
ROBOTSTUDIO VIRTUAL HUMAN

Release Notes 1.3

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Questions & Answers

- ➔ How can I upgrade the VH version in an existing station?
 - Uninstall the old VH version (RobotStudio-> AddIns Tab-> right click on the package).
 - Open your old station & remove all 'VirtualHuman' SmartComponents - Ensure that this is fulfilled by also checking the station logic!
 - Save the station – Close it and open it again (There must not be a message anymore that a VH Smart Component is loading)
 - As all required data was stored on the Controller, which is still part of the station, you can directly load the Human (after installing 1.3 of course!) & Have the same behavior as before.
 - Additional Note:: There are slight changes done to the EIO.cfg of the Virtual Human, including more default signals & descriptions. Additionally, one internal signal was added. If you want to make use of the new EIOs, just load a VH 1.3 in an empty station & store the EIO.cfg. Afterwards load the configuration to your existing controller.

Resolved Bugs & Issues

- ➔ Undo Handling is faster & more stable
- ➔ Reset Simulation & loading Simulation States works properly
- ➔ When opening a Station including the human, the CADs are loaded from the saved station, so changes to the CAD system can be more easily shared via PackAndGo & when using it in multiple stations, each station can have their own Human CADs in use. (NOTE: the real CAD data is just restored from the station if the user includes the CAD geometry into the save file by setting the SC Signal 'Exclude CAD from SaveFile' to '0'(VH SC Properties window) before saving. Otherwise, the human just loads the once which exists already in the installation folder AND were used in the station before.)
- ➔ Rapid Program hangs & waits for SC Signal interaction, reinitialize didn't solve this Issue: With VH 1.2, the human hangs up after breaking the emulation during specific conditions (not common, but happened), this is solved now.

CAD Geometry Behavior

- ➔ The CADs that can be selected for the different body areas (e.g. head, body, headgear, ...) are now just loaded when a user wishes to use them – Results in smaller station file size. This can be chosen by using the 'Ω_ADD_*' & 'Ω_DEL_*' functionalities & reinitialize the SC (Both under VH SC Properties window) afterwards.
- ➔ New default is that the CADs are not stored to the Station (SC Signal 'Exclude CAD from SaveFile' == 1) – This results in a much smaller station file size & speeds up the interaction with your station, therefore. If you want to share the station with someone else & used CADs that are not part of the default CADs delivered by VH 1.3, you can set this signal to 0, so the CAD data used by your station are stored in the PackAndGo. If someone opens your PackAndGo later, the CADs are restored (or overwritten if existing) to the VH installation folder, so the receivers of the PackAndGo are directly using the same CADs which were used during saving the station.

Controller Unpacking

- ➔ If you load a VH SC into RobotStudio & a controller for it exists (& this controller isn't used by another VH SC yet), the VH SC reuses this controller directly.
- ➔ If no controller exists, the controller gets unpacked, depending on using a Solution or not:
 - If your station is part of a Solution, the VH controller gets unpacked to the Solution folder directly.
 - If your station is not part of a Solution (e.g., 'Empty station'), the VH controller gets unpacked to your 'Virtual Controllers' folder (under Documents/RobotStudio)

IO Configuration

- ➔ More standard IO signals are configured on the VH controller, those were commonly used for Simulation developments & shall be enough for the most common scenarios. (No need to setup new signals means no need to 'warm start' the controller)
- ➔ Descriptions were added for the predefined IO signals
- ➔ New internal Signal states if the VirtualHuman SC is installed – By using this Signal, Simulations can be developed to be shown with human interaction or without, depending if the receiver of the Station has installed VH or not.