

# Robot Server

## ActiveX/COM

### Developer Object

By

<http://www.progwhiz.com>

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## Introduction

The Robot ActiveX Server allows developers to create their own customized *Server Application*. The ActiveX is flexible to allow the developer to do the following:

- Passthrough
- Non Passthrough (programmatically triggering existing methods via existing Events)
- Non Passthrough (with new Hardware using new methods via existing Events)

By utilizing the methods seamlessly via the events and properties or take control by executing methods under the rules they apply for the *non-passthrough* property. The last scenario is to create your own Interfaces to other types of hardware and leverage the ActiveX IP command communication Interface via the Events

This document defines the Robot Server Attributes categorized as follows:

- ❖ **Properties**
- ❖ **Methods**
- ❖ **Events**

## Properties

### Configure TCP/IP Attributes

Name

[TCP\\_IP Return Char](#)

Description

Server IP Address. This is not required to be set

Name

[TCP\\_Last\\_msg\\_Rec](#) Return Char

Description

The last message sent to the Server

Name

[TCP\\_Last\\_Msg\\_Sent](#) Return Char

Description

The last message sent by the Server

Name

[TCP\\_Port](#) Return Long

Description

The listening port of the server

Name

[TCP\\_Monitor\\_Idle\\_Connections](#) Return Boolean

Description

The removal of idle connections to the Server that were complete the user login process

Name

[TCP\\_Manager\\_Monitor\\_Idle\\_Connections](#) Return Boolean

Description

The removal of idle connections to the Server Manager that were complete the user login process

Name

[TCP\\_Manager\\_Limit](#) Return Int

Description

User limit to connect as Server Manager. Default is 1.

Name

[TCP\\_Manager\\_Port](#) Return Long

Description

TCP Port for Manager Service

Name

[TCP\\_SyncMsgDelay](#) Return Long

Description

Synchronisation delay. Internal parameter default value of 300 is optimal

Name

[TCP\\_ConnectionTimeout](#) Return Int

Description

Set timeout for connection attempt failing security handshake protocol. Only valid when Server set to Secure TCP. Default is 0. If required set to 10.

Name

[TCP\\_Secure](#) Return Boolean

Description

Set Server to Secure TCP only connections. Default is False

Name

[TCP\\_ReturnPortUsed](#) Return Int

Description

Returns the last channel used to retrieve a sensor value when TCP\_Transmit set to false

Name

[TCP\\_Manager\\_Secure](#) Return Boolean

Description

Set Manager to Secure TCP connections only if set to True

Name

[TCP\\_ReturnValueStr](#) Return Char

Description

The returned value from [TCP\\_ProcessGetSettings](#) when TCP\_Transmit is false

Name

[TCP\\_ReturnValue](#) Return Long

Description

The returned value from a sensor read method when TCP\_Transmit is false

Name

[TCP\\_Delay](#) Return Long

Description

TCP Delay. Default is 50

Name

[TCP\\_CameraImageBuffer](#) Return Char

Description

Returns the image file contents

Name

[TCP\\_Manager\\_Password](#) Return Char

Description

Current Password for Manager User

Name

[TCP\\_ImageArchive](#) Return Boolean

Description

When set to true the file will be appended with date and time stamp

Name

[TCP\\_Passthrough](#) Return Boolean

Description

If set to True Process each command seamlessly as the commands arrive from the Client. Default is True

Name

`TCP_Transmit` Return Boolean

Description

Utilise the Server's TCP communication and transmit the response to the client. Executes implicitly when `TCP_Passthrough = True`

Name

`TCP_AckInitialConnect` Return Boolean

Description

When set to True, Server sends verification to client once connected. default is False. **Now obsolete as managed under `TCP_Secure` property**

Name

`TCP_User_limit` Return Int

Description

Set the number of concurrent users allowed

Name

`TCP_State` Return Char

Description

Show the status of the Server (Listening or Not Listening)

Name

`TCP_VerifySocknumIsValid_For_NonPT` Return Boolean

Description

Set to True to Verify the Socket us valid. Option when in `TCP_Passthrough` is False

Name

`TCP_AutoUse_Socknum_If_Valid` Return Boolean

Description

Set to True to use Socket in place of Socket index in the event users connect/disconnect frequently. This will ensure proper communications for lengthy transmissions (for e.g. image files)

## Configure Scripting Attributes

The following properties sets the names of the scripts without file path as scripts reside in the installed or working folder

