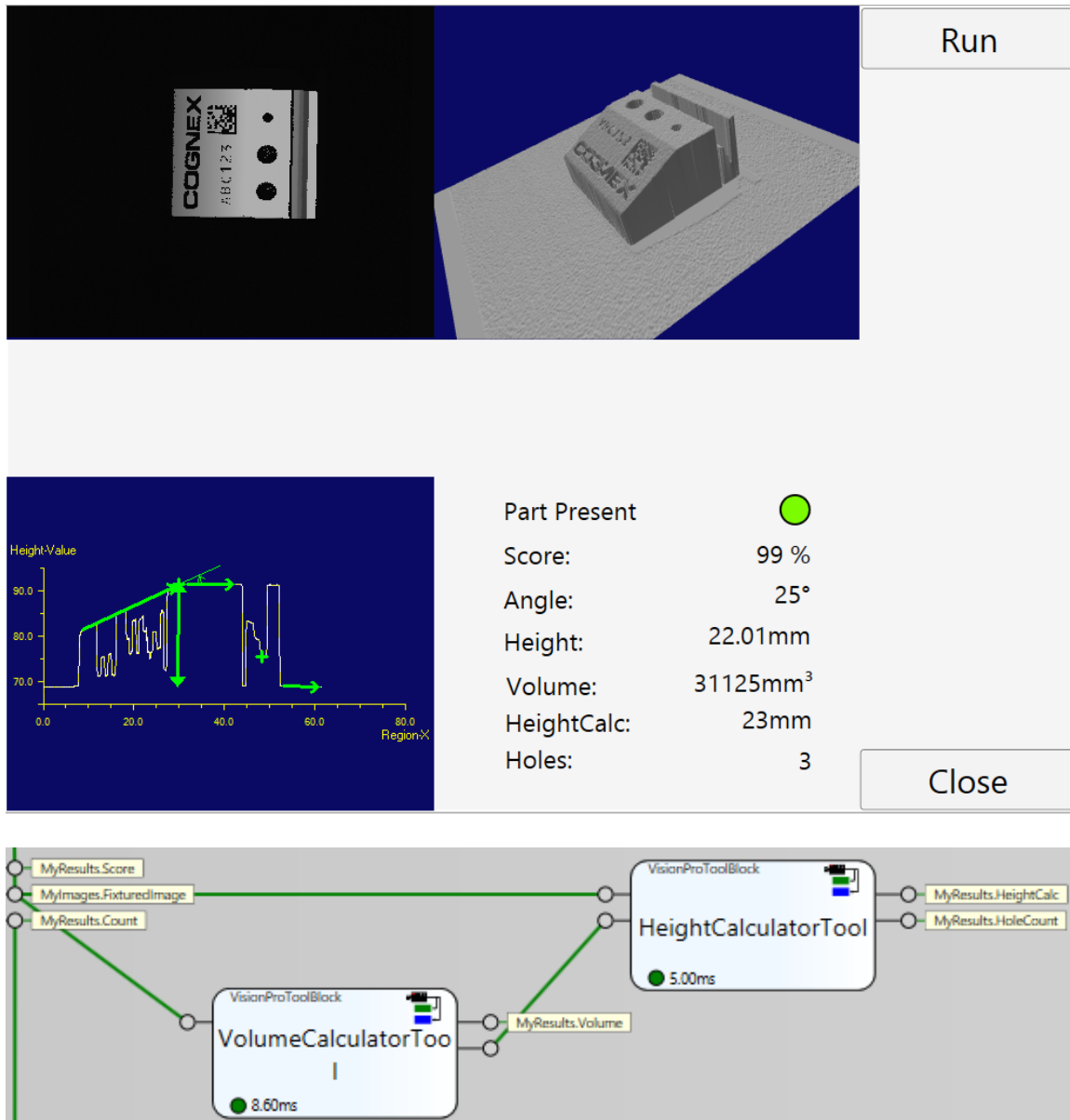


Cognex Designer Standard – Section 7
Height Tool Lab
Approximate Duration: 30 minutes

EXPECTED OUTCOMES:

- Use Fixtured image with the Height Tool
- Learn about the Height and Plane Estimator Tool
- Add formatted results to the HMI

EXPECTED VISUAL RESULT:

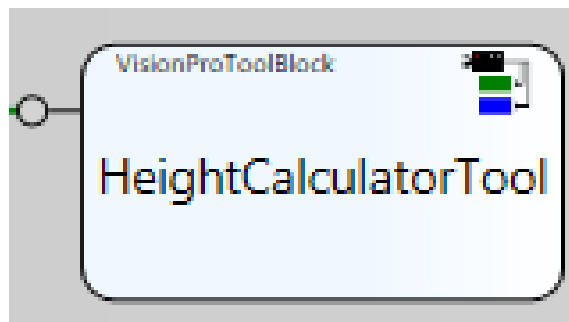


OUTLINE OF LAB:

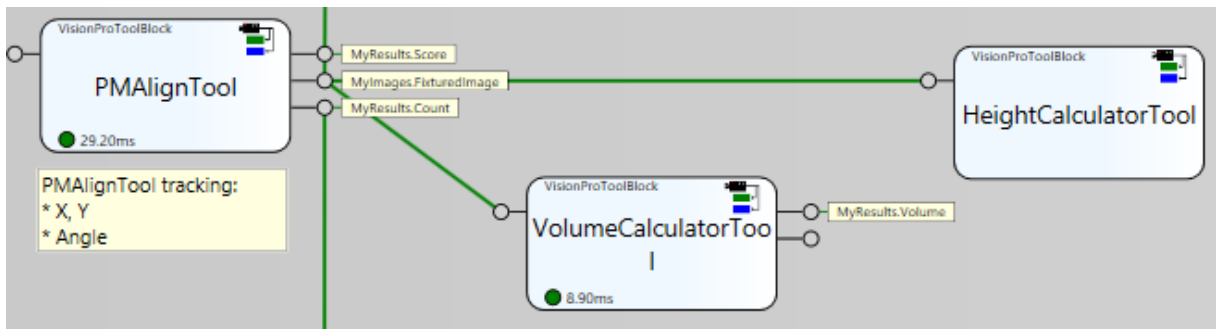
1. Create a new Tool block for the Height Tool
2. Implement a Height Tool to measure from part top to table
3. Reuse PlaneEstimator from previous lab
4. Implement a Blob tool using the PixelCountsDiag image
5. Add Height Tool data to the HMI
- 6.

Steps for the Lab:

1. Create a new Tool block for the Height Tool
 - Add a new Tool block to the Sequence and name it “HeightCalculatorTool”.

