

System Initialize : Code

```

x      ,      ,      가      가
.

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Diagnostics;
using System.Threading;
using ec = ComiLib.EtherCAT.SafeNativeMethods;

namespace EtherCAT_Examples_CSharp
{
    /// <summary>
    ///
    /// </summary>
    public class Cookbook_Initialize
    {
        // SystemInit()
        // SystemInit(), Init() Task
        .

#if true // .net 4.5 (async / await)
        public async void SystemInit()
        {
            IsStop = false;
            bool isSuccess = await Init();
            AddLog(string.Format("System Initialize {0}", isSuccess ?
"success" : "false"));
        }

        public async Task<bool> Init()
        {
            // Master Device
            if (!await Task.Run(() => InitMasterDevice()))
                return false;

            // Config Scan . ( )
            if (!await Task.Run(() => CheckChannel()))
                return false;

            var taskList = new List<Task<bool>>();

            // , 가
            axisList.ToList().ForEach(axis => taskList.Add(Task.Run(() =>
AxisServo0n(axis))));

```

```
        var resultList = (await Task.WhenAll(taskList)).ToList();
        if (resultList.Any(x => !x))
            return false;

        //
        taskList.Clear();
        axisList.ToList().ForEach(axis => taskList.Add(Task.Run(() =>
AxisHomeReturn(axis))));
        resultList = (await Task.WhenAll(taskList)).ToList();
        return resultList.All(x => x);
    }

#else // .net 4.0
    public void SystemInit()
    {
        Task<bool>.Factory.StartNew(() => Init()).ContinueWith(x =>
            AddLog(string.Format("System Initialize {0}", x.Result ?
"success" : "false")));
    }

    public bool Init()
    {
        // Master Device
        if(!Task.Factory.StartNew(() => InitMasterDevice()).Result)
            return false;

        // Config Scan .(
        if (!Task.Factory.StartNew(() => CheckChannel()).Result)
            return false;
        var taskList = new List<Task<bool>>();

        // 가
        axisList.ToList().ForEach(axis =>
taskList.Add(Task.Factory.StartNew(() => AxisServo0n(axis))));
        Task.Factory.ContinueWhenAll(taskList.ToArray(), r => { });
        //Task.WaitAll(taskList.ToArray());
        if (taskList.Exists(x => !x.Result))
            return false;

        //
        taskList.Clear();
        axisList.ToList().ForEach(axis =>
taskList.Add(Task.Factory.StartNew(() => AxisHomeReturn(axis))));
        Task.Factory.ContinueWhenAll(taskList.ToArray(), r => { });
        return (!taskList.Exists(x => !x.Result));
    }

#endif

    public bool IsStop { get; set; }

    int netID = 0;
```

```

int errorCode = 0;
byte[] axisList = new byte[32];
List<string> errorList = new List<string>();
CancellationTokensource cts;
#region AddLog

private void AddLog(int errorCode)
{
    if (errorCode == 0)
        return;

    Debug.WriteLine(ec.ecUtl_GetErrorString(errorCode));
}

private void AddLog(string errorString)
{
    Debug.WriteLine(errorString);
}

#endregion

void Stop()
{
    IsStop = true;
}
/// <summary>
/// Master Device
/// </summary>
/// <returns></returns>
private bool InitMasterDevice()
{
    try
    {
        // Device
        if (!ec.ecGn_LoadDevice(ref errorCode))
        {
            AddLog(errorCode);
            switch (errorCode)
            {
                case 5:
                    AddLog("Mater Device 12V
.");
                    break;

                case 8:
                    AddLog("Mater Device가 . Windows
FastBoot( )가 ");
                    break;
            }
        }
    }
}

```

```

        return false;
    }
}
catch (BadImageFormatException)
{
    AddLog("ecGn_LoadDevice Failed : DLL (x86/x64) OS
.");
    return false;
}
catch (DllNotFoundException)
{
    AddLog("ecGn_LoadDevice Failed : DLL
.");
    return false;
}
catch (Exception ex)
{
    AddLog(string.Format("ecGn_LoadDevice Failed : Exception -
{0}", ex.ToString()));
    return false;
}

// Config slave
// Configuration

// Config
https://winoar.com/dokuwiki/platform:ethernet:1\_setup:10\_config:20\_configuration
uint cfgCount = ec.ecNet_GetCfgSlaveCount(netID, ref errorCode);
if (errorCode != 0)
{
    AddLog(errorCode);
    return false;
}

// slave
uint slaveCount = ec.ecNet_ScanSlaves(netID, ref errorCode);
if (errorCode != 0)
{
    AddLog(errorCode);
    return false;
}

//
if (cfgCount != slaveCount)
{
    AddLog("
가
.");
    AddLog(string.Format("ScanSlave : {0}. CfgCount : {1}",
slaveCount, cfgCount));
    AddLog("
가
.");
    AddLog("
가 ScanSlave
");
}

