

## ROY-G-BIV Spec 2.0 Meeting Minutes

September 8, 1994 3:30 AM

### I. Major Differences

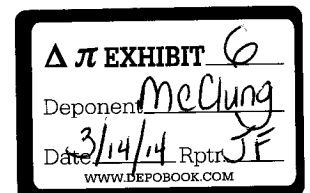
- Mark happy that they reorganized document along the lines of motion objects
- They decided on a separate 16 bit version and 32 bit version
- They are fully committing to OLE protocol
- We are concerned that we will have a ton of extended interfaces

### II. Issues

- Should we have more core functions rather than extended?
  - We review the relationship between the core, ext, and stub
- Are the functions what we want?

### III. Comments

- Pg. 8, Why is the term G-Code used? Is this referring to another vendor
- Code Generation uses our DEF mode?
- Our initialization for AT6000 products requires the downloading of the operating system
  - Could this be done by the Driver Administrator at SPI loading
- We have various error levels and error prompts that need to be cleared out periodically of the buffer gets "clogged" (cf. Mark McClung)
- Pg. 10: Need more tuning than PID
  - Drop use of term "PID" and use term "Servo Tuning"
- We need a way that the Application can query the Driver Administrator so that the Application knows what features are explicitly implemented as stub, extended, and core for a given hardware card
- If someone purchases your development kit, do you provide hardware drivers for a variety of companies
- What are you planning to do with the Dadvise data links
  - What DDE features are you planning to exploit
- Need clarification on Attach() methods
  - Who has to obey these interfaces and at what level
  - Shouldn't a developer be able to use any interface as needed?
  - Is it like a pipeline functionality
- 8.3.3: What are the Ex functions?
  - E.g. InitializeEx() vs. Initialize()



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EXHIBIT 2021-6

ABB v ROY-G-BIV

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- 8.3.6: Our AT6000 products allow interrupts to be generated based on a variety of events. Do you have ways of bringing this functionality to the API level?
- 8.3.8: Need to set acceleration for joystick
  - Instead of SetVelocityHigh or SetAccelerationHigh, have a motion structure defining all motion parameters, and pass the pointer to a generic routine like SetMotionHigh
  - We have done some things like this in Motion Architect and Labview
- Next step: at Function level we need to give more feedback to help refine the function definitions
- Mark would like a hand in defining these functions
- 8.4.1: What do IfOpen() and IfClose() do?
- Rename Iconditional Interface IProgramFlow Interface
  - Add gotos
- 8.4.2: What does Bit() do?

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