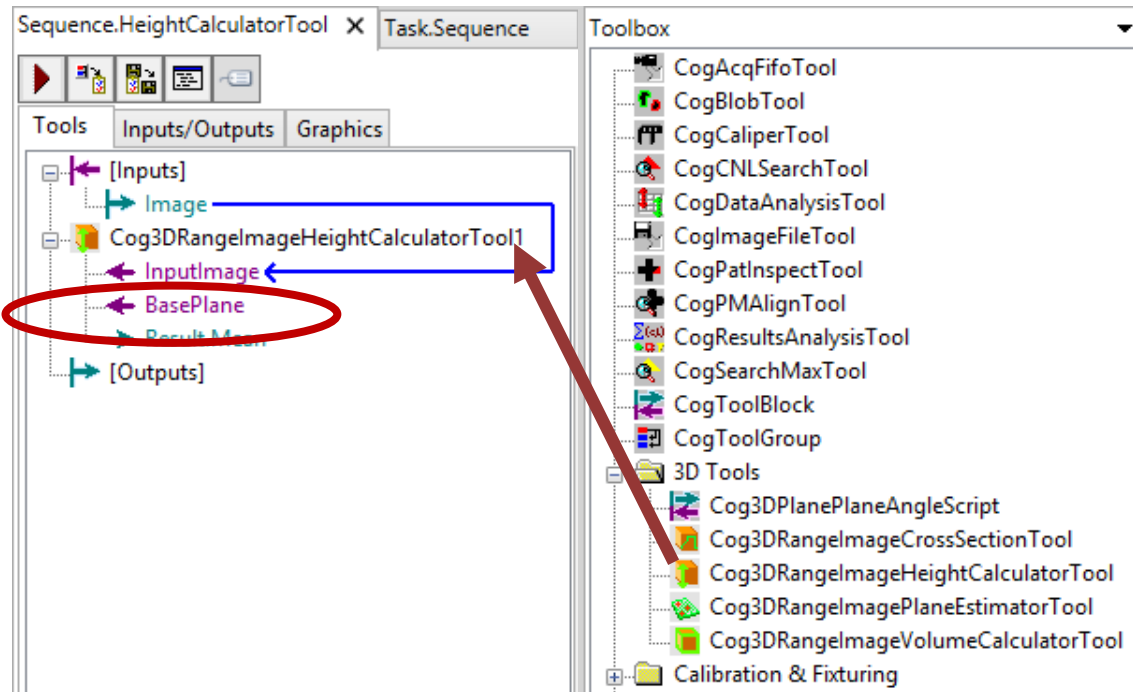


- Attach the Fixtured image to the InputImage of the HeightCalculatorTool tool block.



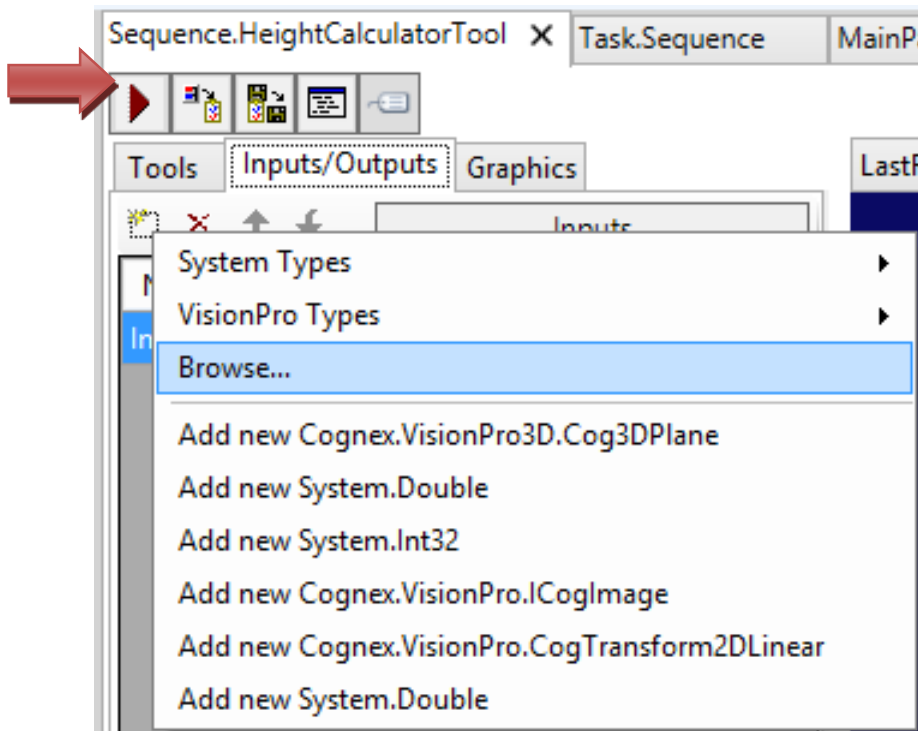
2. Implement a Height Tool to measure from part top to table

- Open the HeightCalculatorTool and add a Cog3DRangeImageHeightCalculatorTool. Note the inputs for both InputImage and BasePlane.