```

```

Configuration                                .");
        return false;
    }

    // SW Version(FW, WDM, SDK)
    //
    if (!GetVersionCompResult())
    {
        AddLog("Version compare fail");
        return false;
    }
    AddLog("Version compare compt");

    //      Input / Output
    if (!CheckReveseConnection())
    {
        AddLog("                .");
        return false;
    }

    // Network alStatus OP
    // alStatus :
https://winoar.com/dokuwiki/platform:ethercat:2\_info:10\_alstatus
    ec.ecNet_SetAlState(netID, ec.EEcAlState.OP, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }
    AddLog("Set AlState to OP");

    // Network alStatus가      ,      Slave alStatus Network
    alStatus
    // slave alStatus가 OP가      ,      slave
    //
https://winoar.com/dokuwiki/platform:ethercat:1\_setup:10\_config:ts:30\_safeop\_failed

    //      alStatus가 OP가
    // alStatus가 OP가      slave
    ec.EEcAlState alState = ec.EEcAlState.INITIAL;
    Stopwatch sw = new Stopwatch();
    sw.Start();

    bool isSuccess = false;
    while (sw.ElapsedMilliseconds < 10000 && !isSuccess)
    {
        if (IsStop)
        {
            AddLog("Stop");
            return false;
        }
    }

```

```
    }

    isSuccess = true;
    for (int i = 0; i < slaveCount; i++)
    {
        alState = ec.ecSlv_GetAlState_A(netID, i, ref
errorCode);
        if (alState != ec.EEcAlState.OP || errorCode != 0)
        {
            isSuccess = false;
            break;
        }
    }
    Thread.Sleep(200);
}

if (!isSuccess)
{
    for (int i = 0; i < slaveCount; i++)
    {
        alState = ec.ecSlv_GetAlState_A(netID, i, ref
errorCode);
        if (alState != ec.EEcAlState.OP || errorCode != 0)
            AddLog(string.Format("      : {0}    AlState  OP
.", i));
    }

    return false;
}

AddLog("MasterDevice Init Compt");
return true;
}

/// <summary>
/// Config      Scan      (      )
/// </summary>
/// <returns></returns>
public bool CheckChannel()
{
    AddLog("CheckChannel");
    // Scan  Axis  IO

//
int axisCount = ec.ecmGn_GetAxisList(netID, axisList, 32, ref
errorCode);
Array.Resize(ref axisList, axisCount);

if (errorCode != 0)
{
    AddLog(errorCode);
    return false;
}
```

```

    }

    if (axisCount == 0)
    {
//
        AddLog("                .");
    }

    // config  DI Channel
    int totalDiCount = ec.ecdiGetNumChannels(netID, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

    // config  DO Channel
    int totalDoCount = ec.ecdoGetNumChannels(netID, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

#if false //
        가
        ,
        .
        int definedAxisCount = 8; //
        if (definedAxisCount != axisCount)
        {
            // axisCount 가

            //
            config
            .
            AddLog("                Config 가                .");
            return false;
        }

        int definedDiCount = 32; //                di channel
        int definedDoCount = 32; //                do channel

        if (definedDiCount != totalDiCount)
        {
            AddLog("                DI Slave가                Config 가                .");
            return false;
        }

        if (definedDoCount != totalDoCount)
        {
            AddLog("                DO Slave가                Config 가                .");
            return false;
        }

#endif
    return true;

