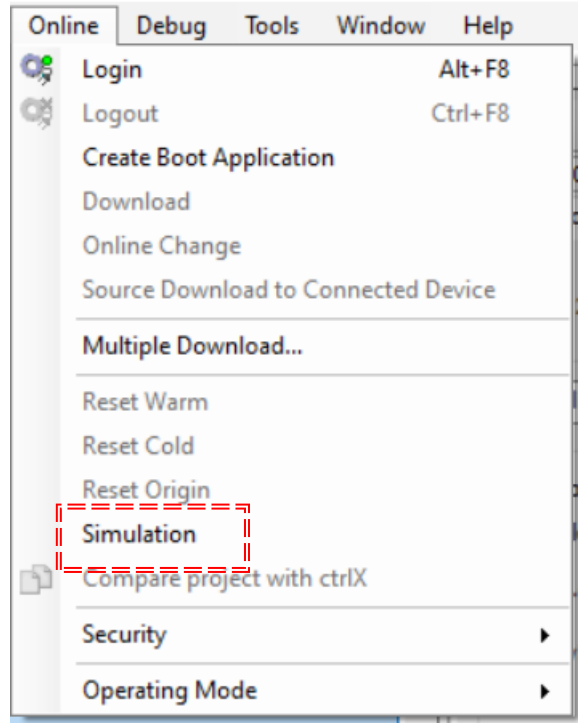
- *For the example of the application, two tasks have been used, each one with a different behavior and also in the case of the MainTask depending on whether we are in simulation mode or in simulation mode.*

With the axes in EtherCat and therefore with the "simulation" mode deactivated

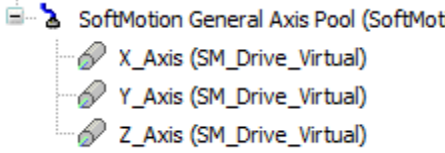
Selection of external event and Task_External_Event_07 (EtherCat Master)