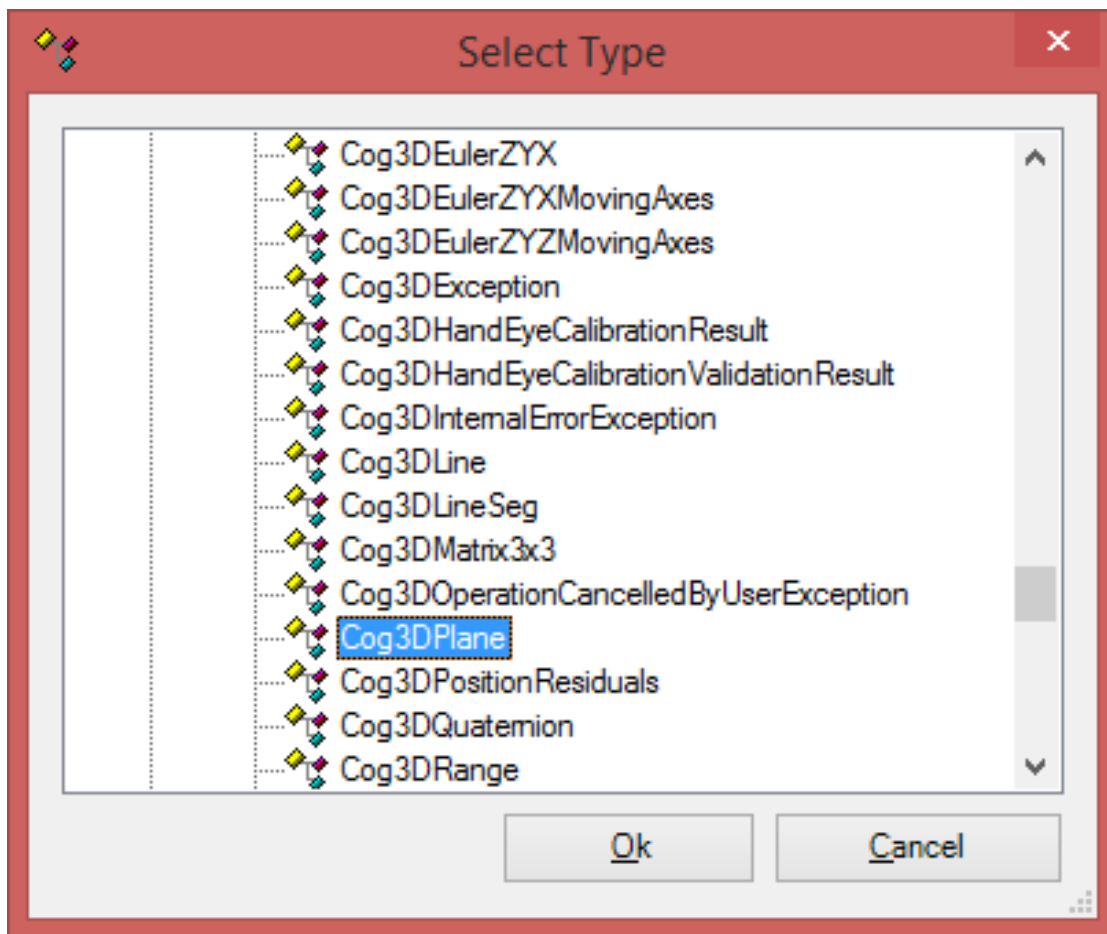


a. Add a BasePlane input

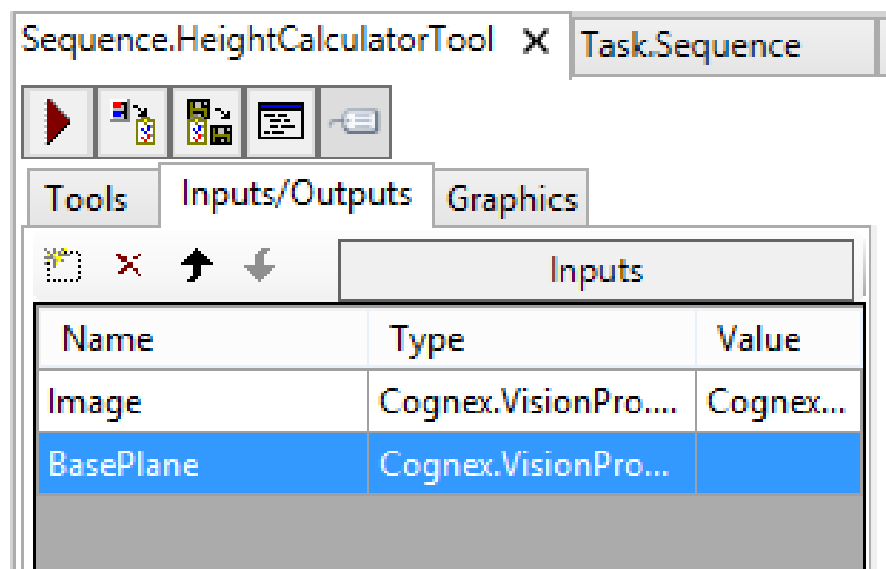
- Click the Inputs/Output tab. Click the New button and click Browse.



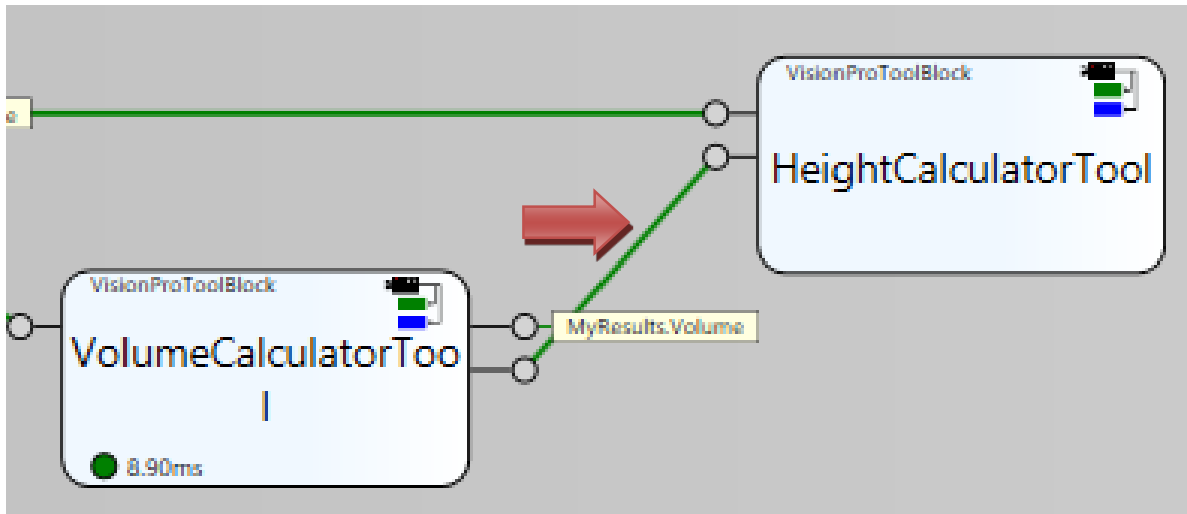
- ii. Navigate to and select
VisionPro→Cognex.VisionPro3D.Core.dll→Cognex.VisionPro3D
→Cog3DPlane.



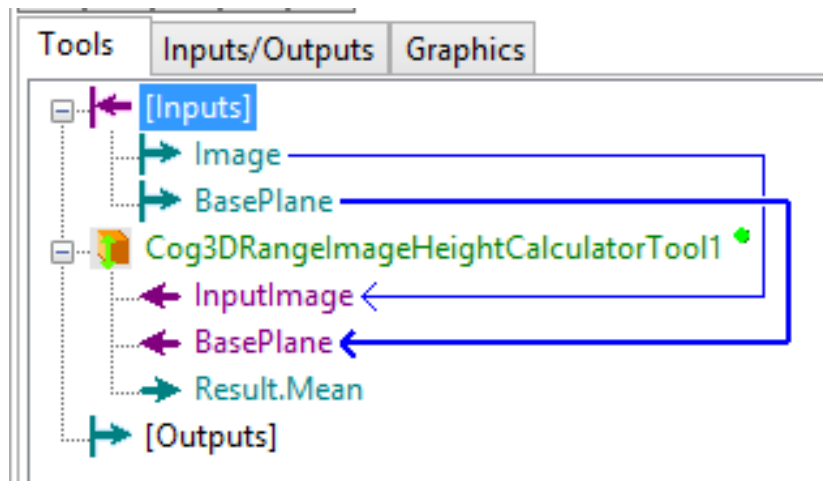
- iii. Rename the inout to BasePlane.



- iv. Back in the sequence, connect the VolumeCalculator's BasePlane output to the HeightCalculatorTool's BasePlane input.

