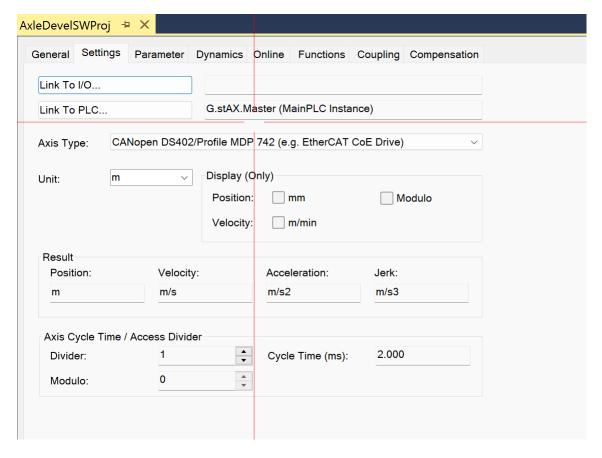
## Configuration CGSMini\_Robot01AxisMaster



Link with the global variable

{attribute 'TcNcAxis' := '.Line1Front := CGSMini\_Robot01AxisLine1Front;

.Line1Back := CGSMini\_Robot01AxisLine1Back;

.Line2Front := CGSMini\_Robot01AxisLine2Front;

.Line2Back := CGSMini\_Robot01AxisLine2Back;

.Master := CGSMini\_Robot01AxisMaster'}

stAX: ST\_Robot\_Axes;

Test code to Power-on (enable) virtual axis

fbPower(

Axis:= G.stAX.Master,

Enable:= bPower,

Enable\_Positive:= bPower,

Enable\_Negative:= bPower,

Override:= 100.0,

Status=>bPowerStatus,

Busy=>bBusy,

Error=>bError,

ErrorID=> errId);

```
fbReset(
       Axis:= G.stAX.Master,
       Execute:= bReset,
       Done=> bResetDone,
       Busy=> bBusy,
       Error=>bError,
       ErrorID=>errId);
CASE stm OF
10:
           bPower := TRUE;
           stm := 20;
       20:
           IF G.stAX.Master.Status.Error THEN //really at the level of NC
                   stm := 30;
           ELSE
                   stm := 50;
           END_IF
       30:
           bReset := TRUE;
           stm := 40;
       40:
           IF bResetDone THEN
                   bReset := FALSE;
                   stm := 50;
           END_IF
       50:
 bPowerStatus := fbPower.Status;
           IF bPowerStatus THEN
                   stm := 0;
           END_IF
0:stm := 0;
END_CASE
```

## Results when running the code:

fbPower.Status RETURN always FALSE, but the virtual axis is enabled!!! Why??

I want to underline that the same code can enable axis linked with real hardware without any issue.

```
1 fbPower (
2
     Axis:= G.stAX.Master,
     Enable TRUE := bPower TRUE ,
     Enable Positive TRUE := bPower TRUE,
 4
 5
     Enable Negative TRUE := bPower TRUE,
     Override 100 := 100.0,
 6
7
     Status FALSE =>bPowerStatus FALSE ,
     Busy TRUE =>bBusy FALSE ,
8
9
     Error TRUE =>bError FALSE,
10
     ErrorID 16#00004B09 => errId 0 );
11
12 fbReset (
13
     Axis:= G.stAX.Master,
     Execute FALSE := bReset FALSE ,
14
15
     Done FALSE => bResetDone FALSE,
16
     BusyFALSE => bBusyFALSE,
17
     Error FALSE =>bError FALSE ,
     ErrorID 16#00000000 =>errId 0 );
18
19
20 CASE stm 50 OF
21
    10:
22
       bPower TRUE := TRUE;
23
       stm 50 := 20;
24 20:
25
       IF G.stAX.Master.Status.ErrorFALSE THEN //rea
26
       stm 50 := 30;
27
       ELSE
28
       stm 50 := 50;
29
      END IF
30
     30:
31
      bReset FALSE := TRUE;
32
       stm 50 := 40;
33
     40:
34
       IF bResetDone FALSE THEN
       bReset<mark>FALSE := FALSE;</mark>
35
        stm 50 := 50;
36
37
       END IF
38
     50:
      bPowerStatusFALSE := fbPower.StatusFALSE;
39
40
       IF bPowerStatusFALSE THEN
41
       stm 50 := 0;
42
       END IF
43
44
    0:stm 50 := 0;
45 END CASERETURN
```

