EPSON RC+ 6.1.3 Release Notes
December 8, 2010

Thank you for using EPSON RC+ 6.1.3.   This document contains the latest information for this release.   Please read before using this software.

Documentation

All RC+ manuals are in PDF format and are installed on the PC hard disk. These manuals are accessible from the EPSON RC+ 6.0 environment Help menu.

Getting Started

Read the Getting Started chapter in the EPSON RC+ 6.0 User's Guide. This chapter will refer you to the RC620 Controller manual Installation chapter. This contains information for initial connections and start up.

What's New in version 6.1.3

1. Added support for the S5 robot.

What's Fixed in version 6.1.3

General

1. Fixed a problem where Display Variables was being updated during project build.

2. Fixed a problem where if a command was executed from the Command window while tasks were running, then the Robot Manager could be opened, which in turn loaded default points.

3. Fixed problems in the language parser that sometimes caused abnormal termination of EPSON RC+ 6.0.

VB Guide 6.0

4. Fixed GetIODef and SetIODef methods.   Sometimes out of range errors occurred for legal index values.

5. The TeachPoint method now uses the selected local.   Before, the point was always taught in local 0.

6. Fixed a problem where if all instances of the Spel class were disposed, then after the next instance was created, the call to the Initialize method did not create a new instance of RC+.

7. Fixed problem for TaskStatus event. The RUN status event was only occurring for the first task started, and did not occur after continue.

8. Now when the Spel class Initialize method is called and ServerOutOfProcess is set to true, then the RC+ is always shutdown started again, no matter what instance of the Spel class is being used.. This is useful for LabView applications where the program was aborted and the Spel class Dispose method was not called.

Vision Guide 6.0

9. Fixed memory leak for VRun with a frame grabber camera.

10. Fixed a problem where if VShowModel was executed, then the runtime graphics were not displayed correctly for the next VRun.

11. Fixed a problem where some vision properties were not set properly when VSet was called from a VB Guide.