Keysens

Project Files

Technical note

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Keysens - Machine Vision
Poligono Ecce Homo nave 4. 12530 Burriana, Spain
info@keysens.com
www.keysens.com

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1 Introduction

Keysens **runtime software loads on start up to three project files, one assigned to each of the three cameras the device can manage. Project files are named:** `project.vmv`**,** `projectCAM2.vmv` **and** `projectCAM3.vmv`**. Respectively, they are assigned to camera 1, camera 2 and camera 3.**

If a project file does not exist, the *runtime* will assume a default project for that camera, and will initialize it in memory. This default project only consists of capturing an image.

If one of the camera is not present, the corresponding project is also loaded or created as a default project (if not found).

Project files are constructed graphically with *vDevelop*, the *Keysens* vision projects development program. *vDevelop* stores projects in the development PC and can upload them to a Vision Processor running the *runtime*. It can also download the projects stored in a Vision Processor. When uploading and downloading projects, the user selects the camera number in *vDevelop*: camera one, two or three.

Besides, the *runtime* has the facility of changing the project assigned to a camera. This action is done when it receives a message command from any of the robot or HMI that has a TCP/IP communication line open. The command messages to change projects are:

Message	Meaning
[CAM999]	Select a camera, following messages will affect to this camera. Valid numbers are 1, 2 or 3.
[PRO999]	Load a new project number for the selected camera.

In the message, `'999'` **means an integer number of any number of figures, may have leading spaces.**

When changing the project assigned to a camera, the *runtime* loads, if found, a project named `project999.vmv` **for camera 1,** `projectCAM2_999.vmv` **for camera 2 or** `projectCAM3_999.vmv` **for camera 3.**

Here `'999'` **means an integer number of any number of figures without leading spaces.**

If the file is not found, no action is performed.

After successfully loading a project, it is stored in disk as the current project for the specified camera, so that the Vision Processor will load it in further work sessions. That is, it is stored with name: `project.vmv` **for camera 1,** `projectCAM2.vmv` **for camera 2 or** `projectCAM3.vmv` **camera 3.**

This way, a Vision Processor can perform several vision projects. Any robot or HMI in the installation can send a command to change the project.

All project files are in folder:

`../cfg`

It is a relative route from the folder the *runtime* is installed.

2 Project files resume table

The following table resumes the names of the project files.

File	Meaning
project.vmv	**Project file for camera 1 on start up.**
projectCAM2.vmv	**Project file for camera 2 on start up.**
projectCAM3.vmv	**Project file for camera 3 on start up.**
project999.vmv	**Project file for camera 1 to be loaded when receving a [PRO999] command message, when camera 1 is selected.**
projectCAM2_999.vmv	**Project file for camera 1 to be loaded when receving a [PRO999] command message, when camera 2 is selected.**
projectCAM3_999.vmv	**Project file for camera 1 to be loaded when receving a [PRO999] command message, when camera 3 is selected.**

Note: in file names `'999'` means an integer number without leading spaces. In command messages `'999'` means an integer number that may have leading spaces.

3 Comments

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