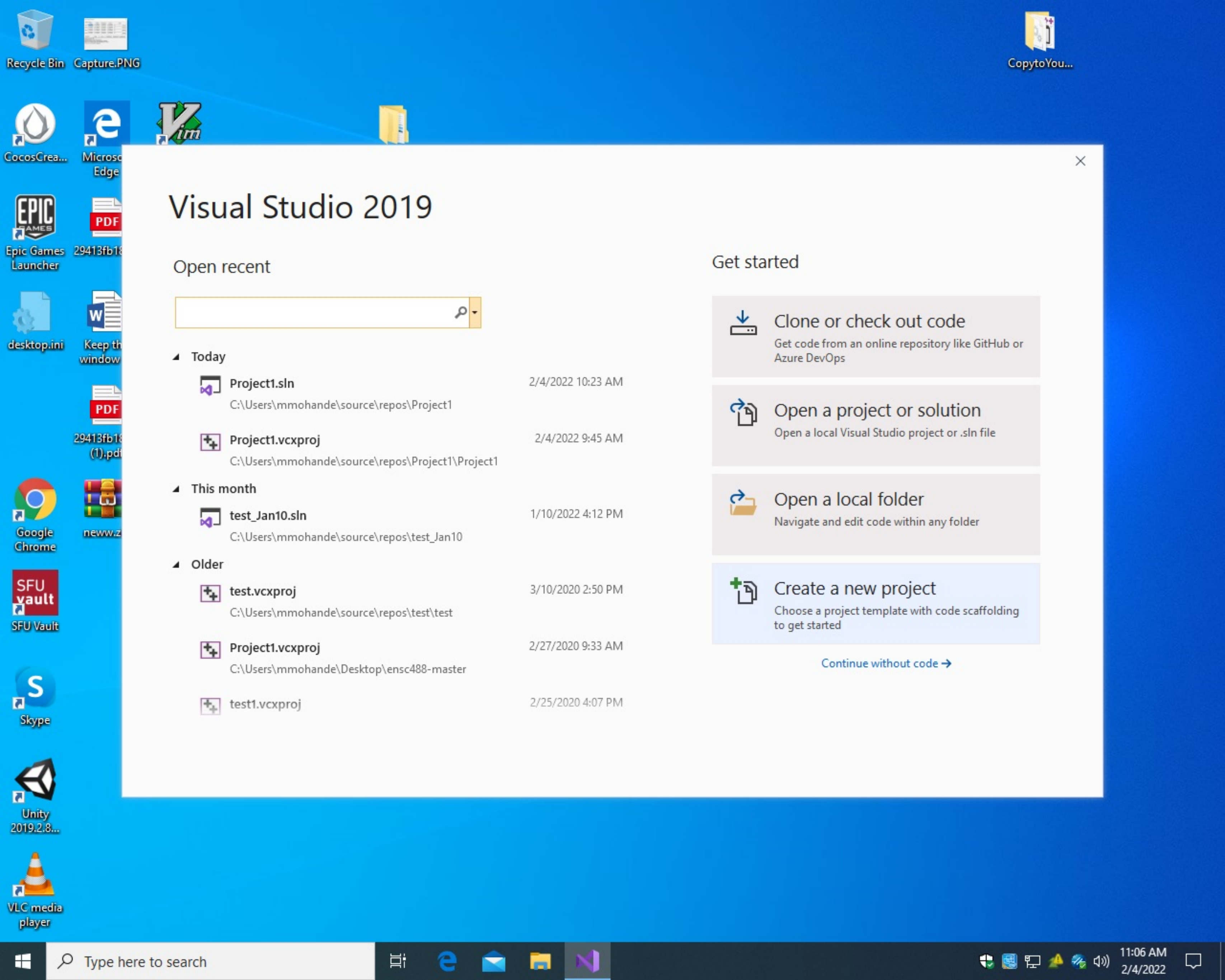


To setup the ENSC-488 emulator please follow the instructions in the following pages.


- The emulator is compatible with Visual Studio 2019 and 2017. (may be compatible with other versions but we have not tested)



Visual Studio 2019

Open recent




Today

-  **Project1.sln** 2/4/2022 10:23 AM
C:\Users\mmohande\source\repos\Project1
-  **Project1.vcxproj** 2/4/2022 9:45 AM
C:\Users\mmohande\source\repos\Project1\Project1

This month

-  **test_Jan10.sln** 1/10/2022 4:12 PM
C:\Users\mmohande\source\repos\test_Jan10

Older

-  **test.vcxproj** 3/10/2020 2:50 PM
C:\Users\mmohande\source\repos\test\test
-  **Project1.vcxproj** 2/27/2020 9:33 AM
C:\Users\mmohande\Desktop\ensc488-master
-  **test1.vcxproj** 2/25/2020 4:07 PM

Get started



Clone or check out code

Get code from an online repository like GitHub or Azure DevOps



Open a project or solution

Open a local Visual Studio project or .sln file



Open a local folder

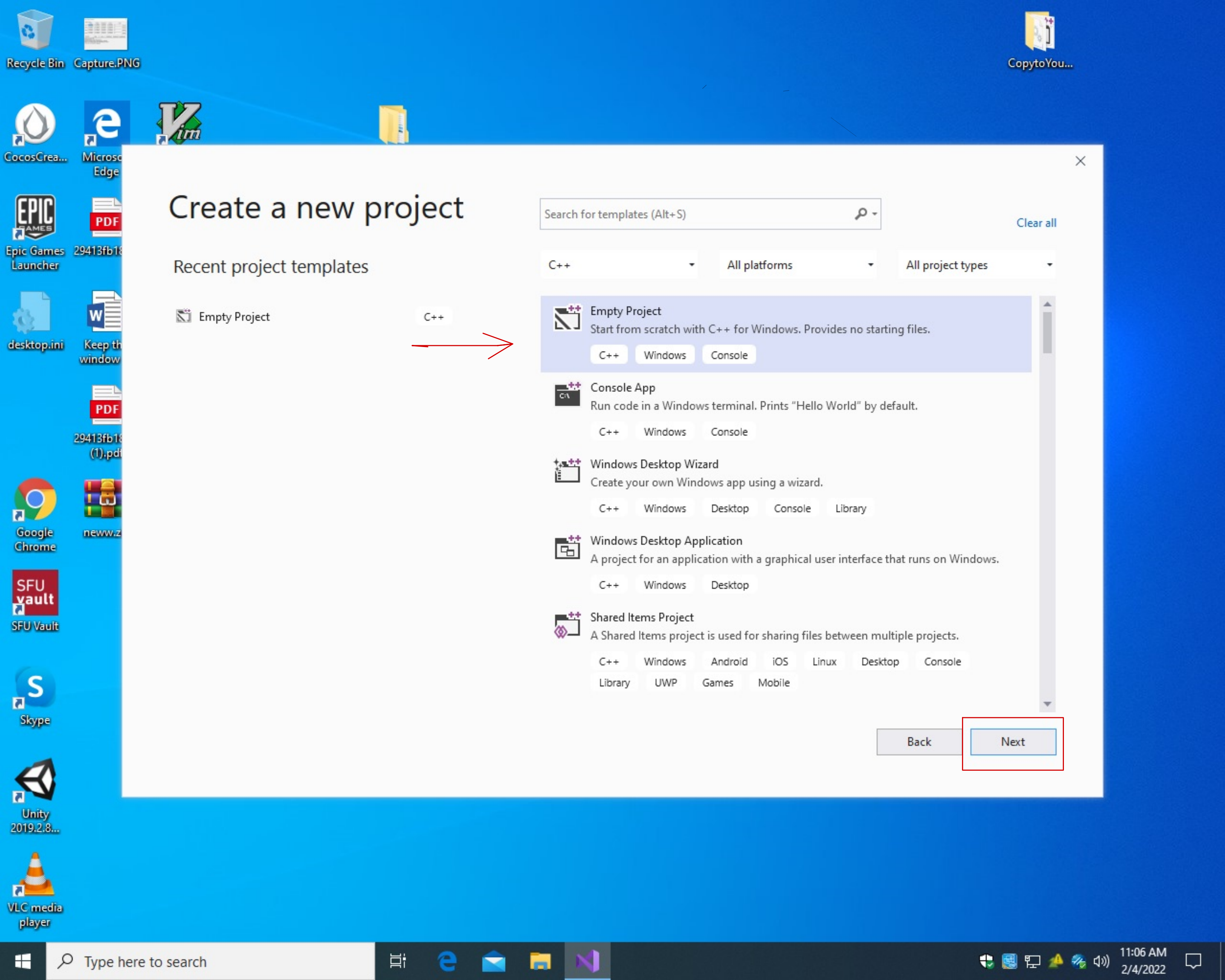
Navigate and edit code within any folder



Create a new project

Choose a project template with code scaffolding to get started

[Continue without code →](#)



Create a new project

Recent project templates

Empty Project

C++

Search for templates (Alt+S)



Clear all

C++

All platforms

All project types



Empty Project

Start from scratch with C++ for Windows. Provides no starting files.