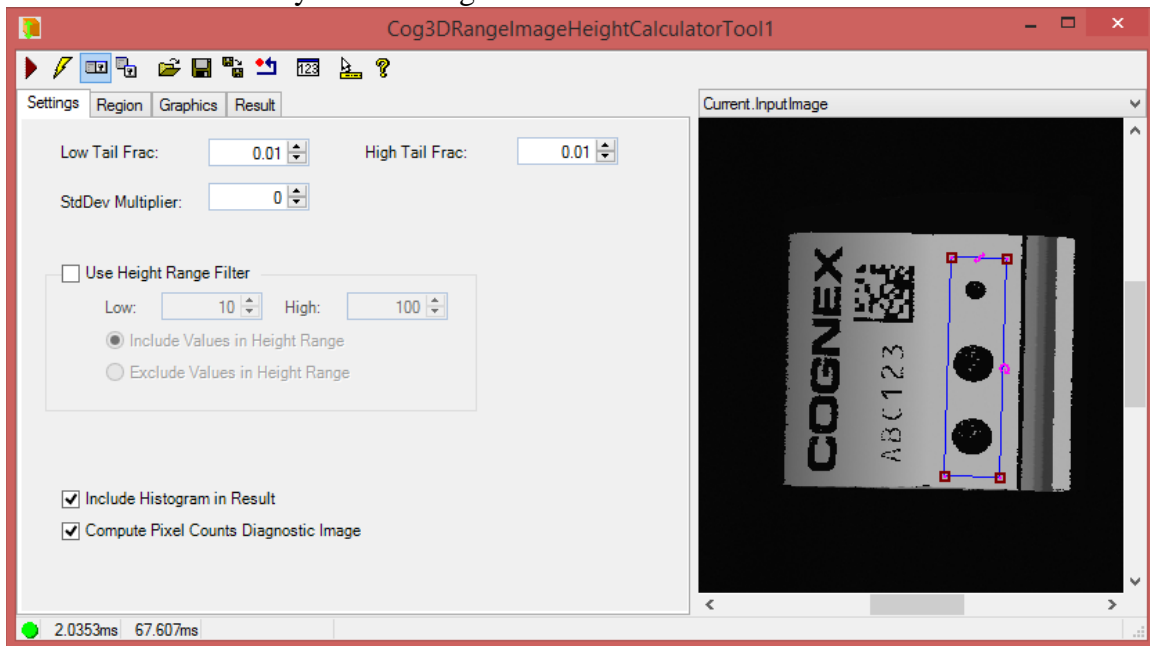


- v. Attach the BasePlane incoming BasePlane input to the BasePlane input terminal of the Cog3DRangeImageHeightCalculatorTool1 tool. Once connected, run the sequence once.

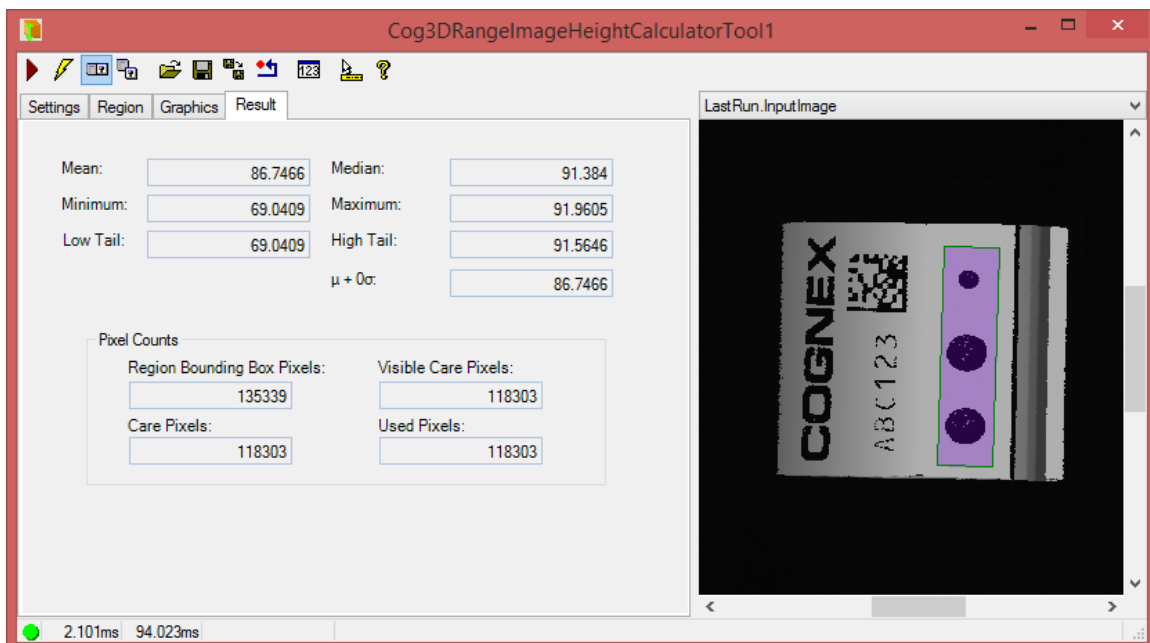


b. Configure Height Tool

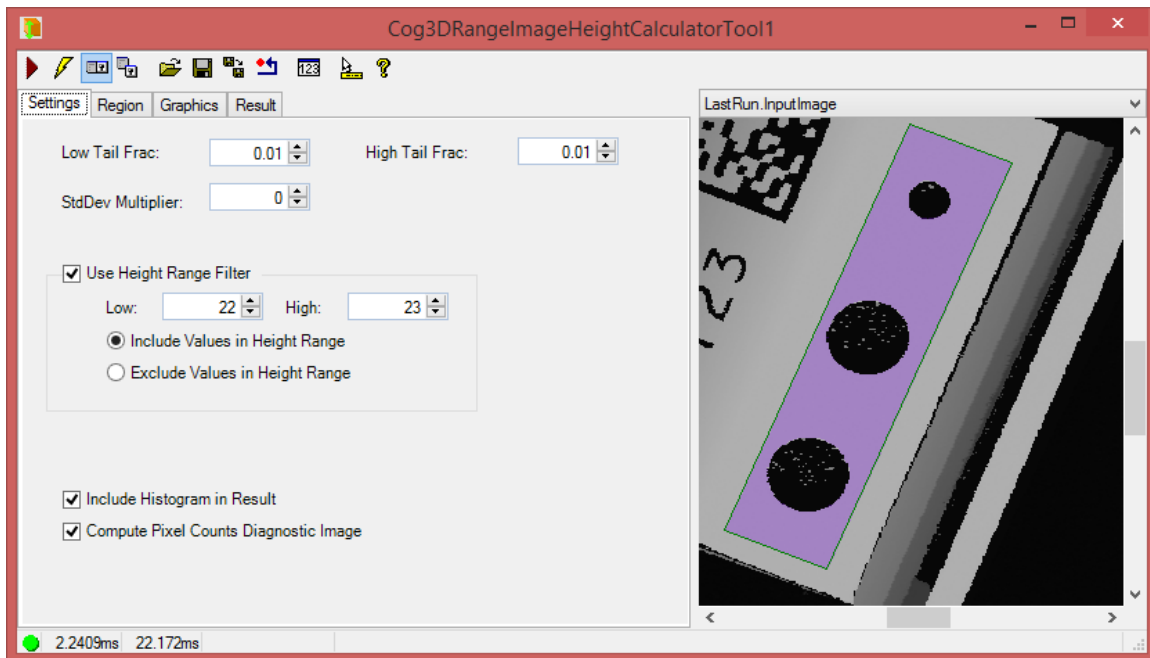
- i. Double-click on the Height Tool to open it. In the Current.InputImage, place your region around the area in which you want height data.