Scriptname1 Return Char  
Scriptname2 Return Char  
Scriptname3 Return Char  
Scriptname4 Return Char  
Scriptname5 Return Char  
Scriptname6 Return Char

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## Configure Controller Attributes

The following properties sets the Channels:

- Ports (port#) [0 to 23]
- Device (Dev#) [1 to 127]
- Device Type (Type#) [0=Servo, 1=Switch, 2=Sensor]

```
Channel1_Port Return Int
Channel2_Port Return Int
Channel3_Port Return Int
Channel4_Port Return Int
Channel5_Port Return Int
Channel6_Port Return Int
Channel7_Port Return Int
Channel8_Port Return Int
Channel9_Port Return Int
Channel10_Port Return Int
Channel11_Port Return Int
Channel12_Port Return Int
Channel13_Port Return Int
Channel14_Port Return Int
Channel15_Port Return Int
Channel16_Port Return Int
Channel17_Port Return Int
Channel18_Port Return Int
Channel19_Port Return Int
Channel20_Port Return Int
Channel21_Port Return Int
Channel22_Port Return Int
Channel23_Port Return Int
Channel24_Port Return Int
Channel1_Dev Return Int
Channel2_Dev Return Int
Channel3_Dev Return Int
Channel4_Dev Return Int
Channel5_Dev Return Int
Channel6_Dev Return Int
Channel7_Dev Return Int
Channel8_Dev Return Int
Channel9_Dev Return Int
Channel10_Dev Return Int
Channel11_Dev Return Int
Channel12_Dev Return Int
Channel13_Dev Return Int
Channel14_Dev Return Int
Channel15_Dev Return Int
Channel16_Dev Return Int
Channel17_Dev Return Int
Channel18_Dev Return Int
Channel19_Dev Return Int
Channel20_Dev Return Int
```

Channel21\_Dev Return Int  
Channel22\_Dev Return Int  
Channel23\_Dev Return Int  
Channel24\_Dev Return Int  
Channel1\_Type Return Int  
Channel2\_Type Return Int  
Channel3\_Type Return Int  
Channel4\_Type Return Int  
Channel5\_Type Return Int  
Channel6\_Type Return Int  
Channel7\_Type Return Int  
Channel8\_Type Return Int  
Channel9\_Type Return Int  
Channel10\_Type Return Int  
Channel11\_Type Return Int  
Channel12\_Type Return Int  
Channel13\_Type Return Int  
Channel14\_Type Return Int  
Channel15\_Type Return Int  
Channel16\_Type Return Int  
Channel17\_Type Return Int  
Channel18\_Type Return Int  
Channel19\_Type Return Int  
Channel20\_Type Return Int  
Channel21\_Type Return Int  
Channel22\_Type Return Int  
Channel23\_Type Return Int  
Channel24\_Type Return Int

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## Configure Miscellaneous Attributes

### Name

[Activator](#) Return Int

### Description

Sets the Activator value to ensure proper response from Switch Relays. Default value is 900

### Name

[CameraRawDataDelay](#) Return Long

### Description

States Delay in microseconds between data transfers. (Default = 20)

### Name

[Com\\_Connected](#) Return Char

### Description

States Connected to Not Connected

### Name

[Channel\\_Limit](#) Return Int

### Description

Set the max limit of Channels on a Controller

### Name

[Company](#) Return Char

### Description

States the Company Name of the Developer of the Robot Server ActiveX

### Name

[Com\\_Port](#) Return Int

### Description

Set the Serial Com Port for the Server

### Name

[Com\\_Baud](#) Return Long

### Description

Set the Baud Rate for the Server Com Port

Name

[Enable\\_Events](#) Return Boolean

Description

Set to True to permit all Events to Fire (MsgArrived etc)

Name

[HardwareKey](#) Return Char

Description

States the MAC of the PC or Server. To be used to Register the Server  
ActiveX

Name

[IsRegistered](#) Return Char

Description

States if the Server is Registered(Yes/No)

Name

[JoystickPort](#) Return Long

Description

Sets the JoyStick Port#

Name

[JoystickStatus](#) Return Boolean

Description

States if the Joystick is active and present (Default=False)

Name

[Jpeg\\_Active](#) Return Boolean

Description

States if the Server Camera Only supports Jpeg (Default=False)

Name

[Jpeg\\_Packetsize](#) Return Long

Description

States the packet size [64..2048]to receive a Jpeg image(Default=256)