C++

Windows

Console



Console App

Run code in a Windows terminal. Prints "Hello World" by default.

C++

Windows

Console



Windows Desktop Wizard

Create your own Windows app using a wizard.

C++

Windows

Desktop

Console

Library



Windows Desktop Application

A project for an application with a graphical user interface that runs on Windows.

C++

Windows

Desktop



Shared Items Project

A Shared Items project is used for sharing files between multiple projects.

C++

Windows

Android

iOS

Linux

Desktop

Console

Library

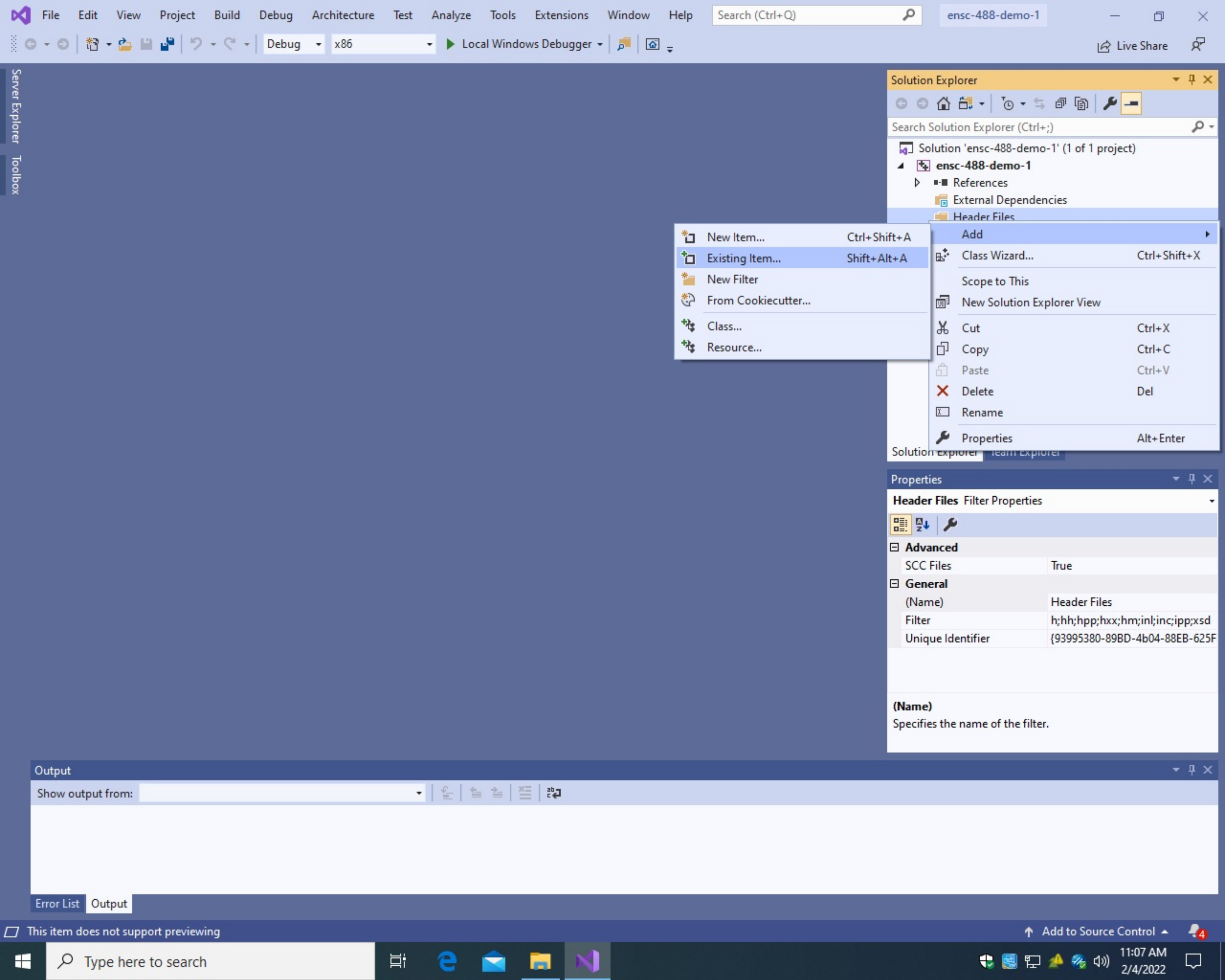
UWP

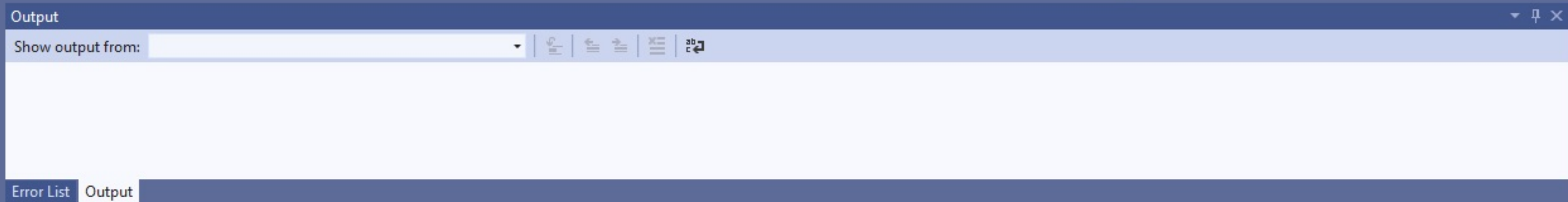
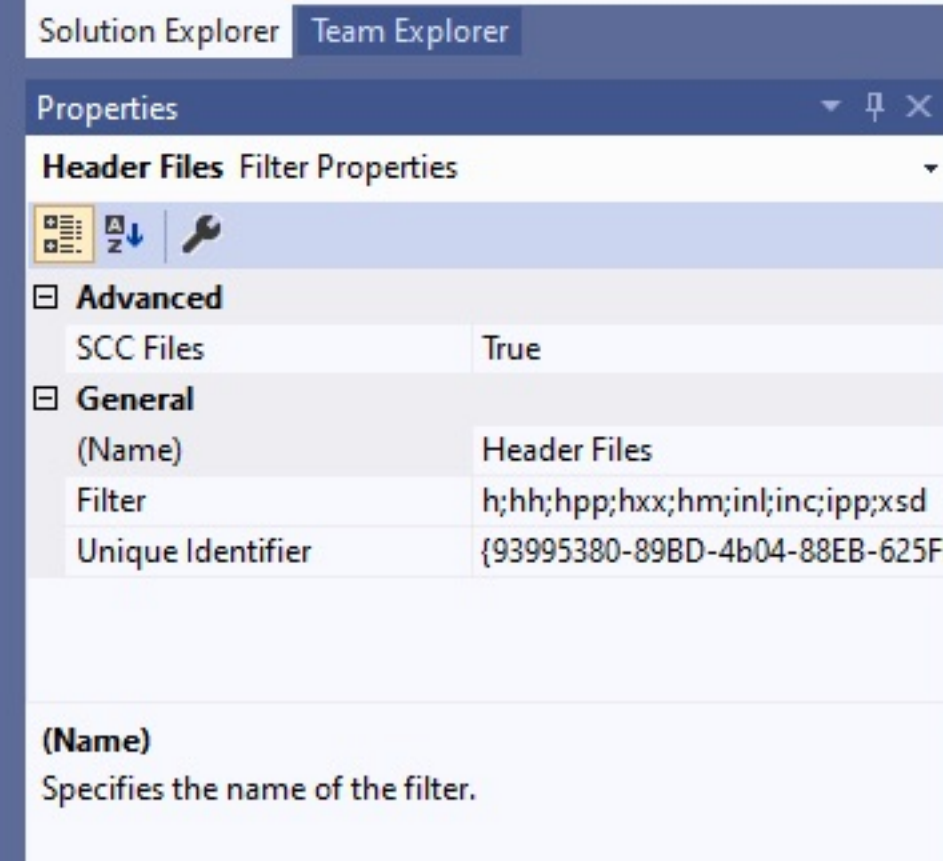
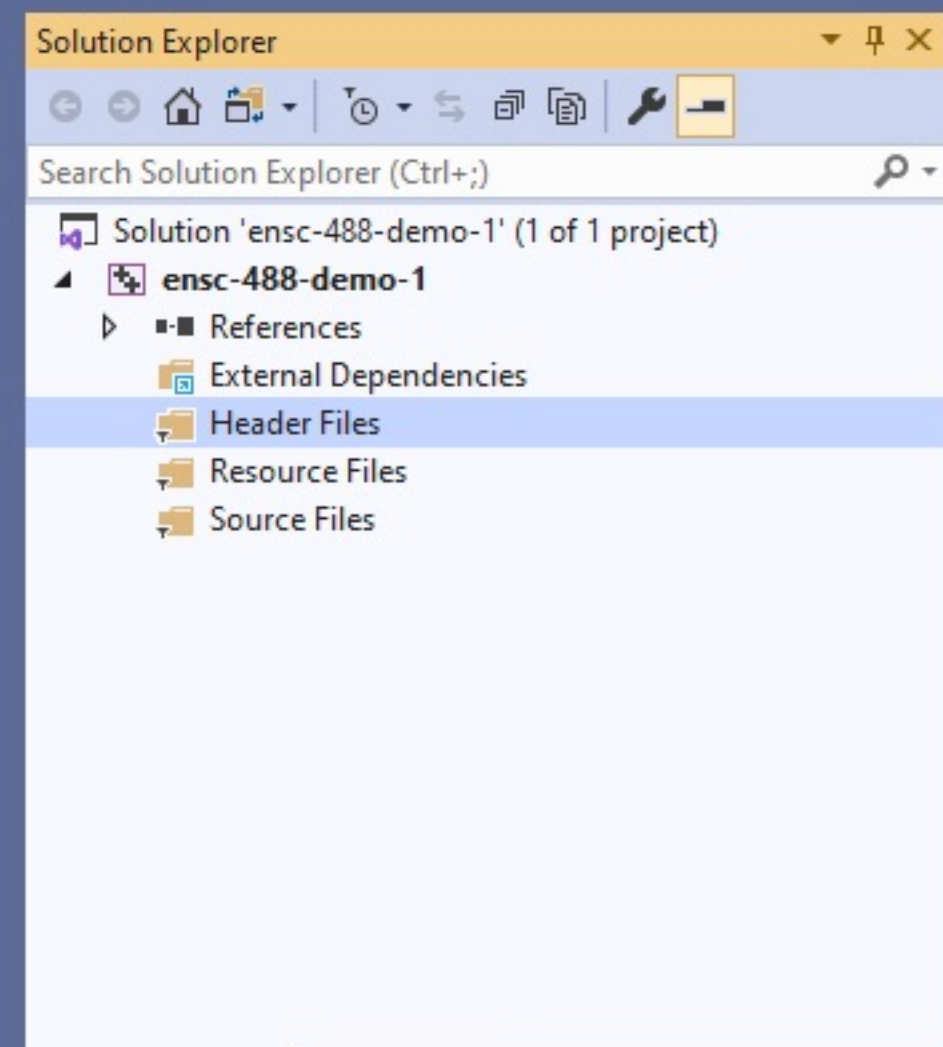
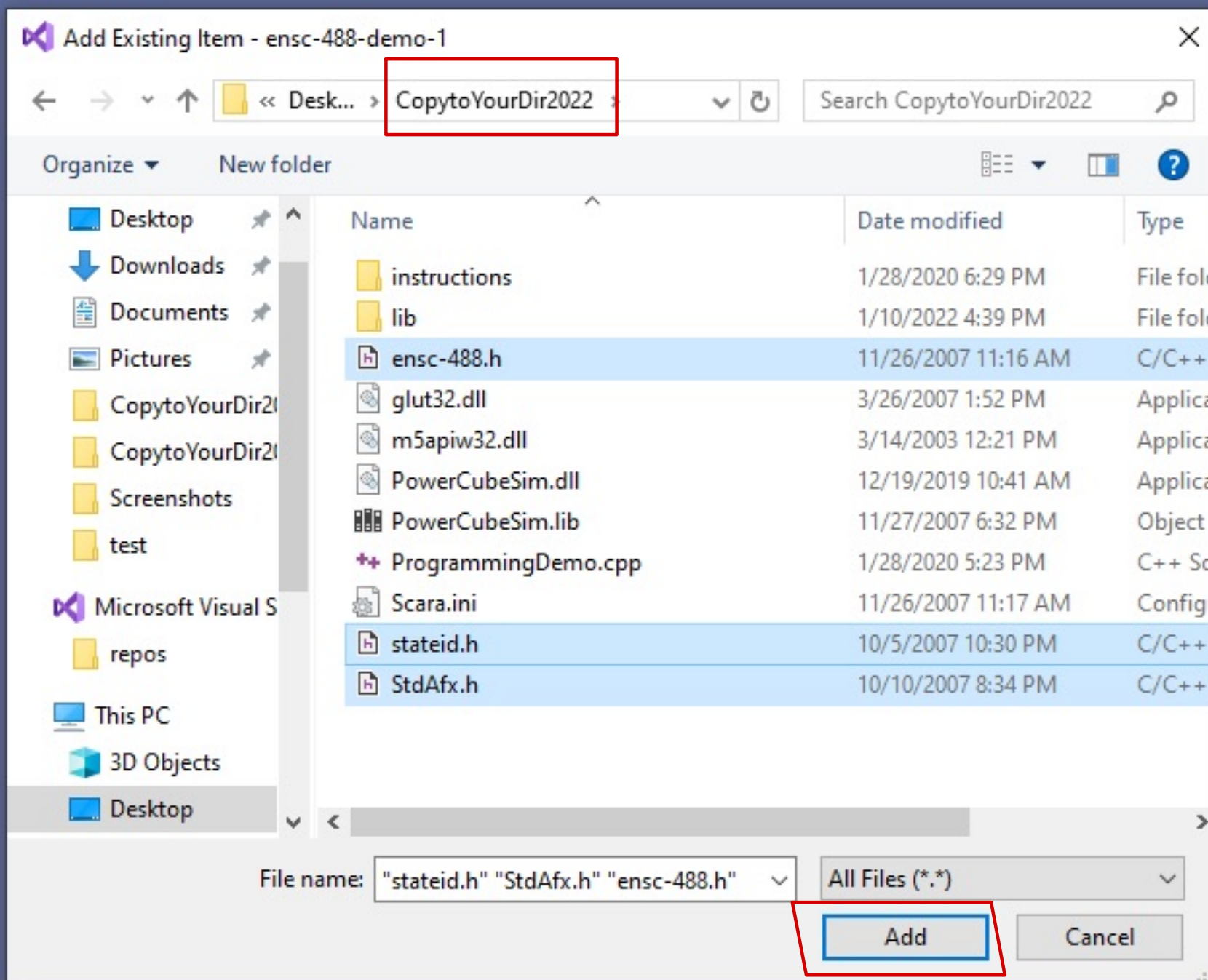
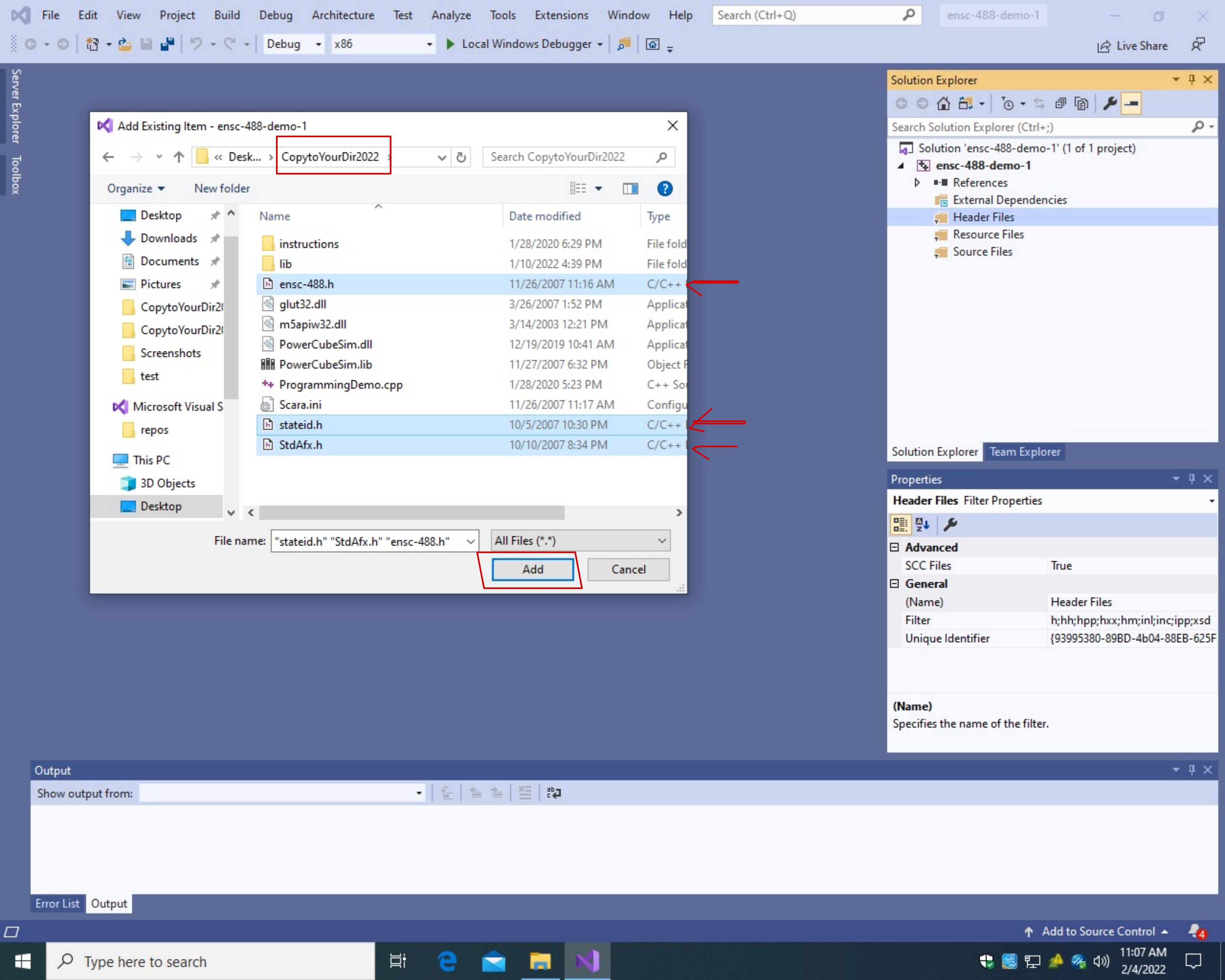
Games