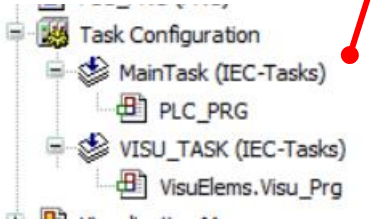
Simulation Off

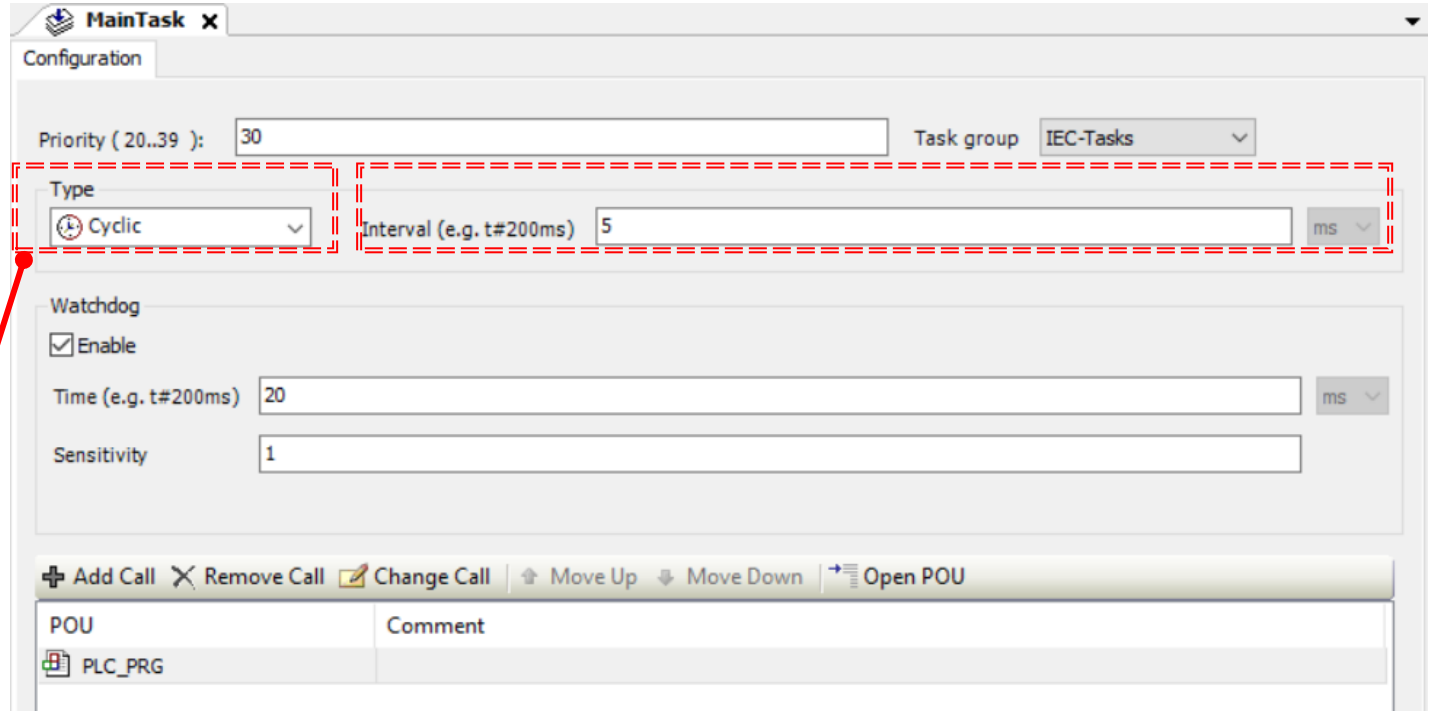


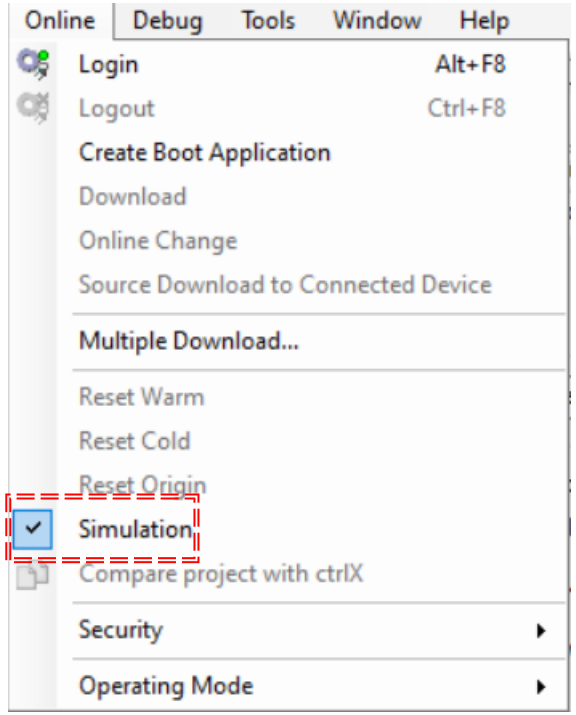
If we are going to use the simulation mode we will have to modify the data of the Main Task so that it can activate the modules that are executed from it



Obviously, the virtual axes also work with the EtherCat part activated.

