SIRIUS2

PROTOCOL for REMOTE COMMUNICATION

Revision History

2023.10.18 Initial version (v.1.5.830)

2023.10.19 added) layer, select, deselect (v.1.6.840)

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- Parity: None
 Communication format are based on ASCII character
- Default separator: ','Default terminator: ';'
- Configurable setting at config.ini file [REMOTEO]

```
[REMOTEO]
; 1= ENABLE, 0= DISABLE
ENABLE=1
; TCP, SERIAL
PROTOCOL=TCP
```

; TCP config

TCP_PORT=5001
; SERIAL config

SERIAL_PORT=2

SERIAL_BAUDRATE=57600

```
☑ D:\git\sirius2lib\bin\config.ini - Notepad++
파일(E) 편집(E) 찾기(S) 보기(Y) 인코딩(N) 언어(L) 설정(T) 도구(Q) 매크로 실행 플러그인 창관리 ? +
님 config.ini 🛚
255
256
258
      ☐[REMOTE0]
         ENABLE(1)/DISABLE(0)
259
       ENABLE = 1
260
261
262
263
        SERTAL
       PROTOCOL=TCP
264
265
         TCP SERVER CONFIG
266
       TCP_PORT=5001
267
268
269
270
       SERIAL_PORT=1
271
       SERIAL_BAUDRATE=57600
272273274
275
276
277
      [REMOTE1]
         ENABLE(1)/DISABLE(0)
279
       ENABLE = 1
280
length: 6,229 lines: 292
                    Ln: 272 Col: 1 Sel: 184 | 16
                                                  Windows (CR LF) UTF-8
```

2. List of commands

- Recipe: Query and change recipe file
- Offset: Update list of offsets (dx, dy, dz, angle z, ...)
- Control: Control commands
- Status: Query status
- Entity: Query and update entity's property value
- Pen: Query and update pen's property value
- Layer: Query and update layer's property value
- Select or Deselect: Query and select/deselect entities
- FieldCorrection: Popup scanner field correction 2D winforms

3. Recipe

```
Command: Recipe, Filename; (absolute path)Example: Recipe,C:\sirius2\bin\recipe\test.sirius2;
```

- Response: OK; or NG;

Command: Recipe, Filename; (\recipe\ path)

Example: Recipe, test.sirius2; (searching for \recipe)

Response: OK; or NG;

- Query: Recipe;

Response: OK; Recipe, C:\sirius2\bin\recipe\test.sirius2;

4. Offset

```
- Command: Offset, Count, x_1, y_1, z_1, angle, ..., x_n, y_n, z_n, angle,;
```

- Example: Offset, 1, -5, 1, 0, 2;

- Example: Offset, 2, -5, 0, 0, 0, 5, 0, 0, 0;

- Response: OK; or NG;

- (Ref1) Transformation orders are rotate z and translate dx,dy,dz

5. Control

```
    Command: Control, Start (|Stop|Reset);
```

Example: Control, Start;

Example: Control, Stop;

- Example: Control, Reset;

- Response: OK; or NG;

6. Status

- Query: Status;

Response: Status, Error; (|Status, Busy; |Status, Ready; |Status, NotReady;)

7. Entity

```
Query lists of entity properties
      Format: Entity, Name, Properties;
      Example: Entity, Rectangle1, Properties;
      Response:
      OK;
      Width, 10;
      Height, 5;
      IsClosed,True;
      IsHatchable, False;
      HatchMode,Line;
      HatchJoint, Square;
      IsHatchZigZag,False;
      HatchAngle, 90;
      HatchAngle2,0;
      HatchInterval, 0.2;
      HatchExclude, 0.05;
      HatchShift,0;
      HatchRepeat,1;
      IsHatchIncludeOutline,True;
      IsHatchOutlineFirst,False;
      Id, 1260;
      TypeName,EntityRectangle;
      Color, Color [White];
      Name, Rectangle;
      IsRenderable, True;
      IsMarkerable, True;
      IsHitTestable,True;
      IsSelected,True;
      ChildCount,0;
      Alignment, None;
      ModelAlign,(0, 0, 0);
      ModelTranslate,(10, -10, 0);
      ModelScale,1;
      ModelRotate, (0, 0, 0);
      Repeats,1;
      In,(5, -7.5, 0);
Out,(5, -7.5, 0);
      BBox, 10.000, 5.000, 0.000;
      ModelMatrix,(1, 0, 0, 0)
(0, 1, 0, 0)
(0, 0, 1, 0)
(10, -10, 0, 1);
      Query property value of entity
      Format: Entity, Name, Property;
      Example: Entity, Rectangle1, Color;
      Response: OK; Entity, Rectangle1, Color, White;
      Example: Entity, Rectangle1, Width;
      Response: OK; Entity, Rectangle1, Width, 10;
      Example: Entity, Rectangle1, ModelTranslate;
      Response: OK; Entity, Rectangle1, ModelTranslate, 10, -10, 0;
```

```
    Command to set property value of entity
    Format: Entity, Name, Property, Value;
    Example: Entity, Rectangle1, Color, Yellow;
    Response: OK; or NG;
    Example: Entity, Rectangle1, Width, 11;
    Response: OK; or NG;
    Example: Entity, Rectangle1, ModelTranslate, 0, 0, 0;
    Response: OK; or NG;
```