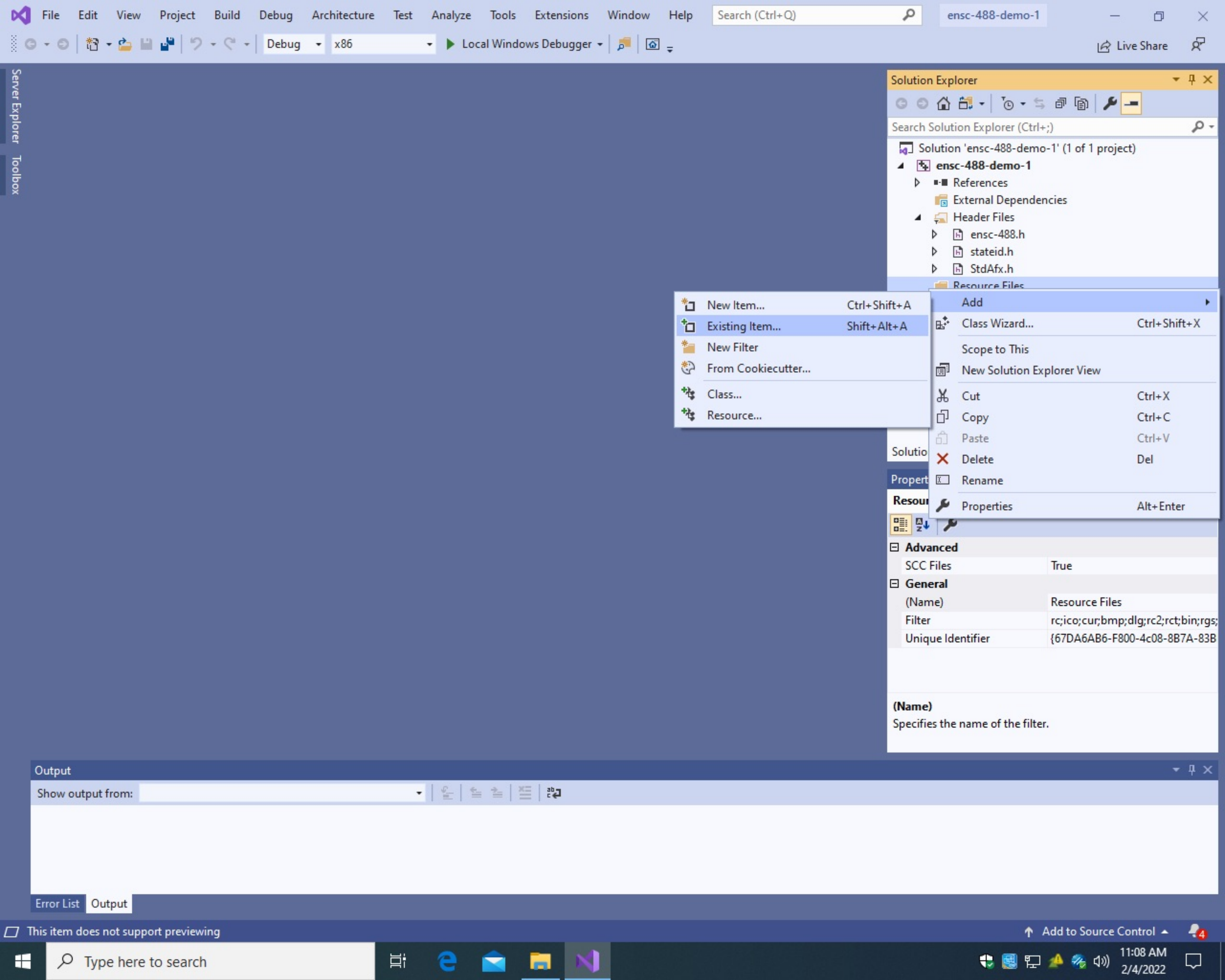
Mobile

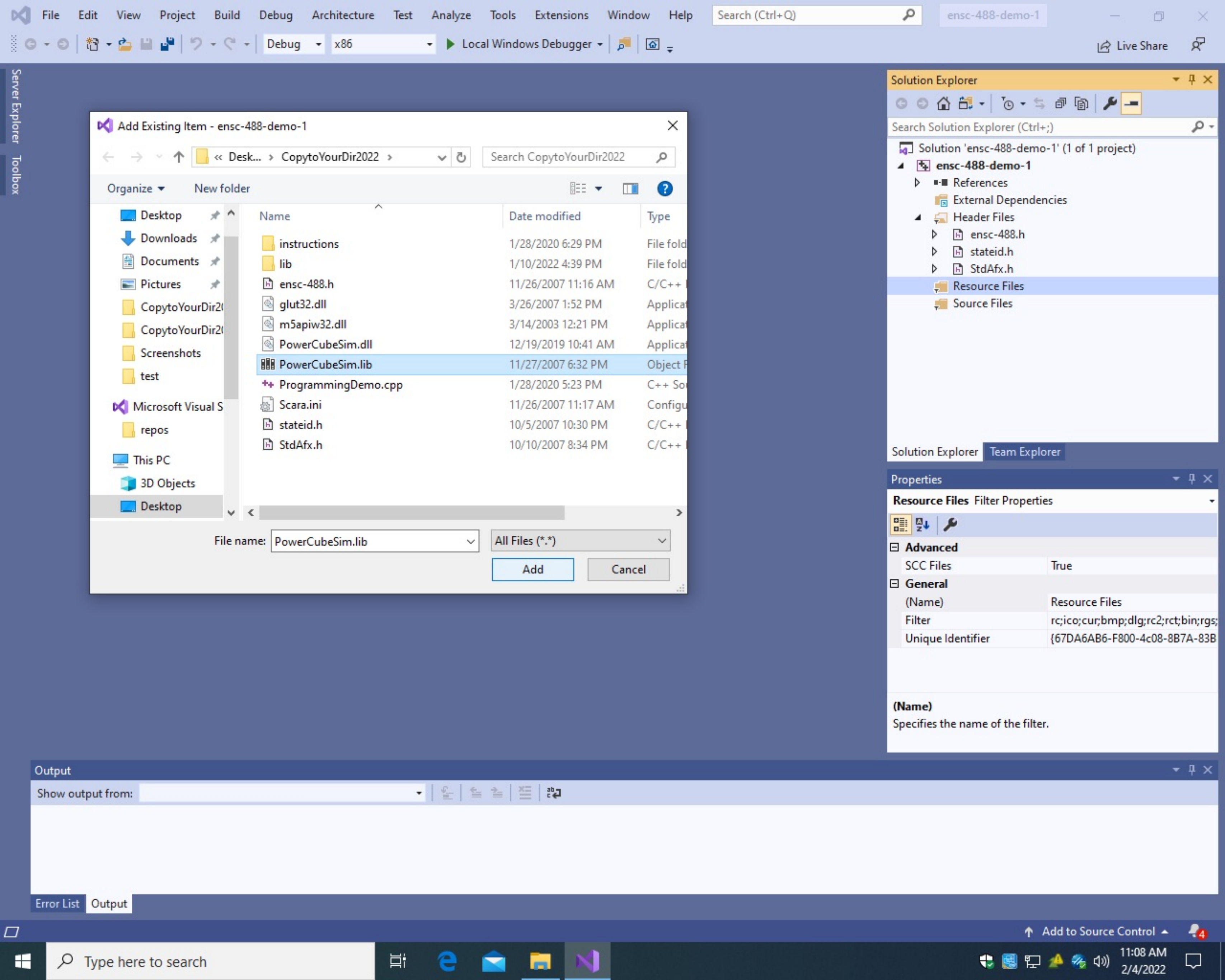
Back

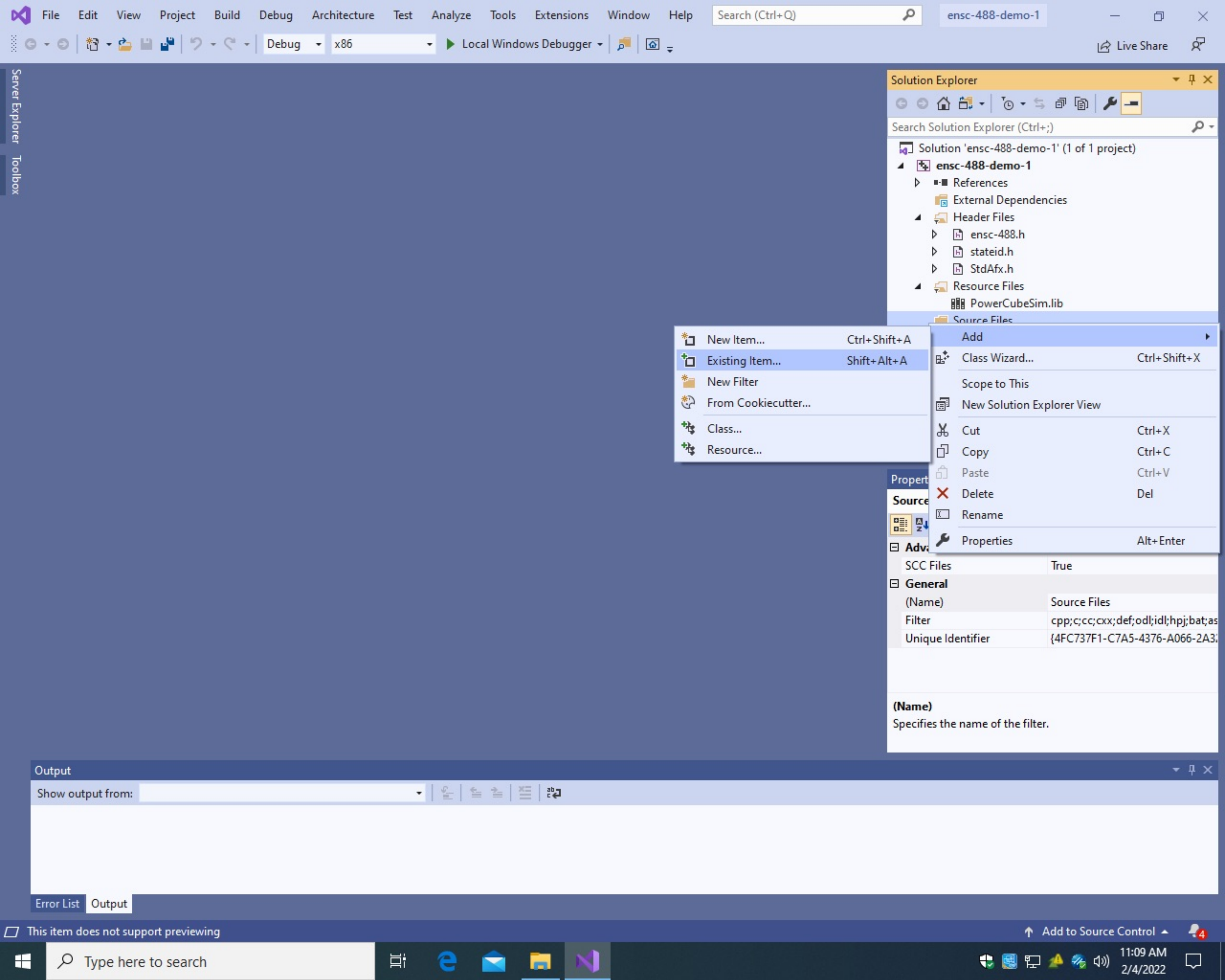
Next