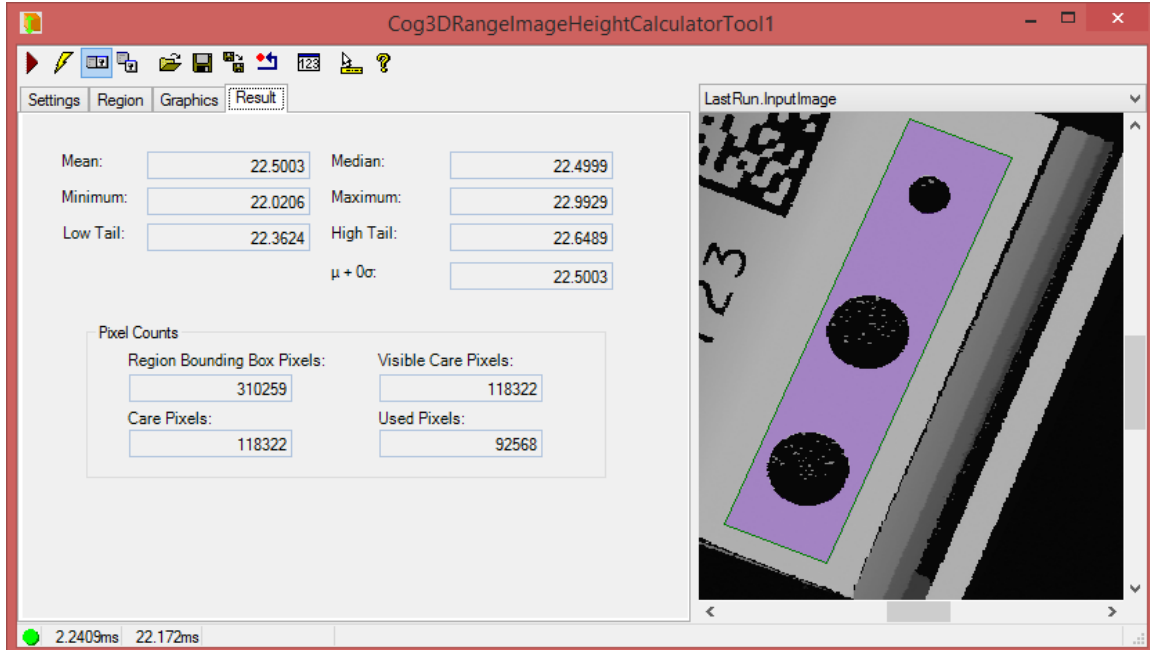
- ii. Run the tool once. Note the results on the “Result” tab. With a mean value around 86.7mm, it is not an accurate measurement of our object.



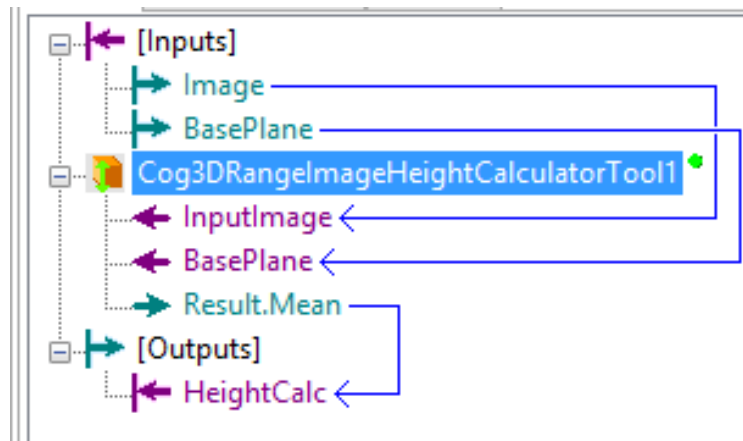
- iii. Change the Filter Height Range options as follows:
1. Check Height Range Filter
 2. Low: 22
 3. High: 23



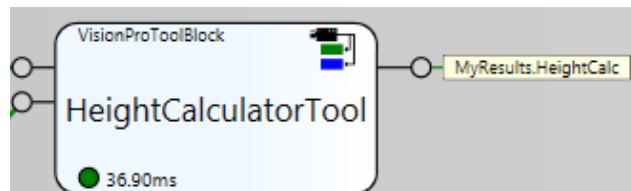
- iv. Run the tool with the new settings and review the result.



- v. Attach the Result.Mean to the [Outputs] of the Tool block.

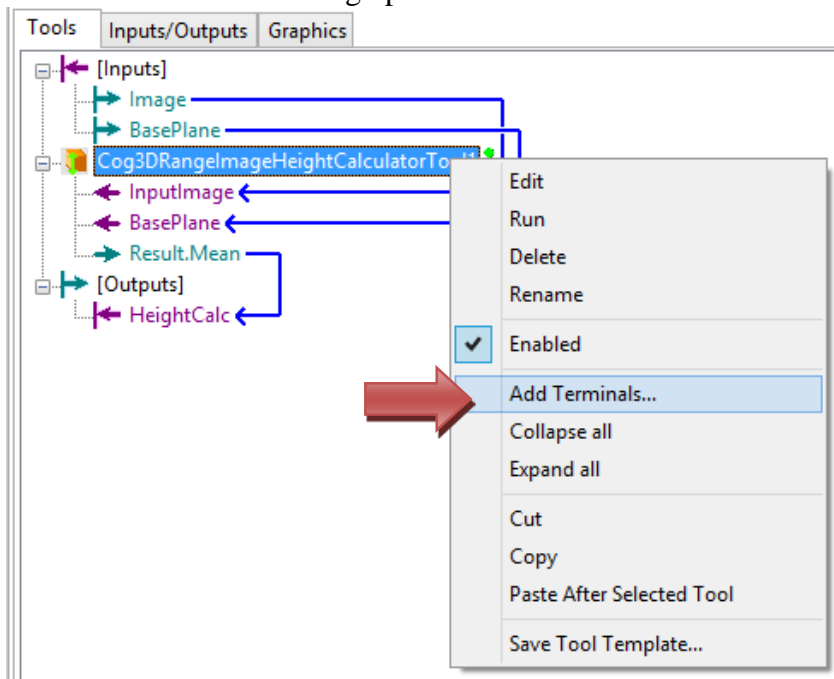


- vi. Create a new tag named “MyResult.HeightCalc “ on the output pin of the HeightCalculatorTool block.

