```
state_names, state_types = conf.get_recipe('state')
setp_names, setp_types = conf.get_recipe('setp')
con.send_output_setup(state_names, state_types)
setp = con.send_input_setup(setp_names, setp_types)
# Setpoints to move the robot to
setp1 = [-0.12, -0.43, 0.14, 0, 3.11, 0.04]
setp2 = [-0.12, -0.51, 0.21, 0, 3.11, 0.04]
setp.input_double_register_2 = 0
setp.input_double_register_3 = 0
setp.input_double_register_4 = 0
watchdog.input int register 0 = 0
```

```
def setp_to_list(output):
    setp = [output.input_double_register_0, output.input_double_register_1,
    output.input_double_register_2,
        output.input_double_register_3, output.input_double_register_4,
output.input_double_register_5]
    set_list = [format(elem, '.2f') for elem in setp]
    return [float(x) for x in set_list]
# control loop
monitor = RTDEConnect(ROBOT_HOST, config_filename)
setp1 = [-0.12, -0.43, 0.14, 0, 3.11, 0.04]
setp2 = [-0.12, -0.51, 0.21, 0, 3.11, 0.04]
while keep_running:
    # receive the current state
    state = monitor.receive()

    if state is None:
        break

# do something...
if state.output_int_register_0 != 0:
        new_setp = setp1 if setp_to_list(state) == setp2 else setp2
        monitor.sendall("setp", new_setp)

# kick watchdog
monitor.send("watchdog", "input_int_register_0", 0)
monitor.shutdown()
```

Roughly 41 vs. 18 lines of code