**/PROG MAIN\_VISION**

LINE\_TRACK;

LINE\_TRACK\_SCHEDULE\_NUMBER : 0;

LINE\_TRACK\_BOUNDARY\_NUMBER : 0;

CONTINUE\_TRACK\_AT\_PROG\_END : TRUE;

/MN

1: UFRAME\_NUM=1 ;

2: UTOOL\_NUM=1 ;

3: OVERRIDE=70% ;

4: ;

5:J PR[1:Home\_Position] 20% FINE ;

6: WAIT 1.00(sec) ;

7: ;

8: LBL[5] ;

9: VISION RUN\_FIND 'FIND\_OBJECT' ;

10: VISION GET\_NFOUND 'FIND\_OBJECT' R[10] ;

11: ;

12: IF R[10:Object\_Presence]=0,JMP LBL[2] ;

13: ;

14: LBL[1] ;

15: VISION GET\_OFFSET 'FIND\_OBJECT' VR[1] JMP LBL[2] ;

16: ;

17:L PR[2:Ref\_Position] 650mm/sec CNT25 Offset,PR[3:Z\_Offset] VOFFSET,VR[1] ;

18: ;

19:L PR[2:Ref\_Position] 245mm/sec FINE VOFFSET,VR[1] ;

20: ;

21: WAIT .25(sec) ;

22: CALL VACUUM\_ON ;

23: ;

24:L PR[2:Ref\_Position] 650mm/sec CNT25 Offset,PR[3:Z\_Offset] VOFFSET,VR[1] ;

25: ;

26:L PR[4:Place\_Position] 650mm/sec CNT25 Offset,PR[5:Place\_Z\_Offset] ;

27: ;

28:L PR[4:Place\_Position] 245mm/sec CNT50 ;

29: ;

30:L PR[6:Place\_Motion] 150mm/sec FINE DB 15.0mm,CALL VACUUM\_OFF ;

31: ;

32:L PR[6:Place\_Motion] 245mm/sec CNT25 Offset,PR[5:Place\_Z\_Offset] ;

33: ;

34: JMP LBL[5] ;

35: ;

36: LBL[2] ;

37: ;

38:J PR[1:Home\_Position] 20% FINE ;

39: ;

/POS

/END