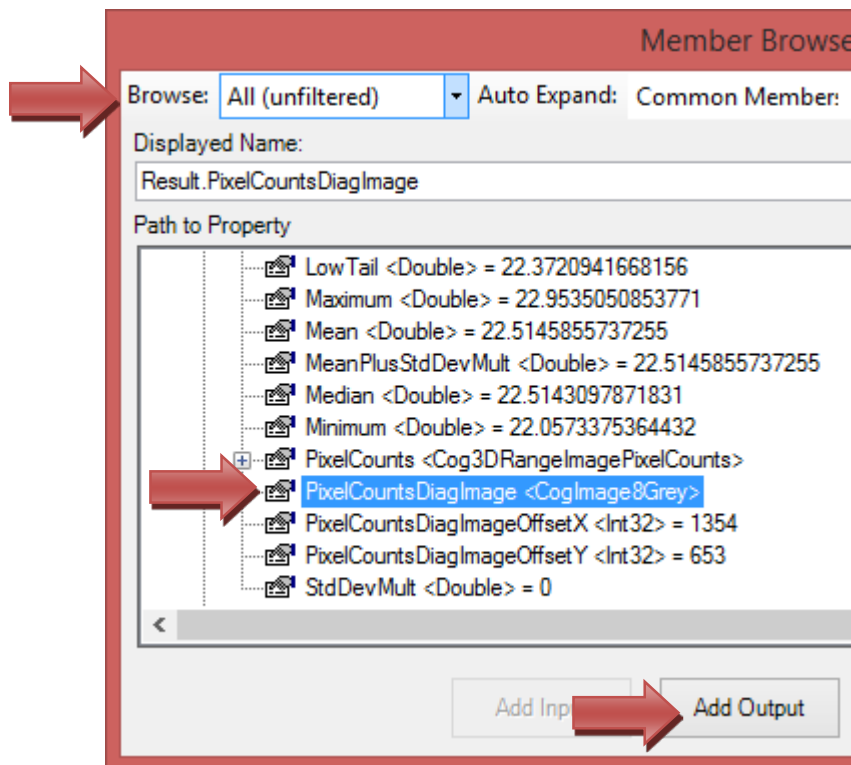


- a. **Feed result diagnostic mask into a Blob tool for further analysis**

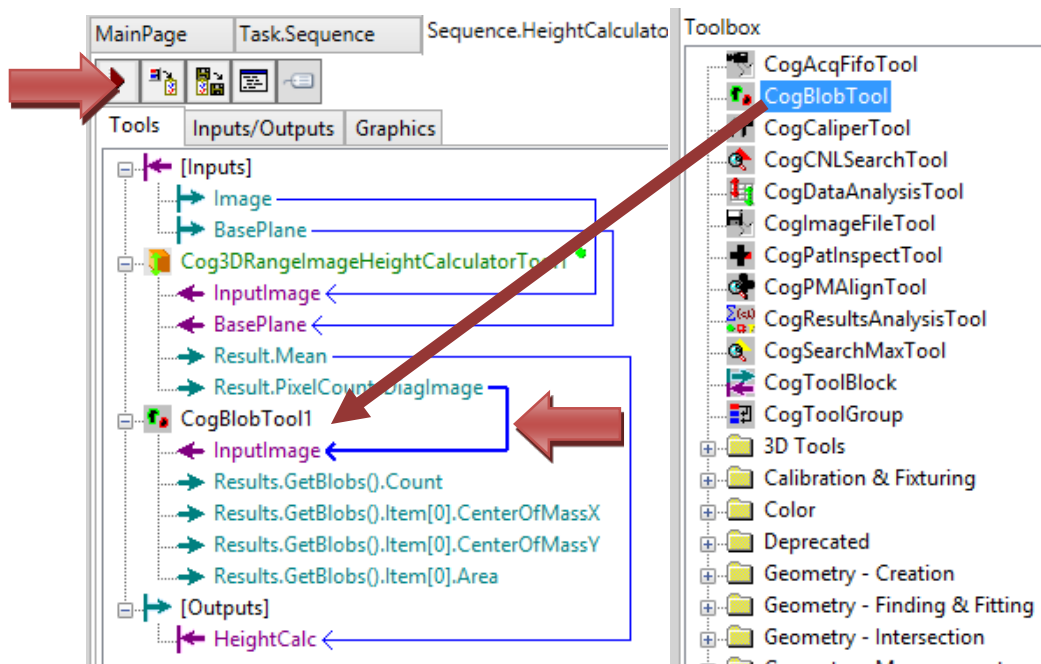
- i. Add the diagnostic mask terminal by going to the Cog3DRangeImageHeightCalculatorTool1 and right-clicking to bring up the list of functions. Select “Add Terminals”



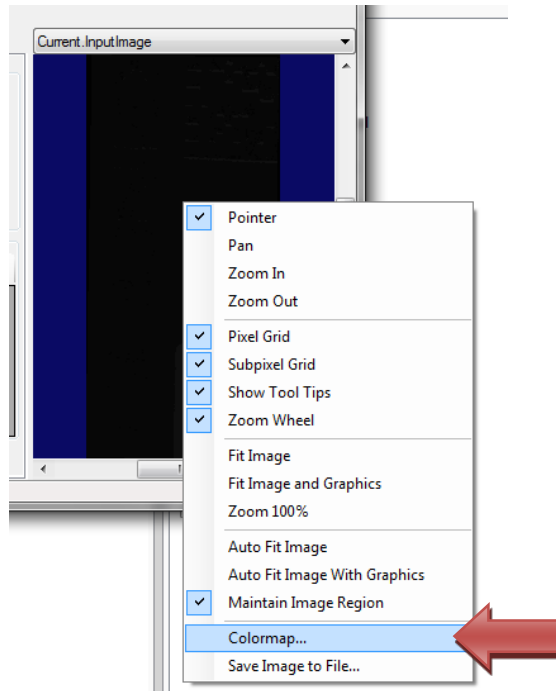
- ii. Select “All (unfiltered)” from the **Browse** list and then go down to the Result section and choose “PixelCountsDiagImage” and press “Add Output”



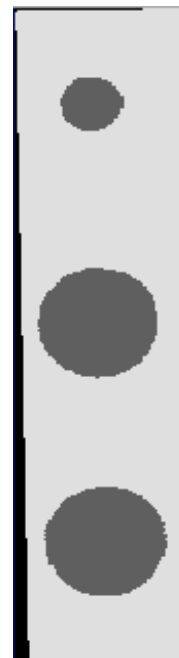
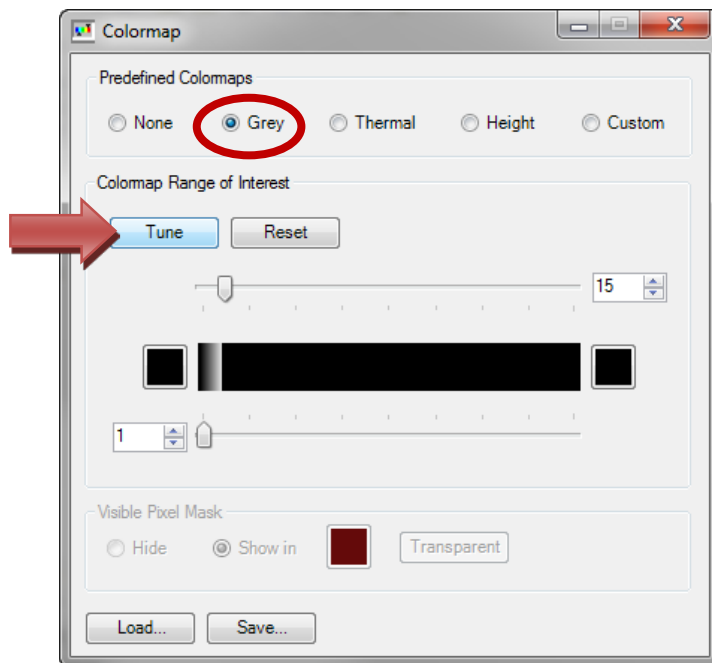
- iii. This will create an output terminal under the 3DRangeImageHeightCalculatorTool1. Add a Blob Tool and feed the newly added diag image into a Blob tool’s InputImage. Run the Tool block once.