8. Pen

```
Query lists of pen properties
Format: Pen, Name, Properties;
Example: Pen, White, Properties;
Response:
OK;
Power, 1;
PowerMax, 10;
PowerPercentage, 10;
Frequency, 50000;
PulseWidth, 2;
PulsePeriod, 20;
PulsePitch,2;
PulseDutyCycle,10.000 %;
JumpSpeed, 100;
MarkSpeed, 100;
MinMarkSpeed, 0;
ApproxBlendLimit,0;
Color, Color [White];
LaserFpk,0;
LaserQSwitchDelay,0;
LaserOnDelay, 10;
LaserOffDelay, 50;
ScannerJumpDelay, 250;
ScannerMarkDelay, 150;
ScannerPolygonDelay,0;
IsScannerVariablePolygonDelay,False;
ScannerVariablePolygonDelayEdgeLevel,0;
IsScannerVariableJumpDelay,False;
ScannerVariableJumpDelayMin,50;
ScannerVariableJumpLength,1;
IsSkyWritingEnabled,False;
SkyWritingMode, Mode3;
LaserOnShift, 10;
TimeLag, 150;
Prev,0;
Post,0;
```

```
IsWobbelEnabled,False;
  WobbelPerpendicular,0;
  WobbelParallel,0;
  WobbelFrequency, 0;
  WobbelShape, Ellipse;
  Id,1;
  TypeName, EntityPen;
  Name, White;
  Description,Color [White];
  ChildCount,0;
  Query property value of pen
  Format: Pen, Name, Property;
  Example: Pen, White, MarkSpeed;
  Response: OK; Pen, White, MarkSpeed, 100;
  Query: Pen, White, Frequency;
  Response: OK; Pen, White, Frequency, 50000;
  Command to set property value of pen
  Format: Pen, Name, Property, Value;
  Example: Pen, White, MarkSpeed, 1000;
  Response: OK; or NG;
  Command: Pen, White, Frequency, 100000;
  Response: OK; or NG;
9. Layer
  Query lists of layer properties
  Format: Layer, Name, Properties;
  Example: Layer, 0, Properties;
  Response:
  OK; MotionType, StageAndScanner;
  BandWidth, 2;
  IsALC,False;
  AlcSignal, Disabled;
  AlcMode, Disabled;
  AlcPercentage100,0;
  AlcMinValue,0;
  AlcMaxValue,0;
  AlcByPositionTable,System.Collections.Generic.KeyValuePair`2[System.Do
  uble, System. Double][];
  Id, 11;
  TypeName, EntityLayer;
  Name,0;
  IsRenderable, True;
  IsMarkerable,True;
  IsSelected,True;
  ChildCount,0;
```

AngularLimit,89;

```
Out, (0, 0, 0);
   Query property value of layer
   Format: Layer, 0, Property;
- Example: Layer, 0, Name;
   Response: OK; Layer, 0, Name, 0;
10. Select or Deselect
   Query lists of selected entities
   Example: Select;
   Response:OK; Select, 1, Arc1; (if 1 entity has select)
   Response:OK;Select,0; (if nothing has selected)
   Format: Select, Count, Name1, Name2, ...;
   Example: Select,1,Arc1;
   Response: OK; or NG;
  Example: Select, 2, Arc1, Arc2;
   Response: OK; or NG;
11. Field Correction 2D
   Command: FieldCorrection, Rows, Cols, Interval, ErrX1, ErrY1,
   ErrX2, ErrY2, ..., , ErrXn, ErrYn;
```

Repeats,1; In,(0, 0, 0);

Response: OK; or NG;

(Ref2) ErrX, ErrY values are order from left top to right bottom

(Ref1) Row and Col are odd numbers only (3,5,7,9, ...)

12. Example

```
Command: Recipe, test.sirius2;
  Response: OK;
  Command: Entity,QRCode1,SourceText,HELLO WORLD;
- Response: OK;
Query: Status;
  Response: Status, Ready;
Command: Control, Start;
  Response: OK;
  Query: Status;
- Response: Status, Busy;
- Response: Status, End; (by automatically)
- Query: Status;
  Response: Status, Ready;
- Command: Offset, 2, -5, 0, 0, 0, 5, 0, 0, 0;
- Response: OK;
Command: Control, Start;
Response: OK;
  Response: Status, End; (by automatically)
```