

***EPOS***

**Positioning Controller**

**Documentation**

**DLL Integration  
into  
Microsoft Visual C++**

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### 3 Introduction

This documentation "DLL Integration into Microsoft Visual C++" explains how the 'Windows 32/64-Bit DLL' is integrated into a program. This document should simplify the programming of the control software based on Windows.

It is a short overview, which important functions are used and like a program must be developed. Everything is illustrated with the help of a small example. A complete overview of all existing functions is available into the document "Windows Command DLL".

This documentation is intended to cover most applications in automatisisation. It is based on the experience of maxon motor control. maxon motor control certifies that the content of this library is correct according his best knowledge.

This documentation refers to the devices EPOS and EPOS2. In order to simplify the document, only the notation EPOS is used.

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The latest edition of these documentation "DLL Integration into Microsoft Visual C++", additional documentation and software to the EPOS positioning controller are free of charge available under <http://www.maxonmotor.com> category <Service & Downloads> or in the maxon motor e-shop <http://shop.maxonmotor.com>.

## 4 Third party products

Use one of the listed PC CANopen interface cards. For all of these manufacturers motion control library, example and documentation are available.

All other CANopen products of other manufacturers can also be used, however no motion control library is available.

### 4.1 IXXAT

All IXXAT CANopen interfaces can be operated with the hardware-independent VCI driver V3 (Virtual CAN Interface). The older version VCI driver V2 (2.16 and higher) is still supported but should not be used because of lower performance.

See address below for ordering CANopen boards and further details of the driver.

#### Distributors

- [www.ixxat.de](http://www.ixxat.de)

### 4.2 Vector

For use of Vector CANopen cards, the 'XL Driver Library' will be required. The installed edition of this library must be installed manually in the appropriate working directory (or system directory). With this library, it is possible to write own CANopen applications based on Vector's XL hardware.

See address below for ordering CANopen boards and further details of the driver.

#### Distributors

- [www.vector-informatik.com](http://www.vector-informatik.com)

### 4.3 National Instruments

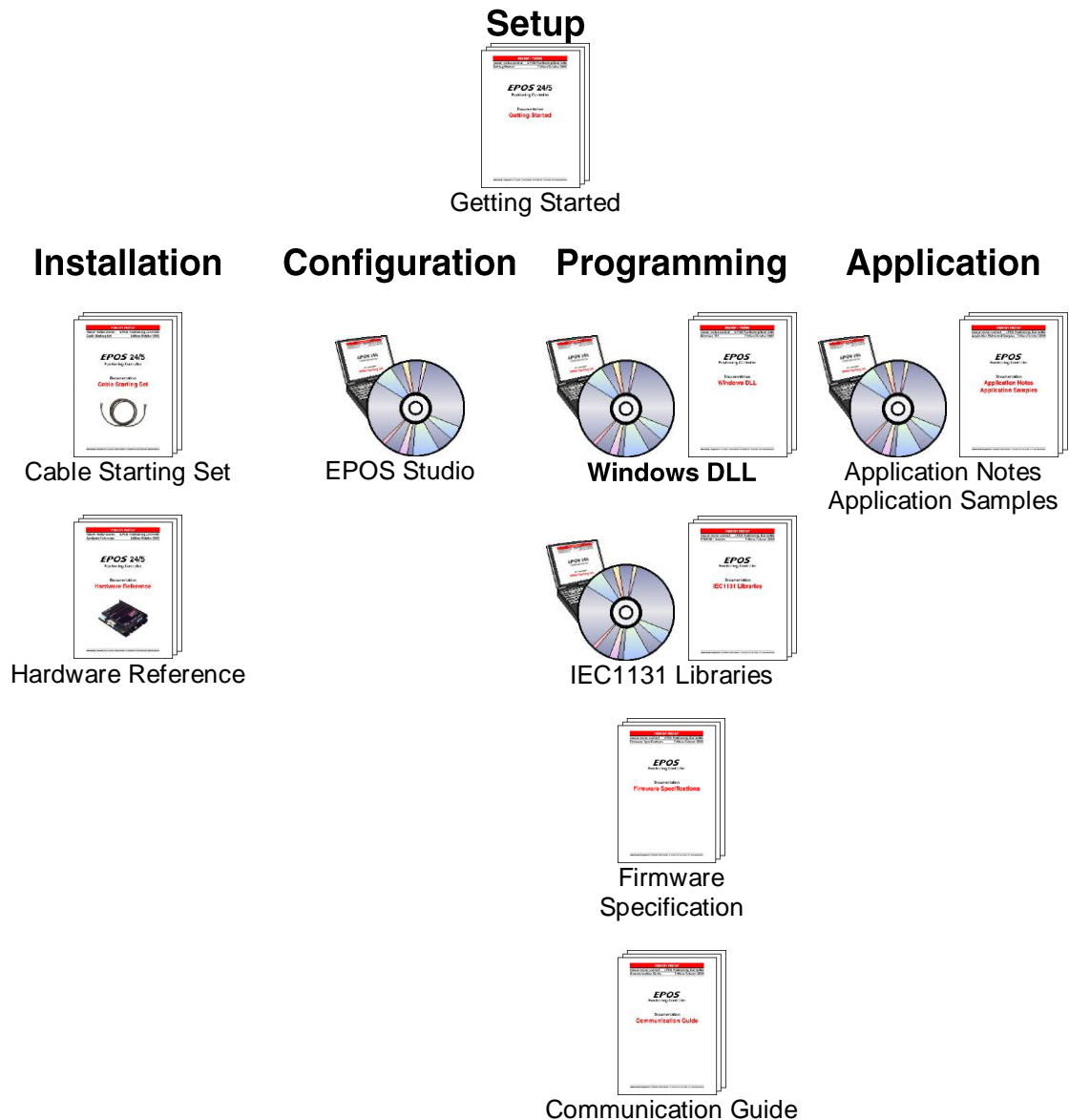
CAN Interfaces of National Instruments are supported. The NI-CAN Software and Hardware has to be installed.