Name

[Jpeg\\_Snapshot\\_Method](#) Return Boolean

Description

States to use Snapshot method to retrieve Jpeg image (Default=False)

Name

[TCP\\_ImageRaw\\_Colour](#) Return Int

Description

States the colour depth to use for Raw image [1,2,3,4,5,6] (Default=3, 8 bit grey B&W)

Name

[Jpeg2BMP](#) Return Boolean

Description

States if the Server Camera will convert Image from Jpeg to BMP (Default=True)

Name

[NumberOfPortsUpdated](#) Return Int

Description

States the number of Channels update when a Updatesettings method is executed

Name

[Password](#) Return Char

Description

Set the Server login Password

Name

[Rec\\_Msg\\_Valid](#) Return Boolean

Description

States if the message received by the Server is valid

Name

[RegKey](#) Return Char

Description

Set the Registration key to Register the Server ActiveX

Name

[Jpeg\\_Flip\\_Image\\_180](#) Return Boolean

Description

When set to True rotates a BMP 180 Degrees, only applicable when Jpeg\_Active = True and JPG2BMP = True. (Default=True)

Name

[Version](#) Return Int

Description

States the Version of the Server ActiveX

Name

[WiredConnection](#) Return Boolean

Description

States if the connection is a Wired if set to false communication protocol is slower with longer delays to verify data. (Default = True)

Name

[EnableCameraBufferEvent](#) Return Boolean

Description

Enables the event to fire while the Camera is receiving image data

Name

[ImageFilePath](#) Return Char

Description

File Path where Camera images are saved. Default is current path Application is launched

Name

[OtherFilePath](#) Return Char

Description

File Path where all Other file types are saved. Default is current path Application is launched

Name

[CameraNewBaud](#) Return Long

Description

Sets the new Baud Rate, will become active at next Serial Connect [CameraBaud](#) = [CameraNewBaud](#)

Name

[CameraBaudResetOn](#) Return Boolean

Description

If set to True will soft reset the Camera after a Baud Change. Default = False

[Set\\_Camera\\_Manual\\_Baud](#) Return Boolean

Description

Manually reset Baud Rate on Camera initialization. Default is False. *Now Obsolete*

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## Methods

### Name

`Open_Com_Port()`

### Description

Open the Serial Port

### Name

`Close_Com_Port()`

### Description

Close the Serial Port

### Name

`TCP_Disconnect()`

### Description

Disconnect the Server. Stop Listening for connections

### Name

`TCP_Listen()`

### Description

Start Server. Start Listening for connections

### Name

`TCP_DisconnectLastUser(Int sockidx2, Char msg1)`

### Description

Disconnect Last connected user. Special Method for power developers only

### Name

`TCP_DisconnectSpecificUser(Int sockidx2, Char msg1)`

### Description

Disconnect specific connected user. Special Method for power developers only



Name

`TCP_RemoteHostbySockIdx`(Long idx1) Return Char

Description

State the IP/Host by using the Socket Index

Name

`TCP_RemoteHostbySockNum`(Long socknum) Return Char

Description

State the IP/Host by using the Socket Number

Name

`TCP_SocknumValidBySockidx`(Int sockidx,Long socknum) Return Boolean

Description

If current Socket is connected return True

Name

`TCP_GetSockNumbySockIdx`(Long sockidx) Return Long

Description

State the Socket by using Socket Index

Name

`TCP_Active_Connections`()Return Int

Description

State the total number of users connected to the Server

Name

`TCP_Port_Value`(Int idx1) Return Long

Description

Obsolete, no Longer used

Name

`ShowCompilerModal`()

Description

Show compiler dialogue in Modeless

Name

ShowCompiler()

Description

Show compiler dialogue

Name

CloseCompiler()

Description

Close Compiler dialogue

Name

TCP\_ProcessAnyMsg(Char msg2, Long socketval5)

Description

Process any message received from the client. Must be placed in MsgArrived event when TCP\_Passthrough is false

Name

TCP\_GrabImage(Int Resolution, Long Packetsize, Int JpegCompression, Int ColourDepth1)

Description

Retrieve the image from OV528 camera and save as BMP or JPG file. Resolution = [1,3,5,7,8,9,16,17] {Low to High} using Packetsize = [64 .. 2048], ColourDepth1=[1 to 6] only applicable when Jpeg\_Active=False . This Method fires implicitly when an Image is requested by the TCP Client. To use other Image methods you must set TCP\_Passthrough = False and place the preferred methods in [GrabImageInitiated](#) event . Jpegcompression [0..9] use 8 as optimal and most compatible between camera modules only applicable when set to Jpeg Image type.