```

```
    }

    /// <summary>
    /// FW - WDM - DLL
    /// </summary>
    private bool GetVersionCompResult()
    {
        ec.TEcFileVerInfo_SDK sdkInfo = new ec.TEcFileVerInfo_SDK();
        ec.TEcFileVerInfo_WDM driverInfo = new ec.TEcFileVerInfo_WDM();
        ec.TEcFileVerInfo_FW fwInfo = new ec.TEcFileVerInfo_FW();

        bool isSuccess = ec.ecNet_GetVerInfo(netID, ref sdkInfo, ref
driverInfo, ref fwInfo, ref errorCode);

        if (!isSuccess)
        {
            //FW - SDK
            switch (sdkInfo.nFwCompResult)
            {
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_LOWER:
AddLog("Library version is higher than the Firmware"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_HIGHER:
AddLog("Library version is lower than the Firmware"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MATCH: AddLog("FW-
SDK : OK"); break;
                default: AddLog("Firmware Version is invalid"); return
false;
            }

            //FW-WDM
            switch (driverInfo.nFwCompResult)
            {
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_LOWER:
AddLog("Driver version is higher than the Firmware"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_HIGHER:
AddLog("Driver version is lower than the Firmware"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MATCH: AddLog("FW-
WDM : OK"); break;
                default: AddLog("Firmware Version is invalid"); return
false;
            }

            //SDK-WDM
            switch (sdkInfo.nWdmCompResult)
            {
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_LOWER:
AddLog("Driver version is lower than the Library"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MISMATCH_HIGHER:
AddLog("Library version is lower than the Driver"); return false;
                case (int)ec.EEcVerCompatResult.ecVER_MATCH:
```

```

AddLog("SDK-WDM : OK"); break;
                default: AddLog("Driver Version is invalid"); return
false;
        }
    }

    return isSuccess;
}

/// <summary>
///     Inport / Outport가     가
/// </summary>
private bool CheckReveseConnection()
{
    if (!CanCheckReverseConnection())
        return false;

    //
    int scanSlaveCount = 0;
    int reverseConnectionCount =
ec.ecNet_CheckReverseConnections(netID, ref scanSlaveCount, ref errorCode);

    //     가
    //if (definedSlaveCount != scanSlaveCount)
    //{
    // //     Config
    //     AddLog(string.Format("Disconnected Slave Count = {0}",
definedSlaveCount - scanSlaveCount));
    //}

    // reverseConnectionCount     0
    if (reverseConnectionCount == 0)
    {
        AddLog(string.Format("ReverseConnection is nothing."));
        return true;
    }
    else
    {
        AddLog(string.Format("ReverseConnectionCount = {0}",
reverseConnectionCount));

        bool isReverseConnected = false;
        //
        for (ushort i = 0; i < scanSlaveCount; i++)
        {
            isReverseConnected =
ec.ecSlv_IsReverseConnected_A(netID, i, ref errorCode);

            if (isReverseConnected)
                AddLog(string.Format("Check SlaveIndex {0} :
ReverseConnected", i));
        }
    }
}

```

```
        }
        return false;
    }
}

/// <summary>
/// DLL : 1.5.3.2 ( FW : 1.92 / WDM : 1.5.0.6)          가
/// </summary>
private bool CanCheckReverseConnection()
{
    ec.TEcFileVerInfo_SDK sdkInfo = new ec.TEcFileVerInfo_SDK();
    ec.TEcFileVerInfo_WDM driverInfo = new ec.TEcFileVerInfo_WDM();
    ec.TEcFileVerInfo_FW fwInfo = new ec.TEcFileVerInfo_FW();

    //FW / Driver / Library
    bool isSuccess = ec.ecNet_GetVerInfo(netID, ref sdkInfo, ref
driverInfo, ref fwInfo, ref errorCode);
    string sdkVer = string.Format("{0}{1}{2}{3}",
sdkInfo.CurVer.MajorVer, sdkInfo.CurVer.MinorVer, sdkInfo.CurVer.BuildNo,
sdkInfo.CurVer.RevNo);
    int curVer = int.Parse(sdkVer);

    // Library      1.5.3.2
    if (curVer < 1532)
    {
        AddLog("CheckReverseConnection : Not Supported version");
        return false;
    }

    return true;
}

/// <summary>
/// Alarm Clear & Servo0n
/// </summary>
/// <param name="axisID"></param>
/// <returns></returns>
private bool AxisServo0n(int axisID)
{
    // state
    int motState = ec.ecmSxSt_GetMotState(netID, axisID, ref
errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

    if (motState != 0)
    {
```

```

//          State가 Stop
//          ,

// Stop
ec.ecmSxMot_Stop(netID, axisID, 1, 1, ref errorCode);
}

Stopwatch sw = new Stopwatch();
if (motState == -1010) //
{
    ec.ecmSxCtl_ResetAlm(netID, axisID, ref errorCode); //

    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

    sw.Start();
    while (sw.ElapsedMilliseconds < 1000 &&
ec.ecmSxSt_GetMotState(netID, axisID, ref errorCode) == -1010)
        Thread.Sleep(100);
    motState = ec.ecmSxSt_GetMotState(netID, axisID, ref
errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

// 1
// 1
    if (motState == -1010)
    {
        AddLog(string.Format("Axis {0} :
.", axisID));
        return false;
    }
}

//          가 Operation Enable
var isOn = ec.ecmSxCtl_GetSvon(netID, axisID, ref errorCode);
if (errorCode != 0)
{
    AddLog(errorCode);
    return false;
}

if (!isOn)
{
    // Operation Enable          가          , Enable          (          )

