

EXHIBIT B

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EXHIBIT 1003

XMC Motion Control

XMCAPI Reference

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7/1/94 (DB) - Second Draft: Split design off small business plan, incorporated suggestions.
2/22/95 (DB) - Third Draft - Split XMCAPI reference off design guide.

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1.0 Overview

To use XMC, applications call the methods defined by the XMC API OLE interfaces to perform the motion control services needed. The full XMC API comprises a set of OLE interfaces corresponding with common objects found in a motion control system. For example, a motion control system may contain servo and stepper motors, encoders, limit switches, and a joystick. Within the XMC API are interfaces corresponding to each of these objects. The full XMC API contains implementations of both standard OLE 2.0 interfaces and a rich set of custom OLE interfaces designed specifically for motion control.

This reference manual describes all OLE interfaces in the XMC API. Each section discussing an interface starts with a description of the interface and how it is used. Next, all functions in the interface are listed by category.

Chapter 2.0 **Standard OLE Interfaces**, describes all standard interfaces exposed in the XMC API. Next, Chapter 3.0 **XMC Driver Administrator**, discusses both the standard and custom interfaces exposed by the Driver Administrator that make up a small portion of the XMC API. Finally, Chapter 4.0 **XMC Motion Control Component**, discusses the standard and custom interfaces exposed by the Motion Control Component. The Motion Control Component implements and exposes the majority of the XMC API. Together, the Motion Control Component and the Driver Administrator implement and expose the full set of interfaces defined by the XMC API.

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