Name

TCP\_GrabImage\_CMU2()

Description

Retrieve the image from CMU2/CMU3 camera and save as BMP file. To use this method you must set TCP\_Passthrough = False and place the method in [ExtraCommandSendImage](#)

Name

TCP\_GrabImage\_CMU4 ()

Description

Retrieve the image from CMU4 camera and save as BMP file. To use this method you must set TCP\_Passthrough = False and place the method in [ExtraCommandSendImage](#)

Name

`TCP_SendImage(Int idxa, Long socketval4a)`

Description

Transmit the image file

Name

`TCP_Manager_Listen()`

Description

Start Manager Listener to allow connections

Name

`TCP_Manager_Disconnect()`

Description

Stop Manager

Name

`TCP_Manager_Active_Connections()`Return Int

Description

State the number of Manager Users connected

Name

`TCP_Process_8Port_MoveServo(Int servo_no1, Int dev_id, Long data1)`

Description

Move Servo for Pololu 8 Port Controller. Only applicable when TCP\_Passthrough is false

Name

`TCP_Process_8Port_SwitchOff(Int idx, Int servo_no1, Int data_typ1a)`

Description

Turn switch Off for Pololu 8 Port Controller. Only applicable when TCP\_Passthrough is false

Name

`TCP_Process_8Port_SwitchOn(Int idx, Int servo_no1, Int data_typ1a)`

Description

Turn switch On for Pololu 8 Port Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU2\_GetImage(Int sock\_idx, Long socketvala)

Description

Get image from CMU2 Camera and transmit file (equivalent to TCP\_GrabImage\_CMU2 & TCP\_SendImage\_CMU2)

Name

TCP\_Process\_CMU2\_MoveServo(Int servo\_num1, Int dev\_id, Long data1)

Description

Move Servo for CMU2 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU2\_SwitchOff(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch Off for CMU2 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU2\_SwitchOn(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch On for CMU2 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU3\_MoveServo(Int servo\_num1, Int dev\_id, Long data1)

Description

Move Servo for CMU3 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU3\_SwitchOff(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch Off for CMU3 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU3\_SwitchOn(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch On for CMU3 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU4\_GetImage(Int sock\_idx, Long socketvala)

Description

Get image from CMU4 Camera and transmit file(equivalent to TCP\_GrabImage\_CMU4 & TCP\_SendImage\_CMU4)

Name

TCP\_Process\_CMU4\_MoveServo(Int servo\_num1, Int dev\_id, Long data1)

Description

Move Servo for CMU4 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU4\_Reset()

Description

Reset CMU4 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU4\_SwitchOff(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch Off for CMU4 Controller. Only applicable when TCP\_Passthrough is false

Name

TCP\_Process\_CMU4\_SwitchOn(Int idx, Int servo\_no1, Int data\_typ1a)

Description

Turn switch On for CMU4 Controller. Only applicable when TCP\_Passthrough is false

### Name

[TCP\\_ProcessGetImage](#)(Int sock\_idx,Long socketvala,Int Resolution, Long Packetsize, Int JpegCompression, Int ColourDepth1)

### Description

Get image from OV528 Camera and transmit file(equivalent to [TCP\\_GrabImage](#) & [TCP\\_SendImage](#)). Ideally placed in [GrabImageInitiated](#) Event. Only when TCP\_Passthrough is false. Resolution = [1,3,5,7,8,9,16,17], ColourDepth1=[1 to 6] only applicable when Jpeg\_Active=False. Jpegcompression [0..9] use 8 as optimal and most compatible between camera modules only applicable when set to Jpeg Image type.

### Name

[TCP\\_ProcessGetSettings](#)(Int sock\_idxr,Long socketvala)

### Description

Get configuration settings and Transmit to Client. Ideally placed in [GetSettings](#) Event. Only applicable when TCP\_Passthrough is false

### Name

[TCP\\_ProcessMoveServo](#)(Int servo\_no,Int dev\_id,Long data1)

### Description

Move Servo for Progwhiz Controller. Ideally placed in [MoveServo](#) Event. Only applicable when TCP\_Passthrough is false

### Name

[TCP\\_ProcessMoveServos](#)(Char DataStr)

### Description

Set Multiple Servos Positions in one asynchronous move instruction or turn on/off relay switch(s). For e.g. Datastr = 12-6-2-10-20-40-100-20-60-0-0-0-0-0.