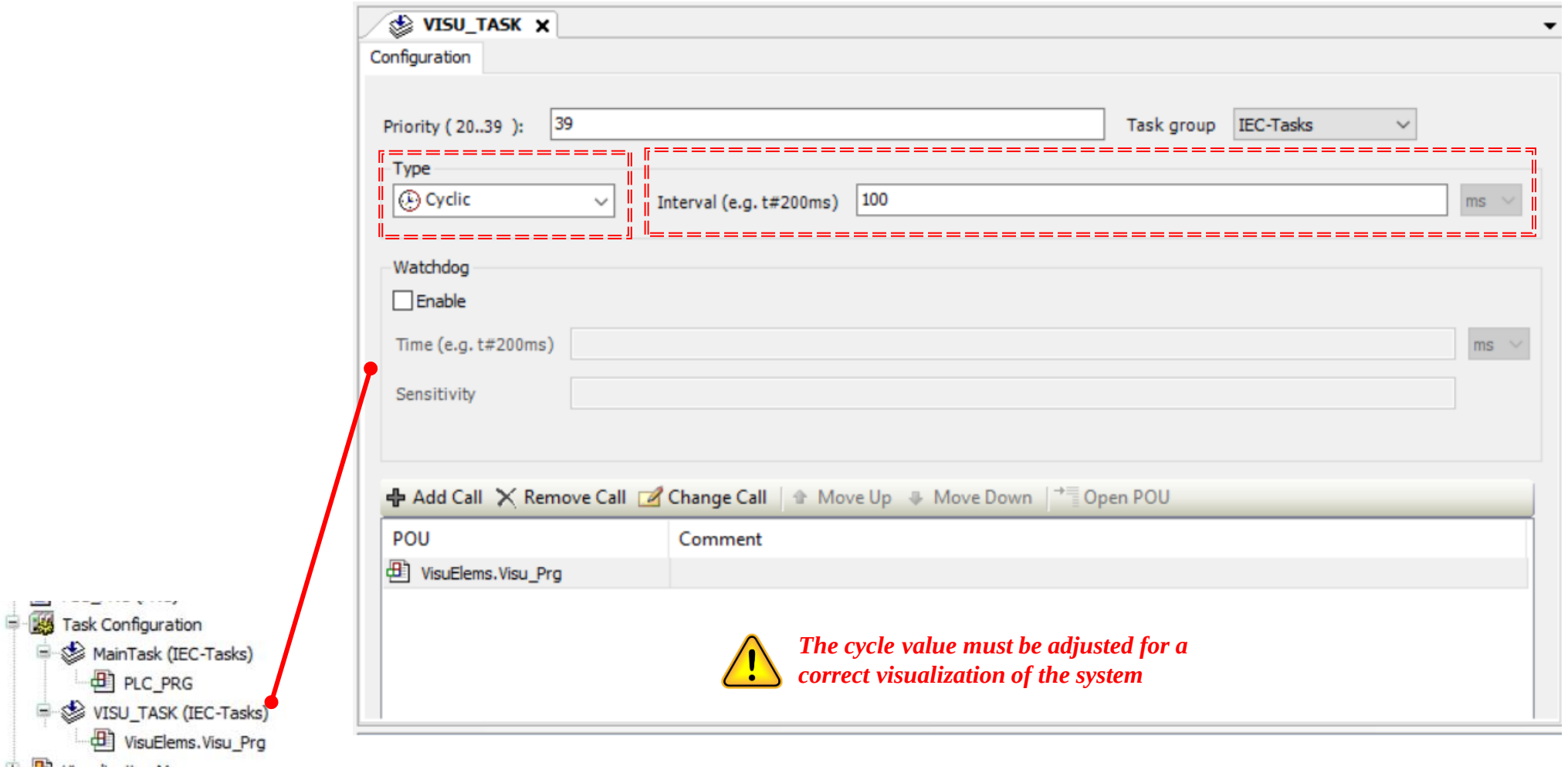






Simulation On

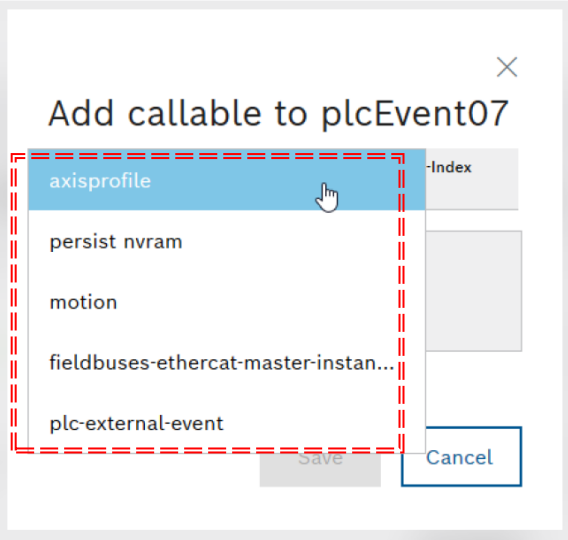
The visualization task is used in both cases cyclically and the "call" time can be modified depending on the speed of execution that we want to visualize.



Details of the priorities and the operation of the team's tasks are available in the ctrlX Core manual.

Table 1: Task priorities

Priority	Note
0	Highest real-time priority
10	ctrlX scheduler
11-19	High-priority system tasks
20-39	ctrlXAutomation task, PLC tasks...
...	
99	Lowest real-time priority
100	Highest non-real-time priority
...	
139	Lowest non-real-time priority



Real-time priorities

- Priorities 0 – 9
  - This priority range is reserved for system tasks. No tasks can be created in this range.
- Priorities 10
  - This priority is only intended for the ctrlX scheduler. No further task can be created on this priority.
- Priorities 11 – 19
  - These priorities are intended for high-priority system tasks.
  - Tasks should only be created in exceptional cases. Tasks within this priority range can affect the system stability negatively.
- Priorities 20 – 39
  - These priorities are intended for tasks with high requirements on the real-time capability with regard to temporal equidistance or interruptions for example. Examples are field bus drivers, Motion computations or the use of inputs and outputs.
  - Tasks with priorities in this range can only be interrupted or omitted by high-priority system tasks. However, the runtime of these system tasks is low and does not interrupt these tasks for a longer period.
- Priorities 40 – 99
  - In this field, system tasks with the most different tasks are executed.
  - Tasks with priorities in this range can be interrupted or omitted by system tasks.

Non-real-time priorities

- Priorities 100 – 139
  - These priorities are intended for tasks without real-time priorities.
  - These tasks are processed if no task is running with a real-time priority.
  - These tasks can be omitted or interrupted at any time.
  - A equidistant processing cannot be ensured.

Thanks for your attention

rexroth
A Bosch Company