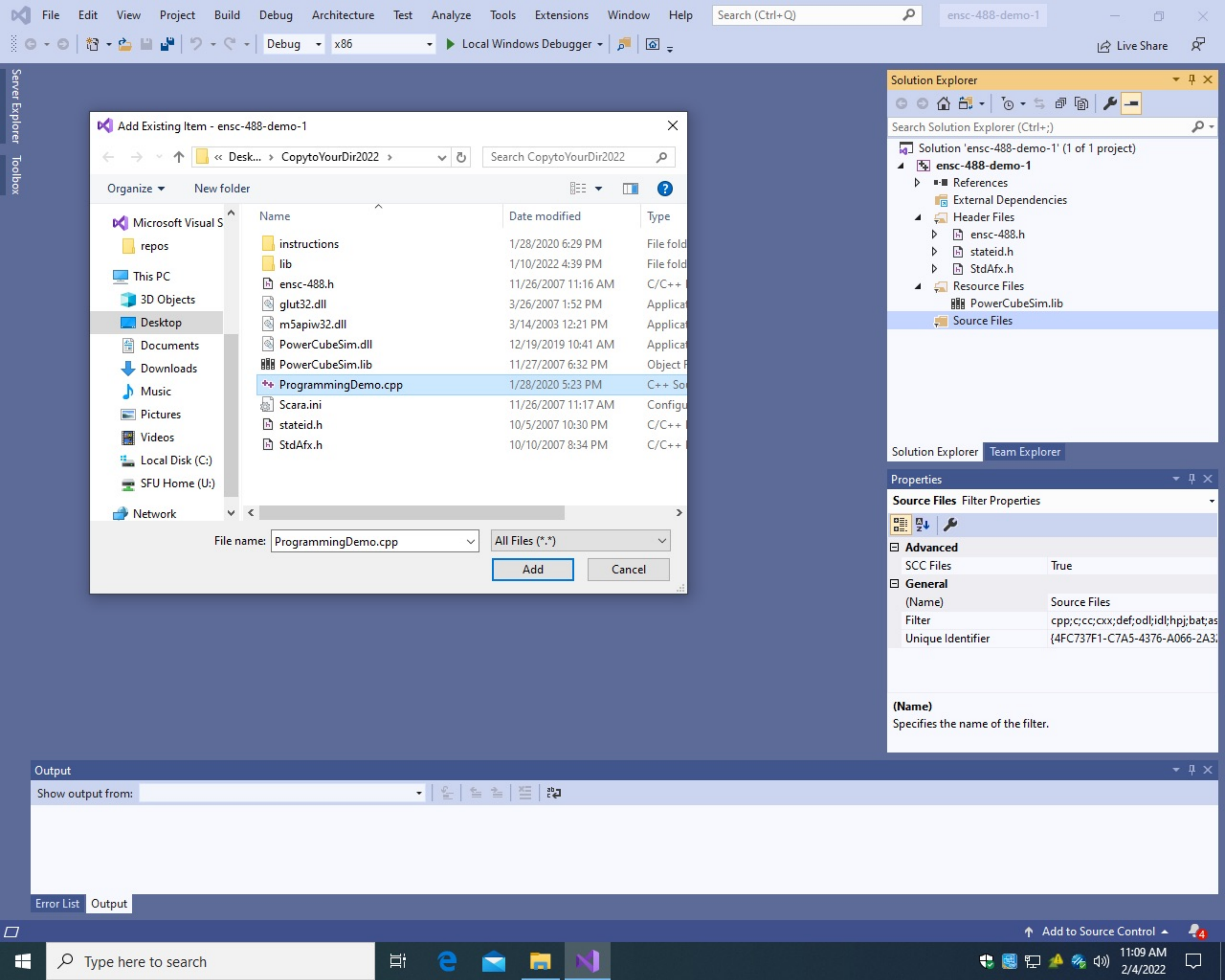


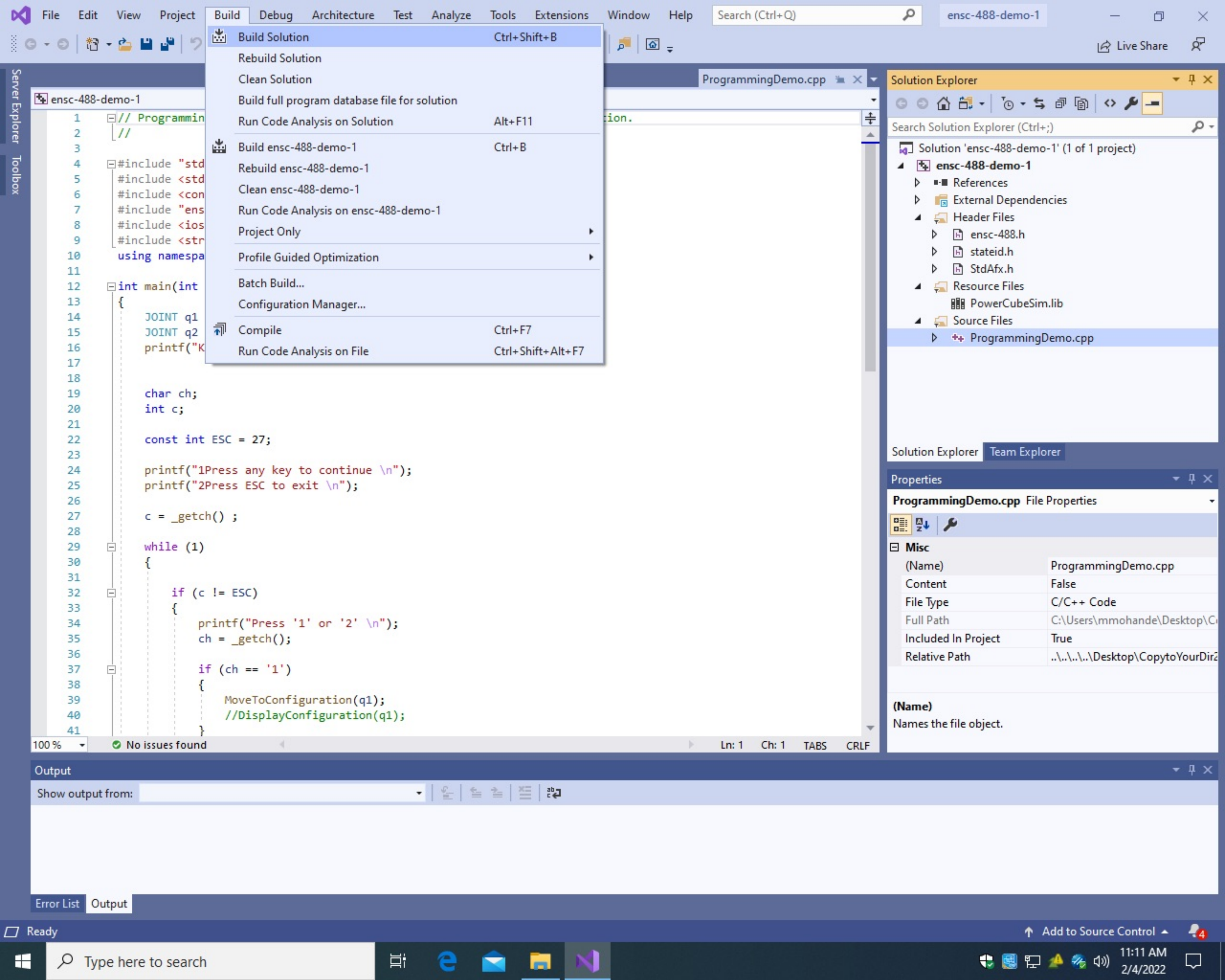


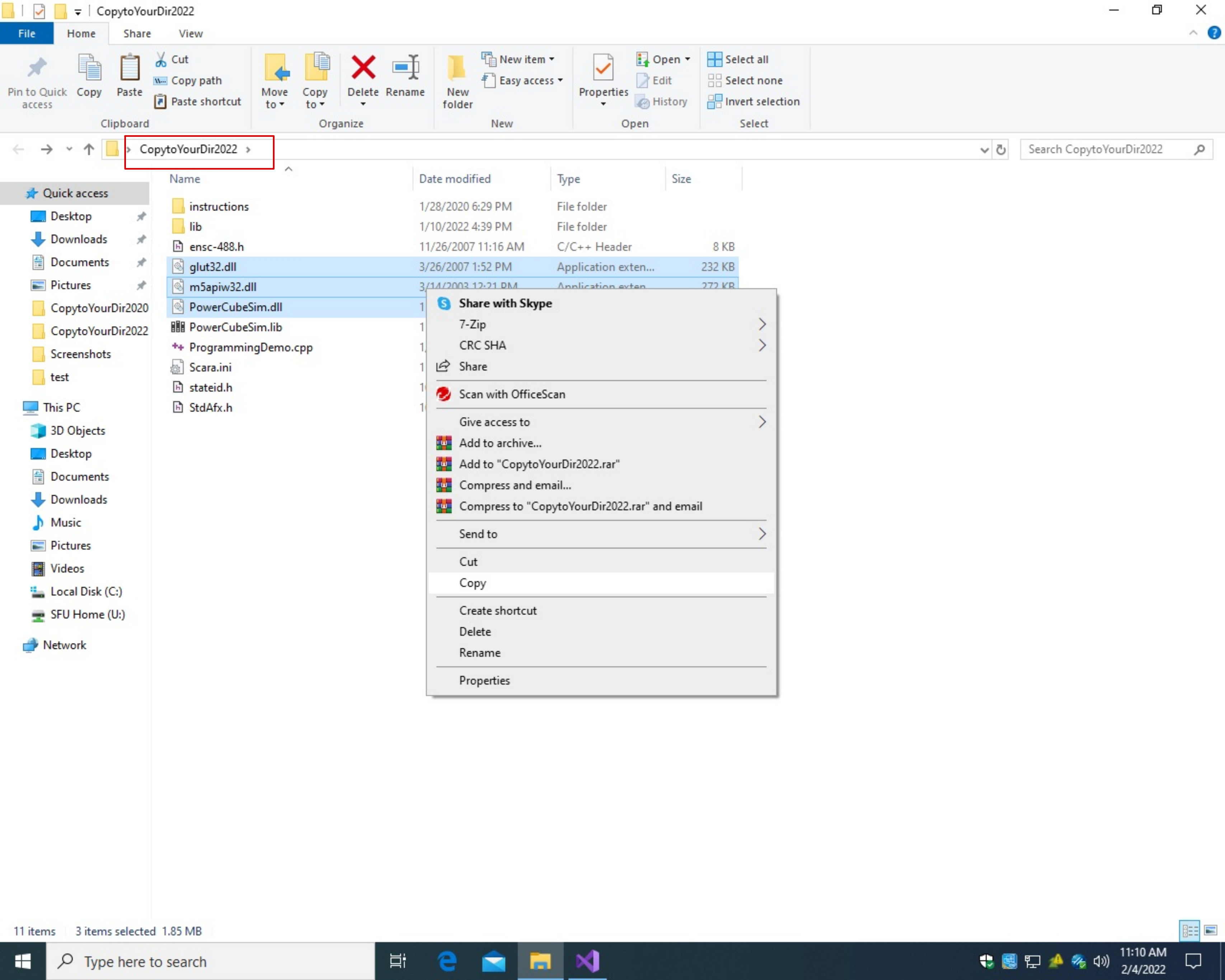




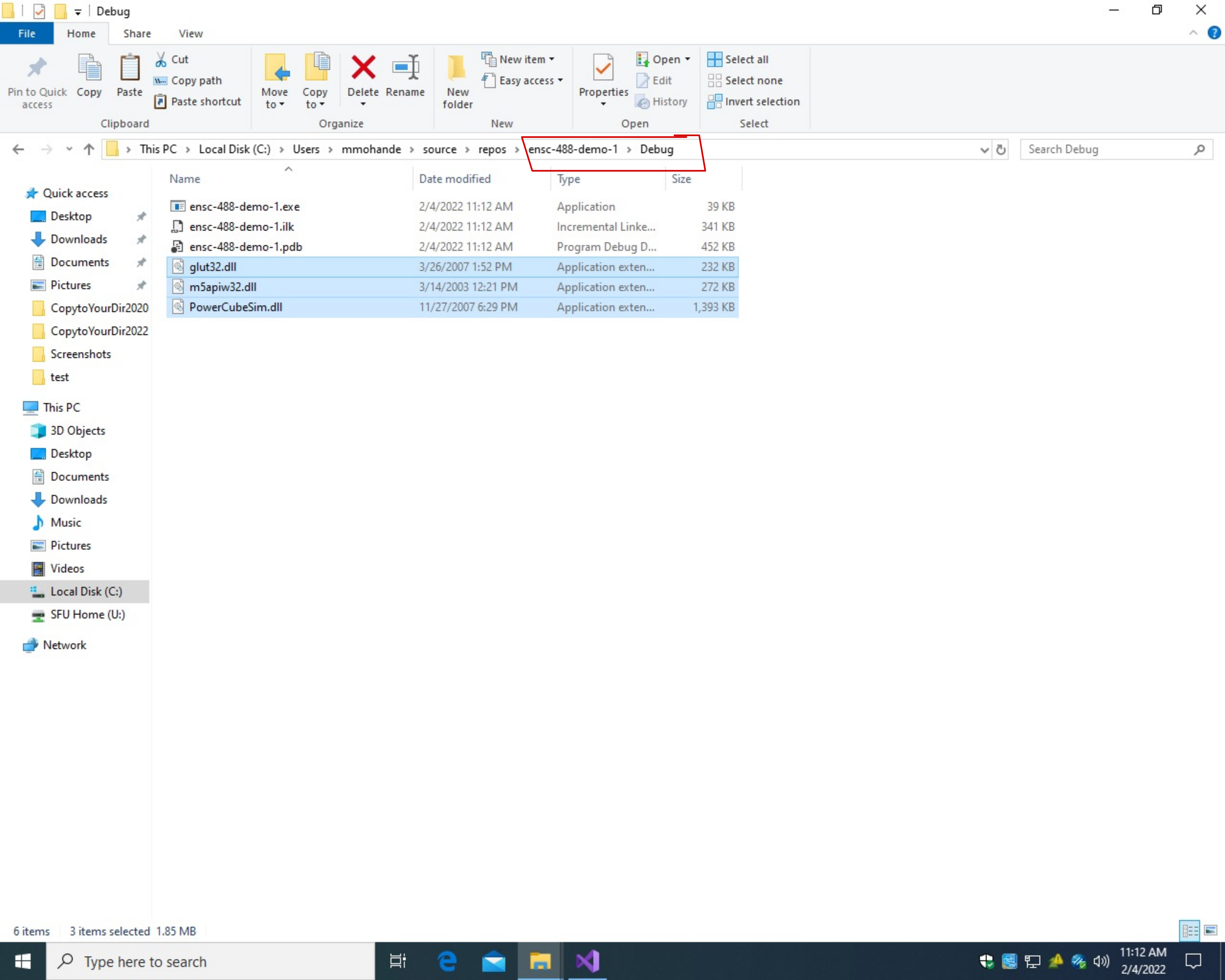