Dev#=12,servomax =6, startport =2 , servo port2 = 10, servo port3 = 20, .. servo port7 = 60.

### Name

[TCP\\_ProcessSetServoSpeed](#)(Int servo\_no,Int dev\_id,Long data1)

### Description

Set Servo Speed for Progwhiz Controller. Ideally placed in [SetServoSpeed](#) Event. Only applicable when TCP\_Passthrough is false

### Name

`TCP_ProcessReadSensor`(Int idx,Int servo\_no1, Int devnb, Int sock\_idx,Int socketvala)

### Description

Read Progwhiz Controller Sensor. Ideally placed in `ReadSensor` Event. It fires Event `SensorDataArrived`. Only applicable when `TCP_Passthrough` is false or `TCP_Transmit` is false

### Name

`TCP_ProcessReadSensor_fn`(Int servo\_no1, Int devnb)

### Description

Read Progwhiz Controller Sensor. Returns Sensor Value

### Name

`TCP_ProcessRunExternalScript`(Int script\_no)

### Description

Execute External Script [Scriptname# Property]. Ideally placed in `RunExternalScript` Event. Only applicable when `TCP_Passthrough` is false

### Name

`TCP_ProcessRunInternalScript`(Intscript\_no,Int dev\_id)

### Description

Execute Internal Script. Ideally placed in `RunInternalScript` Event. Only applicable when `TCP_Passthrough` is false

### Name

`TCP_ProcessSendMsg`(Int idx1, Long data1, Int sock\_idx, Long socketvala)

### Description

Send a message to the Client using the required format for seamless parsing of the `idx1` and `data1` data elements by the Client

### Name

`TCP_ProcessStopExternalScript`()

### Description

Stop External Script. Ideally placed in `StopExternalScript` Event. Only applicable when `TCP_Passthrough` is false

Name

`TCP_ProcessStopInternalScript(Int dev_id)`

Description

Stop Internal Script. Ideally placed in `StopInternalScript` Event. Only applicable when `TCP_Passthrough` is false

Name

`TCP_ProcessSwitchOff(Int idx,Int servo_no1,Int data_typ1a)`

Description

Turn Switch Off. Ideally placed in `SwitchOff` Event. Only applicable when `TCP_Passthrough` is false

Name

`TCP_ProcessSwitchOn(Int idx,Intservo_no1,Int data_typ1a)`

Description

Turn Switch On. Ideally placed in `SwitchOn` Event. Only applicable when `TCP_Passthrough` is false

Name

`TCP_ProcessUpdateSettings(Char data_str1a)`

Description

Update Channel settings. Ideally placed in `UpdateSettings` Event. Only applicable when `TCP_Passthrough` is false

Name

`TCP_SendImage_CMU2(Int idxa, Long socketval4a)`

Description

Transmit image file for CMU2 Controller. Ideally placed in `ExtraCommandSendImage` Event. Applicable when `TCP_Passthrough` is false

Name

`TCP_SendImage_CMU4(Int idxa, Long socketval4a)`

Description

Transmit image file for CMU4 Controller. Ideally placed in `ExtraCommandSendImage` Event. Applicable when `TCP_Passthrough = false`



Name

JoystickStart

Description

Starts Joystick listener if Joystick present at JoystickPort

Name

JoystickStop

Description

Stops Joystick listener

Name

RegisterProduct

Description

Apply the Registration after RegKey is assigned Registration String

Name

CameraChangeBaud(Void)

Description

Apply new Camera Baud Rate entered in [CameraNewBaud](#)

CameraHardReset(Void)

Description

Reset Camera Registers and Machine State. Reboots Camera

## Events

### Name

`TCPServerNotStarting`(Long port1)

### Description

Server not starting due to Port not available

### Name

`TCPManagerConnected`(Char msg1)

### Description

Server Manager User connected

### Name

`TCPUserConnected`(Char msg1)

### Description

Server User connected

### Name

`TCPManagerDisConnected`(Char msg1)

### Description

Server Manager User Disconnected

### Name

`RecMsgProcessed`(Boolean statuscmd, msgdata1 Char)

### Description

Server processed message successfully

### Name

`RecMsgEnterQueue`(Char alldata, Long socketvall)

### Description

Server received message entering process queue

### Name

`MsgArrived`(Char alldata, Int sockidx1, Long socketvall)

### Description

Server receives client message

Name

UserDisconnevent(Char alldata)

