

## Quick Start: How to use the SDK

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## 1 Information about ApossC SDK

The SDK allows a quick start with ApossIDE and simplifies the use of the tool. The SDK is written in ApossC. To guarantee the functionality of the provided functions, it is recommended to use the latest version of ApossIDE. As minimum requirement an ApossIDE version greater than 7.00.00 is required.

## 2 Content of the SDK

### 2.1 SDK Topic's

- Amplifier
- Encoder
- Axis
- Motion
- BusSystem
- VirtualModule
- Kinematics
- Information
- Miscellaneous

### 2.2 Example

In addition to the functions, suitable sample programs are provided. These should help to ensure that the SDK functions are used correctly.

### 2.3 Utility

At a later stage, utility programs such as a start-up help for motors will also be made available. The SDK will continue to grow in the future and will be supplemented with helpful functions.

### 2.4 Help

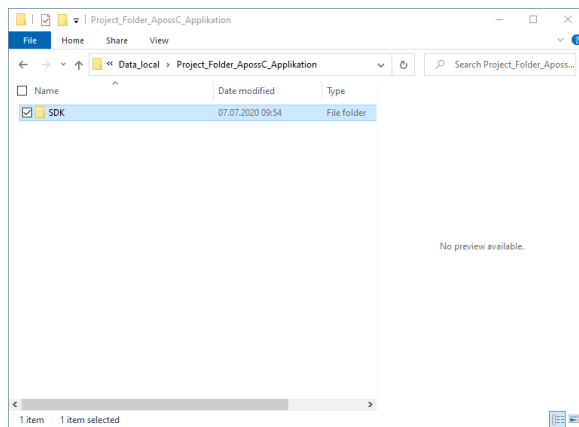
Two different formats are available (pdf, html). It is recommended to use the Html pasted help as it contains additional information.

## 3 Install ApossIDE

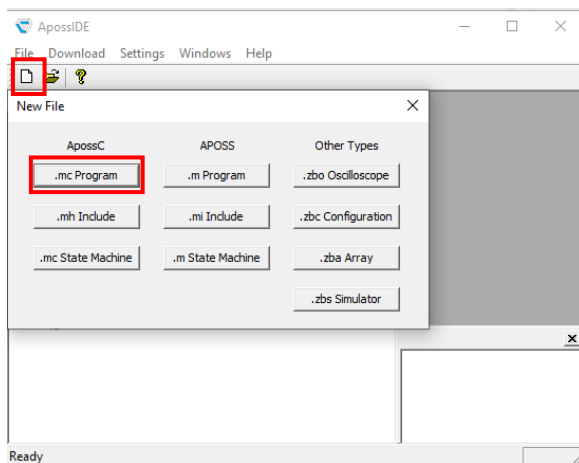
Download the installer from our [homepage](#) or use the supplied software. The latest version is always available in the [online shop](#). To use ApossC the ApossIDE must be higher than 7.00.00. Make sure that no ApossIDE is already running when starting the setup.

Select the installation file. Afterwards the setup wizard will guide you through the installation.

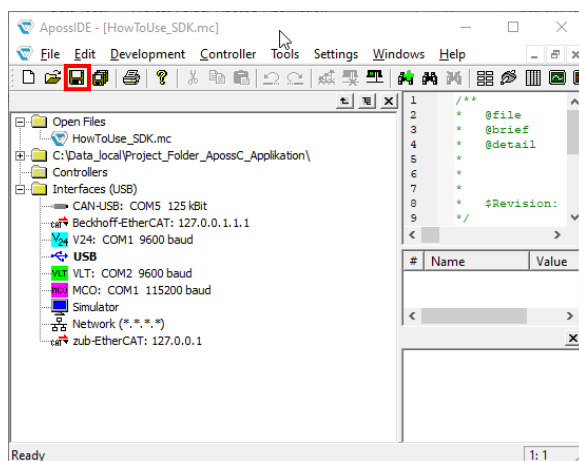
## 4 Use of the entire SDK



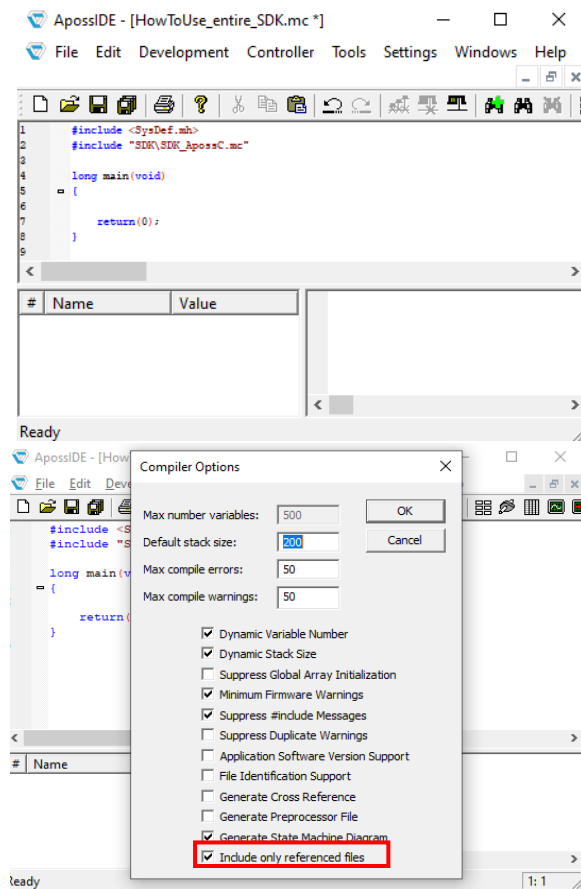
Create a new folder structure for the desired project and copy the SDK into this directory.