11 items | 3 items selected 1.85 MB






6 items | 3 items selected | 1.85 MB

For Visual Studio 2022 (or above)

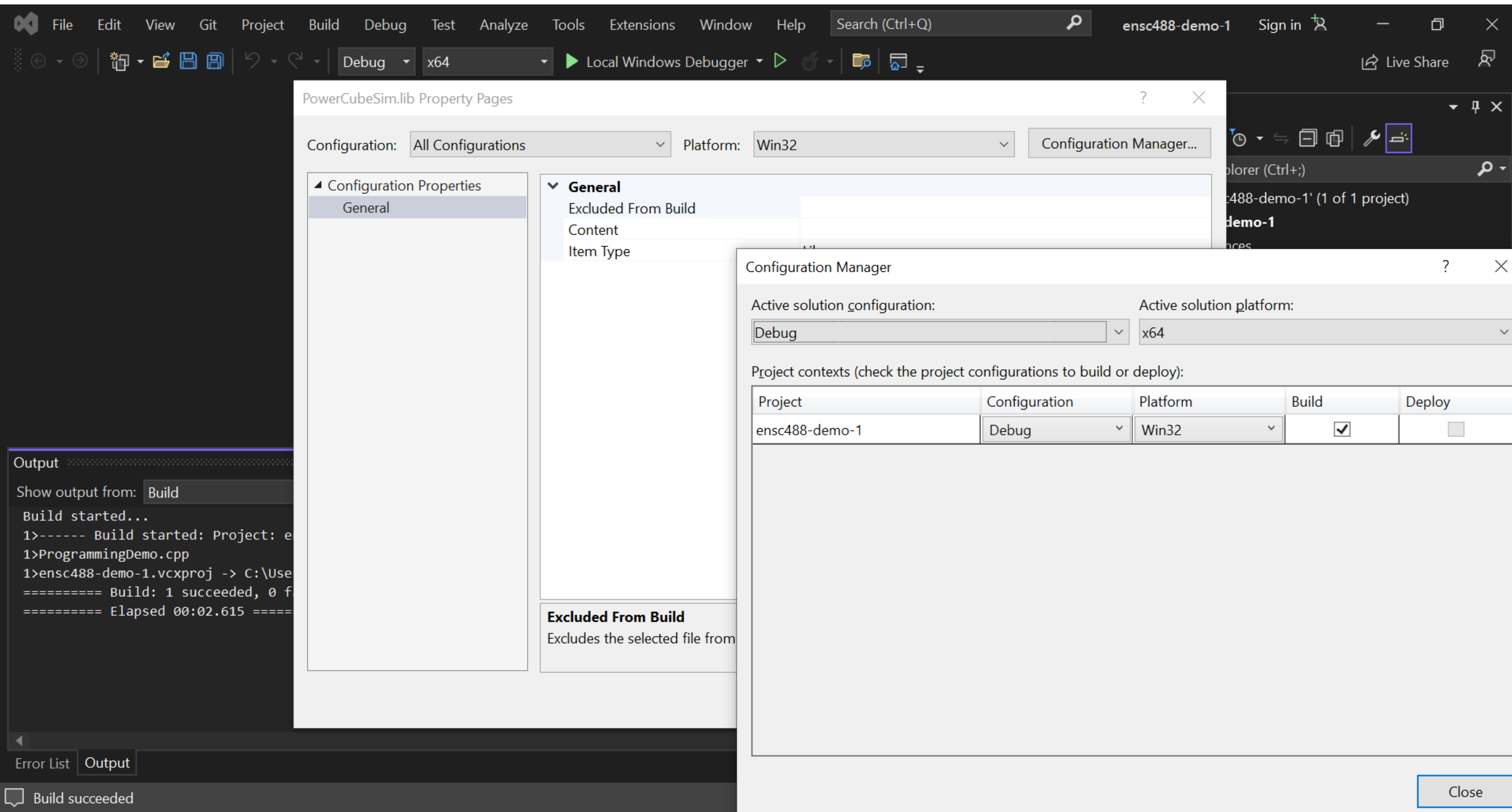
The Visual Studio Project must be setup to compile in **Win32 mode**.
By default, VS2022 selects x64 as the target platform, and this will cause the compiler to complain.

