

Shannon Way,
Tewkesbury,
Gloucestershire. GL20 8ND
United Kingdom
Tel: +44 (0)1684 292 333
Fax: +44 (0)1684 297 929

187 Northpointe Blvd,
Suite 105
Freeport, PA 16229
United States of America
Tel: +1 724-540-5018
Fax: +1 724-540-5098

Tomson Centre
118 Zhang Yang Rd., B1701
Pudong New Area, Shanghai,
Postal code: 200122
CHINA
Tel/Fax: +86 21 587 97659

SCMC House
16/6 Vishal Nagar
Pimpale Nilakh, Wakad, Pune
PIN 411027
INDIA
Tel: +91 206 811 4902



Doc No.: AN-281

Version: 1.0

Date: 23 July 2012

Subject: TextFileLoader Application

APPLICATION NOTE

1. Introduction

The TextFileLoader Application is a program that uses Trio's ActiveX component, PCMotion, to send files to the controller memory or to an SD card fitted in the controller. The program is simply a GUI to use the different options in the TextFileLoader command on PCMotion.

The application is provided as an installable package but also as a Microsoft Visual Basic 2010 source code. This can be opened in the Express and Full editions of Visual Studio.

The source code is provided so that it can be used as the basis of text file loading functionality in a user front end piece of software. Or it can be used as an example of how to construct a program using the TextFileLoader command.

More information on the different options on the TextFileLoader command can be found in the PCMotion help file

2. Requirements

This application requires the following:

1. Trio Motion Technology PCMotion 2.9.1.0 or newer
2. Microsoft .NET4 or newer

The source code requires the above and:

3. Microsoft Visual Basic 2010 or newer, express or full version

3. Instructions

1. Select which protocol you require. Note if a connection is open then the application will stop the TEXT_FILE_LOADER_PROGRAM on the controller so that the protocol can be changed.
2. Select the IP address of the controller which you wish to send the file to.
3. Select the destination
4. Select the timeout if required and set a value in seconds
5. Set the compression ration if required from 0-9. Remember the higher the number the longer the application takes to compress the file, but the smaller the file so the quicker it transmits.
6. Select the file to send to the controller, this can be any text based file.
7. Set the destination. This is the file name that will be seen on the controller, remember if you are sending the file to the SD card then it should have a file extension. It is recommended that if you are naming a FIFO or sending a file to controller memory that you do not use spaces in the file name.
8. Press Connect to make a connection to the controller
9. Press Send to send the file to the controller.
10. Press Close to close the connection to the controller.