Description

Server User Disconnected

Name

UserConnecting(Char msg1)

Description

Server User connecting awaiting login completion

Name

ManagerUserConnecting(Char msg1)

Description

Server Manager User connecting awaiting login completion

Name

ReadSensor(Int idx, Int servo\_no1, Int devnb, Int sock\_idx, Long socketvala)

Description

Server is requested to provide sensor reading

Name

SensorDataArrived(Int channel\_num, Int port1, Long data1)

Description

Server received sensor response

Name

MoveServo(ByVal Int servo\_no, Int dev\_id, Long data1)

Description

Server is requested to move servo

Name

SwitchOn(Int idx, Int servo\_no1,Int data\_typla)

Description

Server requested to turn a switch On

Name

`SwitchOff(Int idx, Int servo_no1, Int data_typla)`

Description

Server is requested to turn a switch Off

Name

`RunInternalScript(Int script_no,Int dev_id)`

Description

Server is requested to Run and Internal Script

Name

`RunExternalScript(Int script_no)`

Description

Server is requested to Run and External Script

Name

`StopInternalScript(Int dev_id)`

Description

Server is requested to Stop Internal Script

Name

`StopExternalScript(Char msg1)`

Description

Server is requested to Stop External Script

Name

`GetSettings(Int sock_idx,Long socketvala)`

Description

Server is requested to provide configuration settings

Name

`UpdateSettings(Char msg1)`

Description

Server is requested to update Channel settings

Name

`GrabImageInitiated`(Int sock\_idx, Long socketvala, Int Resolution, Int Jpegcompression, Int ColourDepth1)

Description

Server is requested to generate an image file and transmit to Client. Resolution = [1,3,5,7,8,9,16,17]. Jpegcompression [0..9] only applicable when set to Jpeg Image type. ColourDepth1=[1 to 6] only applicable when Jpeg\_Active=False

Name

`ImageFileCreated`(Char filename)

Description

Server has created the Image file

Name

`ImageSent`(Int sock\_idx, Long socketvala, Char filename, Char filecontent)

Description

Server has completed transmitting the Image file

Name

`CameraFillingBuffer`(Char Buffer)

Description

Server is firing each time data is received from the Camera

Name

`CameraFailed`()

Description

Camera is not responding

Name

`SensorLogFileUpdated` (Char sensor\_file\_path)

Description

Sensor log file updated

Name

`JoystickTriggered`(Long xaxis, Long yaxis, Long zaxis, Integer button)

Description

Joystick movement or Button fires the JoystickTriggered event to provide the movement and button pressed

Name

[SetServoSpeed](#)(ByVal Int servo\_no, Int dev\_id, Long data1)

Description

Server is requested to set servo speed. Data1 = speed (0 to 255)

Name

[ExtraCommandSendOutput](#)(Int data1, Long data2, Int sockidx, Long sockval)

Description

Server event to support numeric only parameters for output

Name

[ExtraCommandSendUpdate](#)(Int data1, Char data2, Int sockidx, Long sockval)

Description

Server event to support alpha and numeric parameters for updates to server

Name

[ExtraCommandSendImage](#) (Int sockidx, Long sockval)

Description

Server event to support [TCP\\_SendImage\\_CMU2](#) and [TCP\\_SendImage\\_CMU4](#) methods by placing these methods in this event

## Startup Example

```
Project1 - Form1 (Code)
Command23 Click
RobotControlms1.TCP_Manager_Monitor_Idle_Connections = True
RobotControlms1.TCP_Monitor_Idle_Connections = True
RobotControlms1.TCP_ConnectionTimeout = 10
RobotControlms1.TCP_SyncMsgDelay = 300
RobotControlms1.Enable_Events = False
RobotControlms1.TCP_Passthrough = True
RobotControlms1.TCP_Delay = 50
RobotControlms1.TCP_User_limit = 2
RobotControlms1.Password = "PASS1"
RobotControlms1.Channel_Limit = 10
RobotControlms1.Channel1_Type = 0
RobotControlms1.Channel2_Type = 0
RobotControlms1.Channel7_Type = 1
RobotControlms1.Channel10_Type = 2
RobotControlms1.Channel11_Dev = 12
RobotControlms1.Channel12_Dev = 12
RobotControlms1.Channel7_Dev = 12
RobotControlms1.Com_Port = 2
RobotControlms1.Open_Com_Port
RobotControlms1.RegKey = "67090949312131517181121232426262114"
RobotControlms1.TCP_Listen
```

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