Start ApossIDE and create a new \*.mc program.



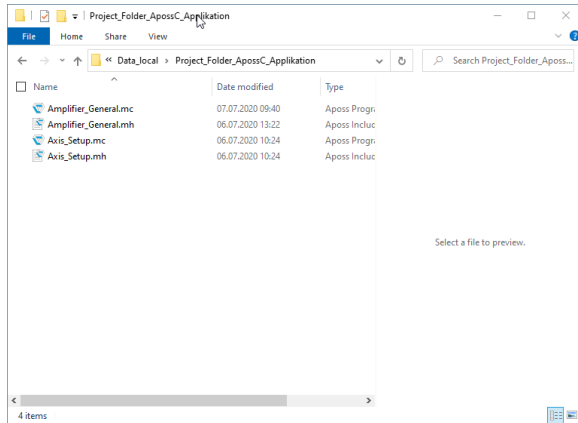
Save the new \*.mc program in the same directory.



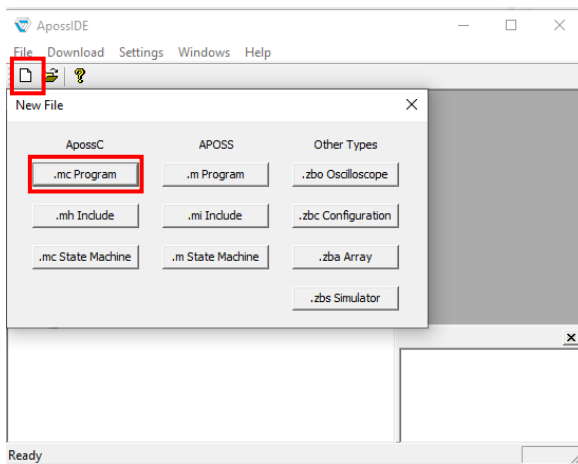
With the command "#include" the entire SDK can now be included. Now all functions of the SDK can be used.

Because of the large amount of data contained in the included programs, it makes sense to compile only referenced programs. The pre-processor checks which files are used. Only these files are compiled and written to the controller. This setting can be made on the Settings -> Compiler tab.

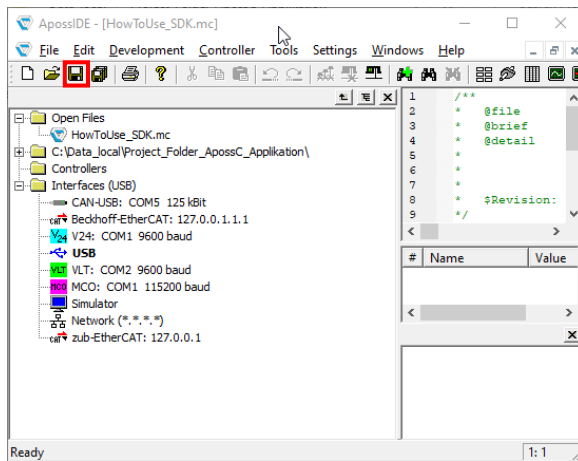
## 5 Use of individual part of the SDK



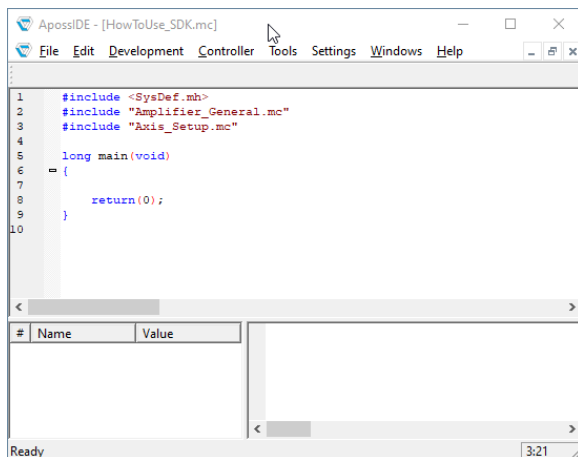
Create a new folder structure for the desired project and copy the SDK part you like to use into this directory.



Start ApossIDE and create a new \*.mc program.

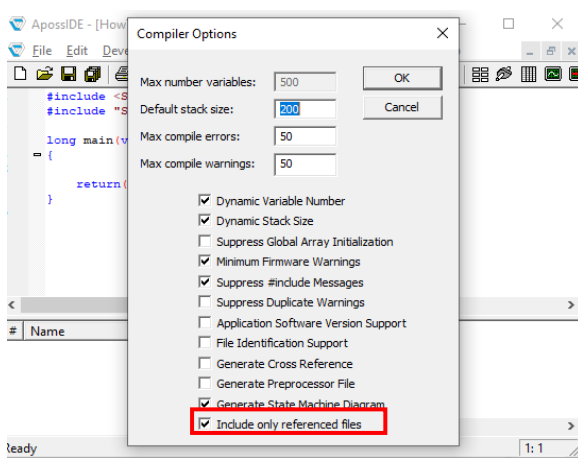


Save the new \*.mc program in the same directory.



With the command "#include" the entire SDK can now be included. Now all functions of the SDK can be used.

Attention: There are different SDK files which are dependent on other SDK files. Therefore both files have to be added and if necessary the include path has to be adjusted.



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