```

```

        ec.ecmSxCtl_SetSvon(netID, axisID, 1, ref errorCode);

        sw.Restart();
        while (sw.ElapsedMilliseconds < 2000 &&
!ec.ecmSxCtl_GetSvon(netID, axisID, ref errorCode))
            Thread.Sleep(100);

// 2         Enable             , Enable
.
// 2
        is0n = ec.ecmSxCtl_GetSvon(netID, axisID, ref errorCode);
        if (errorCode != 0)
        {
            AddLog(errorCode);
            return false;
        }

        if (!is0n)
        {
            AddLog(string.Format("Axis {0} : Servo0n fail.",
axisID));
            return false;
        }
    }

    AddLog(string.Format("Axis {0} : Servo0n Success.", axisID));
    return true;
}

/// <summary>
/// Home Return
/// </summary>
/// <param name="axisID"></param>
/// <returns></returns>
private bool AxisHomeReturn(int axisID)
{
//     Guide
//
https://winoar.com/dokuwiki/platform:ethercat:70\_users\_guide:10\_homing:start

    int homeMode = 114; //
    ec.ecmHomeCfg_SetMode(netID, axisID, homeMode, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

//     가             가
// Offset
    double homeOffset = 0;

```

```

#if true
    ec.ecmHomeCfg_SetOffsetEx(netID, axisID, homeOffset, false, 1,
ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }
#else
    //          , 가
    ec.ecmHomeCfg_SetOffset(netID, axisID, homeOffset, ref
errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }
#endif

    //
    //

    int speedMode = 2; // 가          . 0:Constant
1:Trapzoidal 2:S-Curve
    double workSpeed = 100000;
    double accel = workSpeed * 10;
    double decel = workSpeed * 10;
    double specVel = workSpeed / 10; // 1
    ,          가

    ec.ecmHomeCfg_SetSpeedPatt(netID, axisID, speedMode, workSpeed,
accel, decel, specVel, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }
    int dir = 0; //          . 0:(-) 1:(+)
    ec.ecmHomeMot_MoveStart(netID, axisID, dir, ref errorCode);
    if (errorCode != 0)
    {
        AddLog(errorCode);
        return false;
    }

    // TimeOut
    Stopwatch sw = new Stopwatch();
    sw.Start();

    bool isBusy = true;
    while (sw.ElapsedMilliseconds < 10000 && isBusy)
    {

```

```

        if (IsStop)
        {
            AddLog("Stop");
            return false;
        }

        isBusy = ec.ecmHomeSt_IsBusy(netID, axisID, ref errorCode);
        Thread.Sleep(100);
    }

    // isBusy가 true , timeout while
    if (isBusy)
    {
        AddLog(string.Format("Axis {0} Homing Timeout", axisID));
        return false;
    }

    // isBusy가 false ,

    // , isBusy false

    ec.TEcmHomeSt_Flags homeFlag = new ec.TEcmHomeSt_Flags();
    homeFlag.word = ec.ecmHomeSt_GetFlags(netID, axisID, ref
errorCode);
    bool isSuccess = ((homeFlag.word >> 2) & 1) == 1;
    if (!isSuccess)
    {
        // 가 , 가 가 ,
        motState 가
        // MotState == 0 , Stop
        int motState = ec.ecmSxSt_GetMotState(netID, axisID, ref
errorCode);
        AddLog(errorCode);
    }

    AddLog(string.Format("Axis {0} : HomeReturn {1}", axisID,
isSuccess ? "success" : "fail"));
    return isSuccess;
}
}
}

```

From:
<http://comizoa.com/info/> --

Permanent link:
http://comizoa.com/info/doku.php?id=platform:ethercat:70_users_guide:00_cookbook:20_systeminit:20_fullcode&rev=1620953435

Last update: 2024/07/08 18:22