If you receive the following error in Visual Studio 2022 (or above):

 LNK2019 unresolved external symbol "__declspec(dllimport) bool __cdecl MoveToConfiguration(double (&)[4],bool)" (__imp_?MoveToConfiguration@@@YA_NAEAY03N_N@Z) referenced in function main	Project1	ProgrammingDemo.obj	1
 LNK4272 library machine type 'x86' conflicts with target machine type 'x64'	Project1	PowerCubeSim.lib	1
 LNK1120 1 unresolved externals	Project1	Project1.exe	1

Configure the project's target to compile using Win32 as the platform (for VS2022+ versions only):

- 1) Go To: Project->properties->configuration manager.
- 2) Change the project target to Win32



FileEditViewProjectBuildDebugArchitectureTestAnalyzeToolsExtensionsWindowHelp

Search (Ctrl+Q)

ensc-488-demo-1

Live Share

Debugx86Local Windows DebuggerLocal Windows Debugger

ProgrammingDemo.cpp

ensc-488-demo-1(Global Scope)

```
1 // ProgrammingDemo.cpp : Defines the entry point for the console application.
2 //
3
4 #include "stdafx.h"
5 #include <stdio.h>
6 #include <conio.h>
7 #include "ensc-488.h"
8 #include <iostream>
9 #include <string>
10 using namespace std;
11
12 int main(int argc, char* argv[])
13 {
14     JOINT q1 = {0, 0, -100, 0};
15     JOINT q2 = {90, 90, -200, 45};
16     printf("Keep this window in focus, and...\n");
17
18
19     char ch;
20     int c;
21
22     const int ESC = 27;
23
24     printf("1Press any key to continue \n");
25     printf("2Press ESC to exit \n");
26
27     c = _getch() ;
28
29     while (1)
30     {
31
32         if (c != ESC)
33         {
34             printf("Press '1' or '2' \n");
35             ch = _getch();
36
37             if (ch == '1')
38             {
39                 MoveToConfiguration(q1);
40                 //DisplayConfiguration(q1);
41             }
42         }
43     }
44 }
```

100 %No issues foundLn: 1Ch: 1TABS CRLF

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'ensc-488-demo-1' (1 of 1 project)

ensc-488-demo-1

References

External Dependencies

Header Files

ensc-488.h

stateid.h

StdAfx.h

Resource Files

PowerCubeSim.lib

Source Files

ProgrammingDemo.cpp

Solution ExplorerTeam Explorer

Properties

ProgrammingDemo.cpp File Properties

Misc

(Name)	ProgrammingDemo.cpp
Content	False
File Type	C/C++ Code
Full Path	C:\Users\mmohande\Desktop\C...
Included In Project	True
Relative Path	..\..\..\Desktop\CopytoYourDir2

(Name)

Names the file object.

Output

Show output from: Build

1>----- Build started: Project: ensc-488-demo-1, Configuration: Debug Win32 -----
1>ProgrammingDemo.cpp
1>ensc-488-demo-1.vcxproj -> C:\Users\mmohande\source\repos\ensc-488-demo-1\Debug\ensc-488-demo-1.exe
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====

Error ListOutput

Build succeeded

Add to Source Control

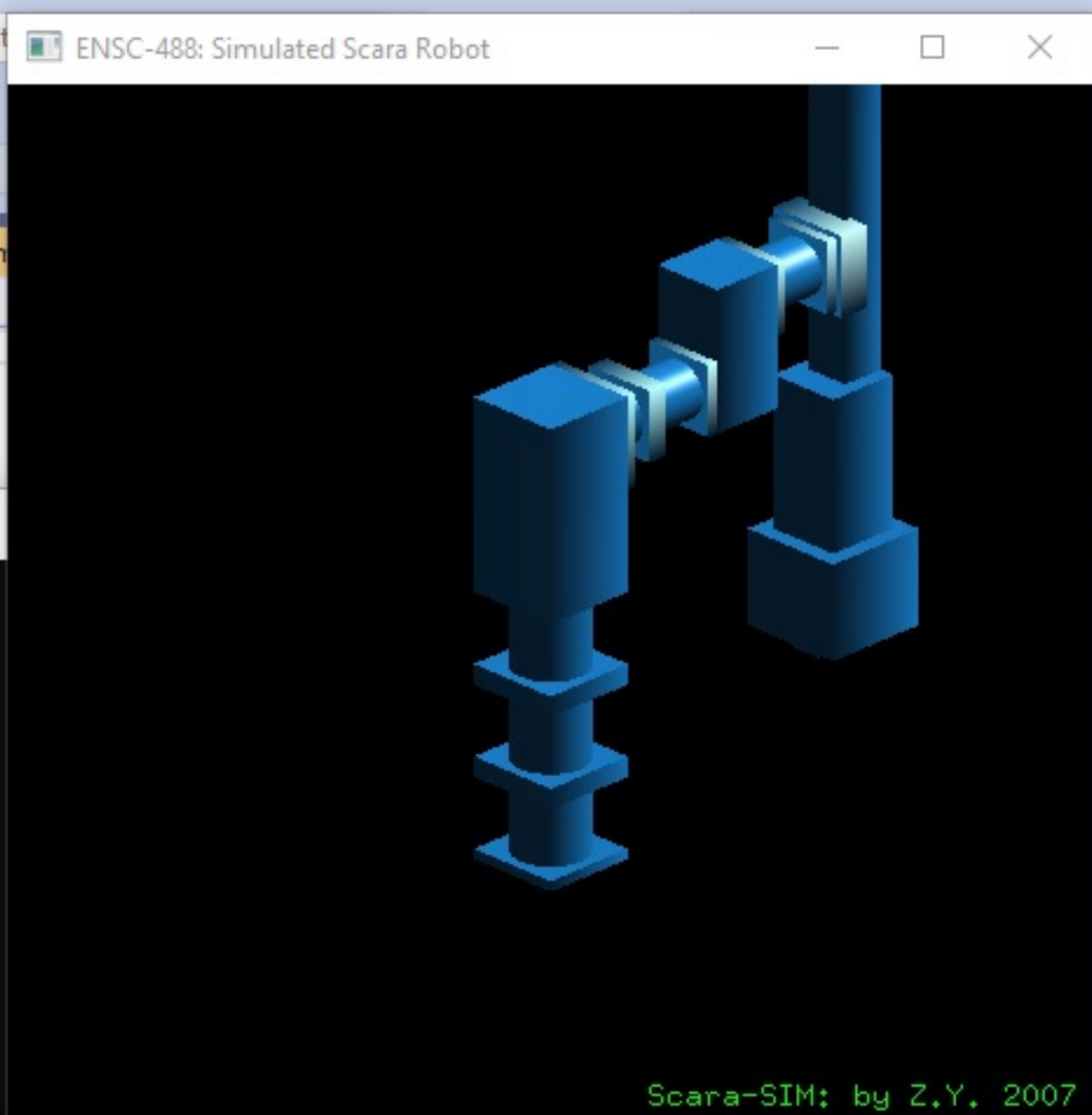
4

Type here to search

11:13 AM 2/4/2022


```
File Edit View Project Build Debug Architecture Test Analyze Tools Extensions Window Help Search (C...
Debug x86 Continue
Process: [13244] ensc-488-demo-1.exe Lifecycle Events Thread: Stack Frame:
Programme

ensc-488-demo-1 (Global Scope)
1 // ProgrammingDemo.cpp : Defines the entry point for the console application.
2 //
3
4 #include "stdafx.h"
5 #include <stdio.h>
6 #include <conio.h>
7 #include "ensc-488.h"
8 #include <iostream>
9 #include <string>
10 using namespace std;
11
12 int main(int argc, char* argv[])
13 {
14     JOINT q1 = {0, 0, 0, 0};
15     JOINT q2 = {90, 0, 0, 0};
16     printf("Keep this window in focus, and...");
17
18     char ch;
19     int c;
20
21     const int ESC = 27;
22
23     printf("1Press any key to continue\n");
24     printf("2Press ESC to exit\n");
25
26     c = _getch();
27
28     while (1)
29     {
30         if (c != -1)
31         {
32             printf("You pressed: %c\n", c);
33             ch = c;
34
35             if (ch == '1')
36             {
37                 // ...
38             }
39             if (ch == '2')
40             {
41                 // ...
42             }
43         }
44     }
45 }
```



Robot Status Monitor						
Robot Status						
	Value	Velocity	Acceleration	Current	State	
Joint 1	90	0	0	-1	33280	Means
Joint 2	0	0	0	-1	33280	Means
Joint 3	-175	0	0	-1	33280	Means
Joint 4	0	0	0	-1	33280	Means
Messages: Clear Limits StopRobot ResetRobot HomeRobot						
Initializing, please wait... The emulator has been initialized.						