



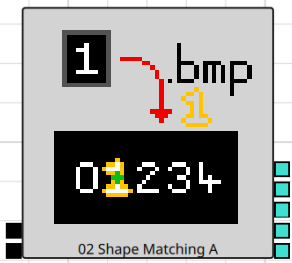
Precitec Macro Documentation

02 Shape Matching

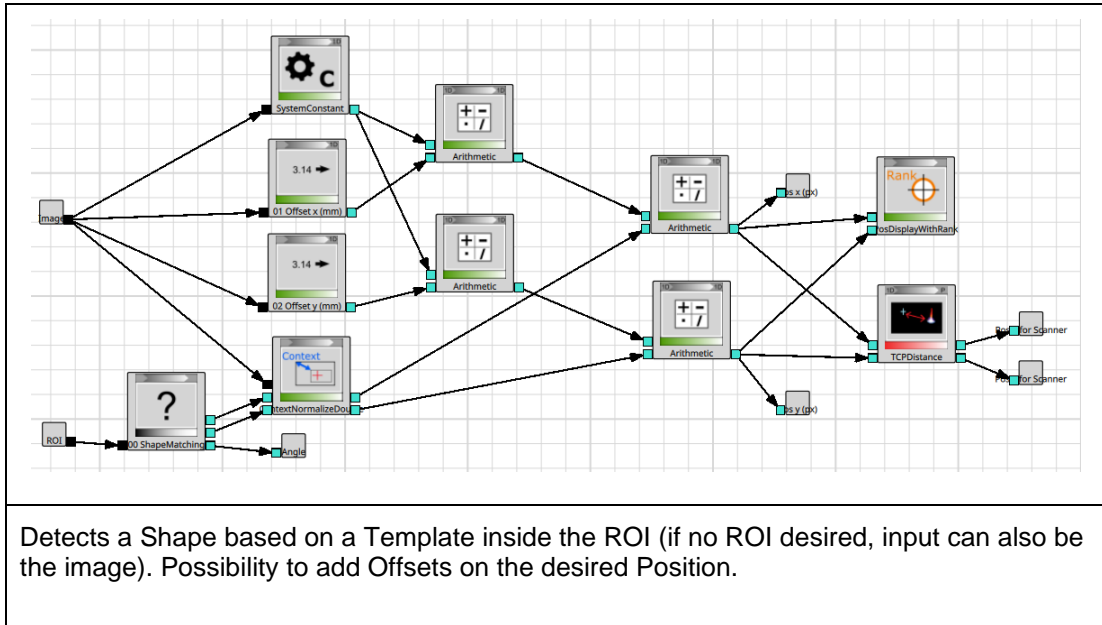
■ Changelog

Date	Version	Autor	Tested on	Description
2022-05-11	A	Wre	5.16.4	New documentation
2022-06-09	B	Wre	5.16.16	UserLevels Bug fixed

■ Description

 <p>02 Shape Matching A</p>	<p>Searches for a Shape based on a Template in the ROI and outputs the detected Position</p> <p>I1: Image</p> <p>I2: ROI</p> <p>O1: Position X in pixel</p> <p>O2: Position Y in pixel</p> <p>O3: Position X for Scanner</p> <p>O4: Position Y for Scanner</p> <p>O5: Angle</p>
--	--

■ Macro structure



■ Parameter

NAME	VALUE	Description	UserLevel
00 ShapeMatching → Verbosity	Low	Visibility of Position	SuperUser
00 ShapeMatching → Template File Name	.bmp File on System	.bmp which will be used to generate shape	SuperUser
00 ShapeMatching → Blur	3	Value to round edges of the template	SuperUser
00 ShapeMatching → Contrast	60	Brightness change value needed to extract an edge from the template image as a shape	SuperUser
00 ShapeMatching → Pyramid Levels	3	Downsampling to improve Algorithm process time	SuperUser
00 ShapeMatching → Angle Start	0	Start Angle in degree, by which the shape will be rotated	SuperUser
00 ShapeMatching → AngleExtent	1	Amount of degrees, by which the shape will be rotated starting at the Angle start value	SuperUser



00 ShapeMatching → Min Score	0.7	Minimal Score Value (0->1) needed for a shape to be accepted	SuperUser
00 ShapeMatching → Greediness	0.9	Greediness of the Algorithm to find a matching shape	SuperUser
00 ShapeMatching → MaxOverlap	0.5	Maximal overlap of 2 shapes	SuperUser
00 ShapeMatching → MaxMatches	0	Amount of shapes used which have a high enough Score value (0 → infinite shapes; 1 → only 1 shape with highest score ...)	SuperUser
01 Offset x (mm) → Number	0	Offset in X direction in mm	Operator
02 Offset y (mm) → Number	0	Offset in Y direction in mm	Operator