See address below for ordering CANopen boards and further details of the driver.

#### Contact

- [www.ni.com/can](http://www.ni.com/can)

## 5 How to use this guide



**Figure 1: EPOS documentation hierarchy**

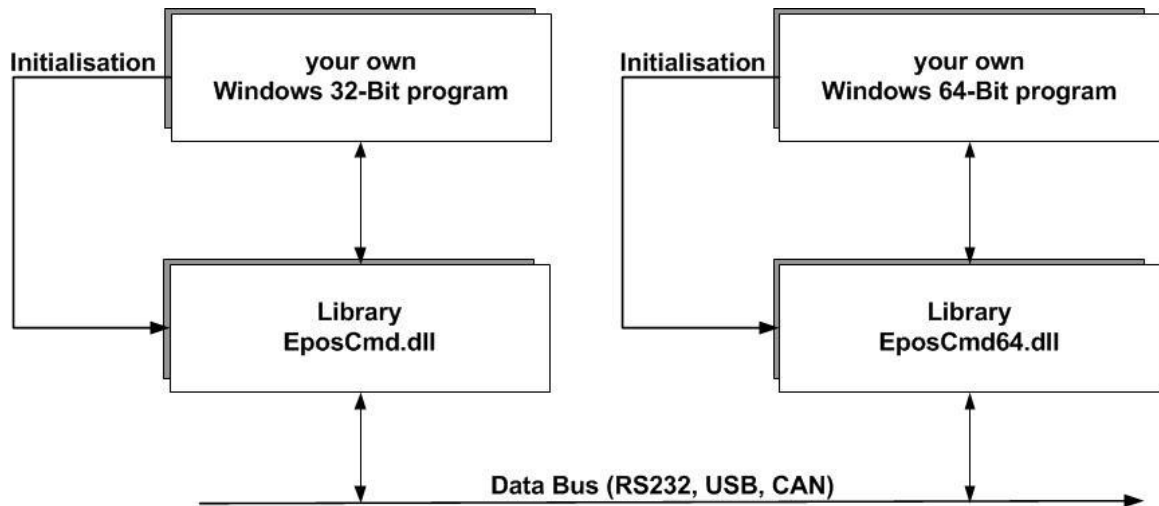
## 6 Including Library Functions

### 6.1 General Information

The EPOS command library is an implementation of the RS232, USB and CANopen protocol for the communication between EPOS and a personal computer. Using this library is a simple way to develop your own application. The Windows DLL supports the interface RS232, USB and CANopen boards from IXXAT, Vector and National Instruments.