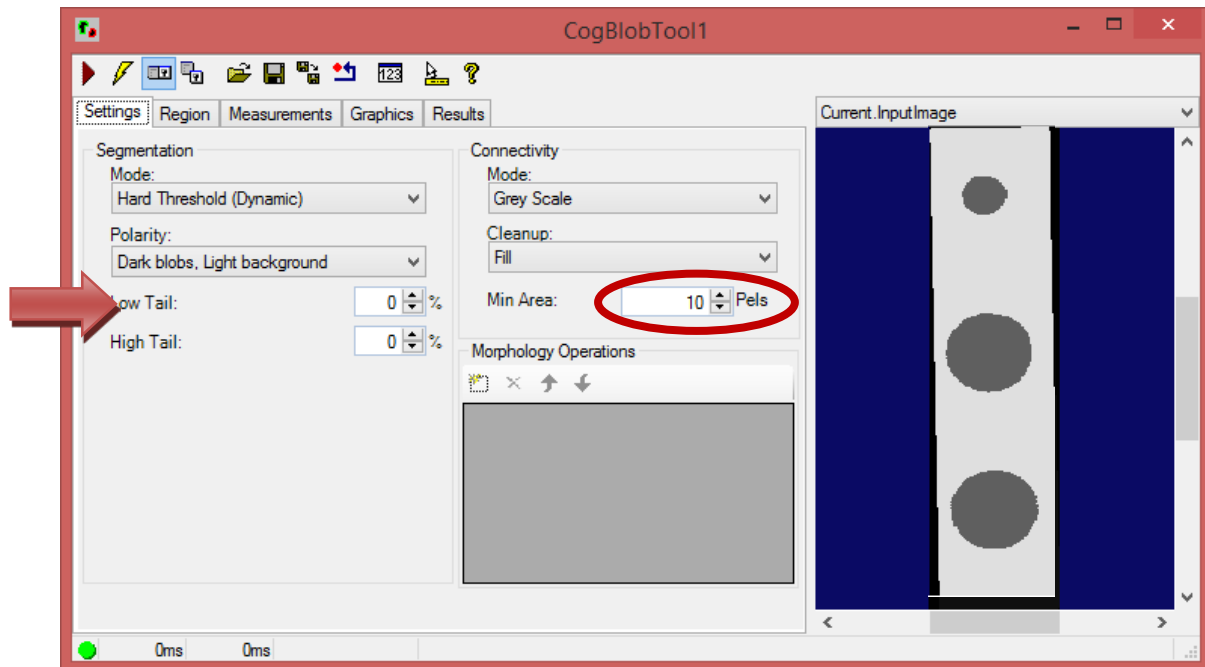
- iv. Open the Blob Tool and adjust the image so that better contrast is seen by right-clicking on the image and choosing “Colormap..”



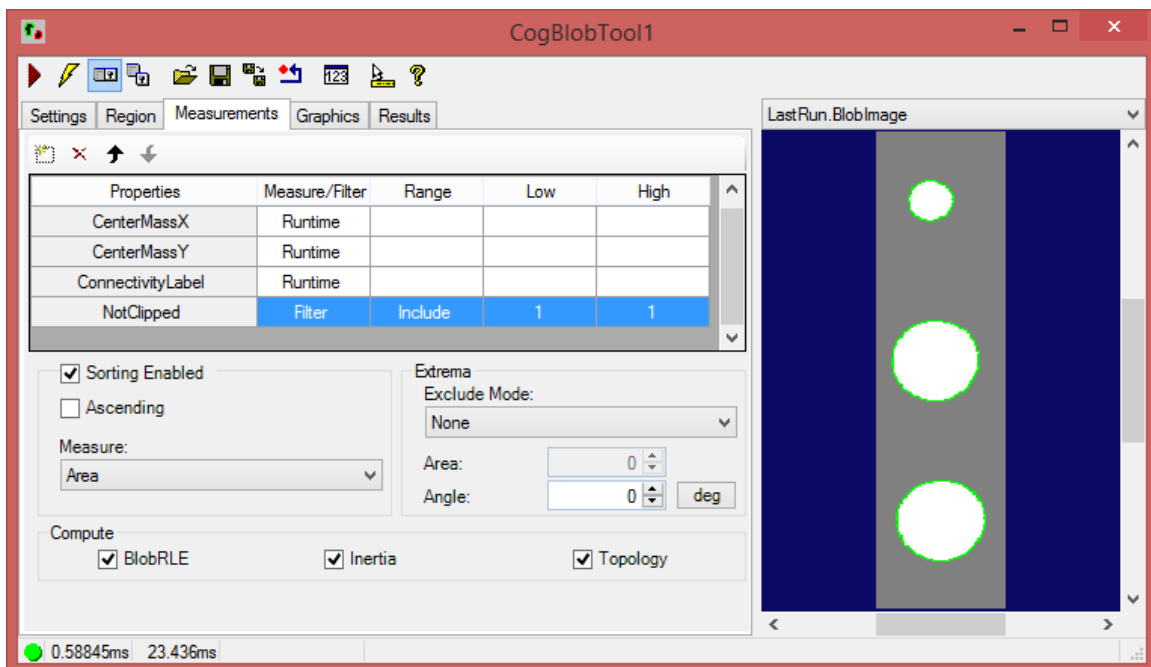
- v. Choose “Grey” and then “Tune” to get better contrast in the image. The light areas show that there is some sort of volume area.