This library is running on each windows 32-bit or 64-bit operating system. You can include it into different programming environments. All the EPOS commands are implemented and they can be called directly from your own program. You do not have to care about the protocol details. The only thing you have to ensure is a correct communication setting of the port.

The library 'EposCmd.dll' offers the whole set of EPOS commands. Generating data frames, sending and receiving these frames is the business of this communication library.



**Figure 2: Library hierarchy**

For your own program you have to include this library.

## 6.2 Including

The following chapter describes how to include all library functions in your own windows program. The way in which you do that, depends on the compiler and on the programming language you use. Thus we are going to explain the procedure to include the library based on some examples of the most popular programming languages. For several high-level programming languages are further documentations and its examples available.

In order to have a correctly working communication, you have to include the library

**EposCmd.dll or EposCmd64.dll**

to your 32-bit or 64-bit programming environment. You have to copy this file to the working directory of your system.

To configure the library 'EposCmd.dll' you have to use the function "VCS\_OpenDevice" if the settings are known. In addition, you can use the dialog "VCS\_OpenDeviceDlg" to open a port. For a correct communication you have to select the baudrate and the timeout. Use the function "VCS\_SetProtocolStackSettings". You have to do this before you can execute any EPOS command!

At the end of your program you have to close all opened ports.

For more detailed information about the initialisation procedure, have a look at the following chapter '[Programming](#)'.

Use the calling convention **\_\_stdcall** for this library. This convention is managing how the parameters are put on the stack and who is responsible to clean the stack after the function execution.

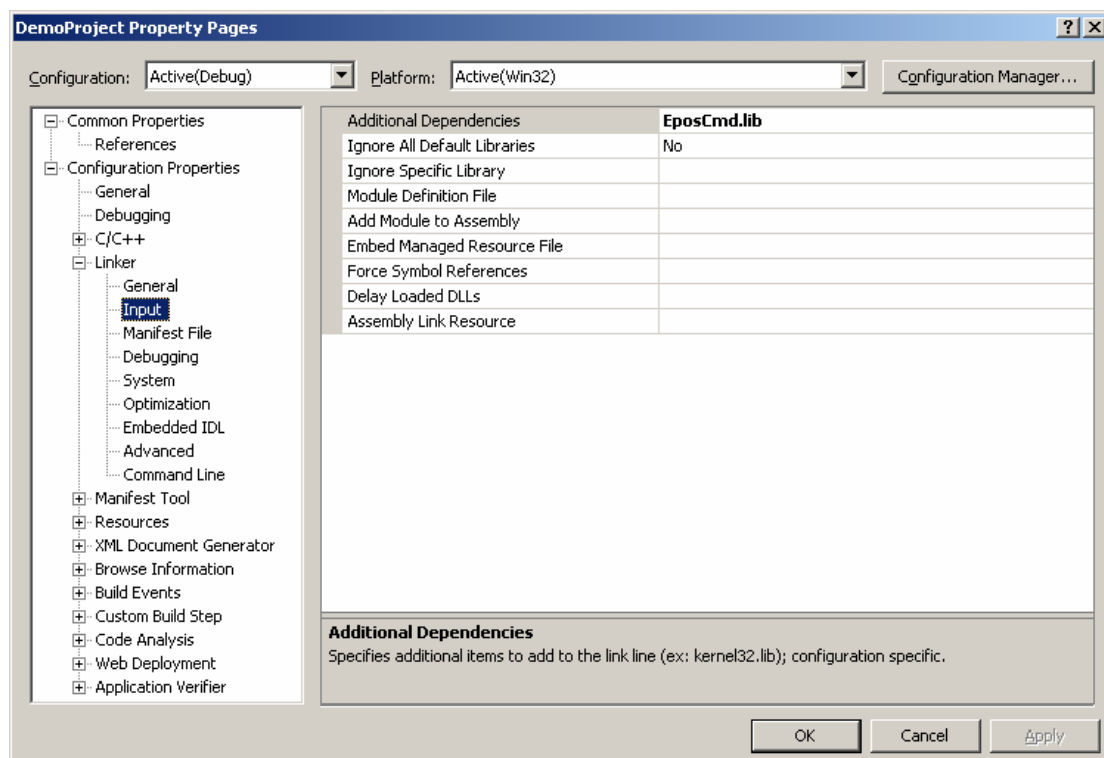
### 6.3 Microsoft Visual C++ Project

You need the following files to include the library to the programming environment of 'Microsoft Visual C++':