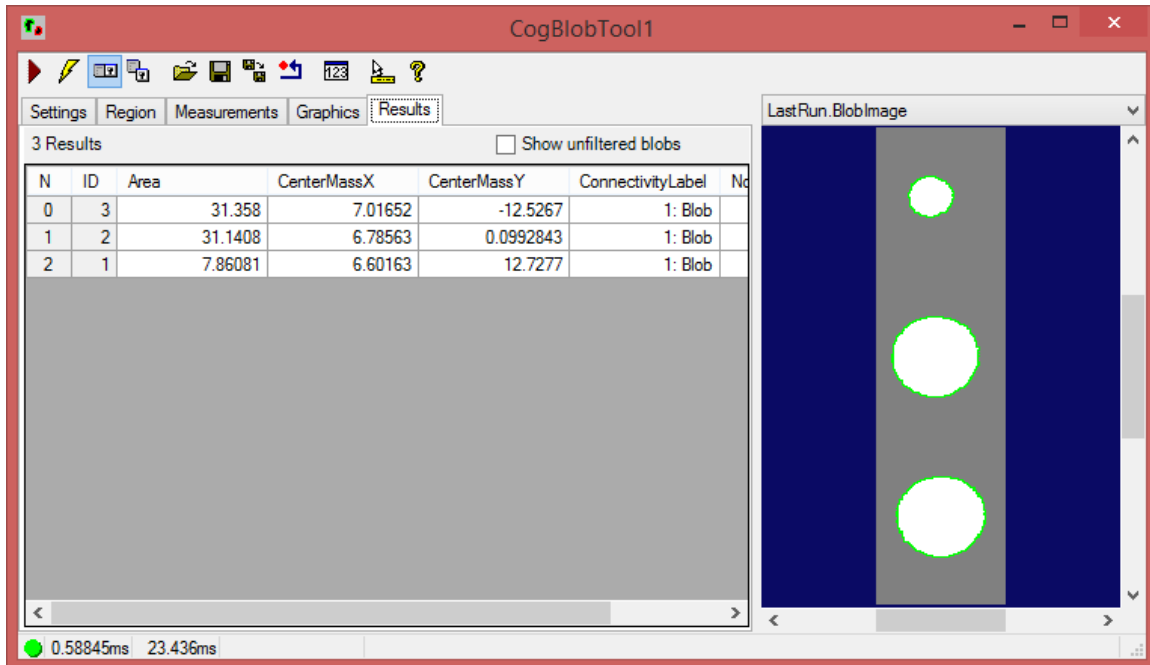
- vi. You should be able to use the default blob settings within the Settings tab.



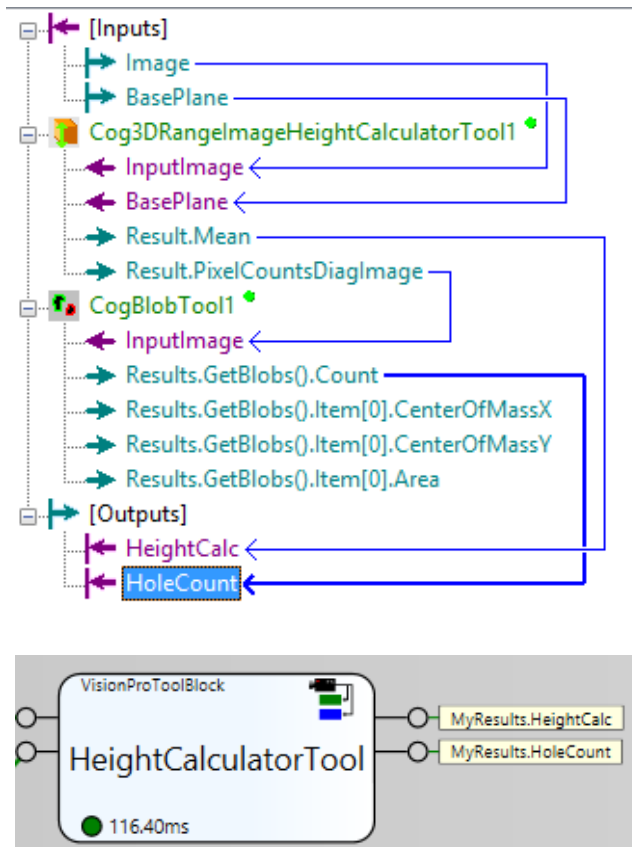
- vii. Use the Measurements tab to filter out all blobs that are “clipped”. You will need to add a new measurement called “NotClipped”, and then use it for filtering all the results.



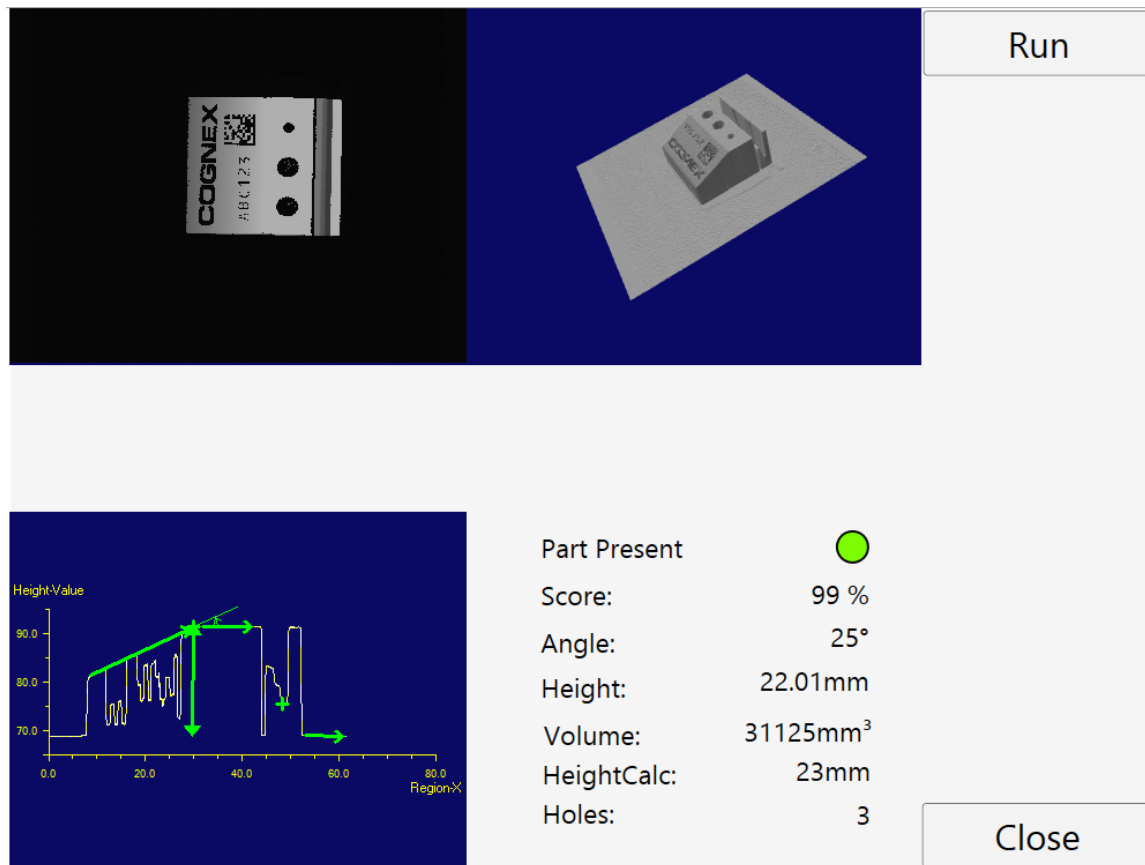
- vii. Check the Results tab to make sure that only the holes are being detected and no boundary blobs are being used.



- viii. Send out the number of results found by the Blob tool to the [Outputs] collection and add a new tag called "MyResults.HoleCount".



3. Add height and hole count data to the HMI.



4. Save your project.