- Definitions.h:** Constant definitions and declarations of the library functions
- EposCmd.dll:** Dynamic link library for 32-bit environment
- EposCmd.lib:** Import library for 32-bit environment (COFF Format)
- EposCmd64.dll:** Dynamic link library for 64-bit environment
- EposCmd64.lib:** Import library for 64-bit environment (COFF Format)

The following steps are necessary to include the library correctly:

- First Step:** You have to copy all files to the working directory of the project.
- Second Step:** The header file 'Definitions.h' has to be included into the program code. Use the instruction **#include "Definitions.h"**.
- Third Step:** The required library has to be added to the project. For that purpose you have to open the menu point 'Properties' of the menu 'Project'. Select 'Linker' -> 'Input' in the tree of the left side. Add the 'EPOS Command DLL' in the edit field 'Additional Dependencies'. The figure shows the sample program version of this dialog.



**Figure 3: Project settings of Microsoft Visual C++**

After these three steps you can execute directly all library functions in your own code.



## 7 Programming

The following chapter explains how the fundamental programming looks like. For several programming languages we deliver an example program.

### 7.1 Fundamental Program Flow

To configure the communication with the EPOS correctly, you have to execute an initialisation function before the first communication command. The exact program flow looks like this:

#### Initialisation procedures

These functions have to be executed at the beginning of the program.

Functions	Description
VCS_OpenDevice (..., ..., ..., ...)	Initialisation of the port with the user data. For some information about the interface settings use the help functions.
VCS_OpenDeviceDlg (...)	Initialisation of the port. The dialog shows all available communication ports.
VCS_SetProtocolStackSettings (..., ..., ...)	Initialisation of the new baudrate and timeout.
VCS_ClearFault (..., ..., ...)	Deletes existing errors.

#### Help Functions

These functions are needed, if you do not know exactly how your interface is configured.

Functions	Description
VCS_GetDeviceNameSelection (..., ..., ..., ..., ...)	This function returns all available 'DeviceNames' for the function "VCS_OpenDevice".
VCS_GetProtocolStackName- Selection (..., ..., ..., ..., ...)	This function returns all available 'ProtocolStackNames' for the function "VCS_OpenDevice".
VCS_GetInterfaceName- Selection (..., ..., ..., ..., ...)	This function returns all available 'InterfaceNames' for the function "VCS_OpenDevice".
VCS_GetPortNameSelection (..., ..., ..., ..., ...)	This function returns all available 'PortNames' for the function "VCS_OpenDevice".

#### Communication with EPOS

Choose any of the EPOS commands.

Functions	Description
VCS_OperationMode (..., ..., ..., ...)	Set the operation mode (Position Mode, Profile Position Mode, Current Mode, ...).
VCS_GetEncoderParameter (..., ..., ..., ...)	Read all encoder parameters.
etc.	

#### Closing procedures

Before closing the program you have to release the port.

Functions	Description
VCS_CloseDevice (..., ..., ...)	Release the opened port.
VCS_CloseAllDevices (...)	Release all opened ports.

**How the interfaces are defined exactly, is described in the document "EPOS Command DLL"!**

## 7.2 Microsoft Visual C++ Example

Set the control parameters before you start this example program (e.g. motor and regulator parameters). Use the graphical user interface for this configuration.

The example 'Demo\_WinDLL' in Microsoft Visual C++ is a dialog based application. The application shows you, how the communication with the EPOS has to be configured.

First a configuration dialog is opened where you adjust your communication settings.

At the beginning the EPOS is set into 'Profile Position Mode'. The whole initialisation is programmed in the member function "Create()" of the class 'Demo\_WinDLL'. The opened port is released at the end in the function "Destroy".

Clicking on the buttons you can execute the EPOS commands:

- "VCS\_SetEnableState",
- "VCS\_SetDisableState",
- "VCS\_MoveToPosition"
- "VCS\_HaltPositionMovement".

The function "VCS\_MoveToPosition" can be used as absolute or relative positioning. Clicking the button "Device Settings" you can change your communication settings.

A timer is triggering a periodical update of the state and the actual position. Every 100ms the function "UpdateStatus()" is executed. If an error occurs during the update of the state the timer is stopped and an error report is displayed.