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DMC-1000, DMC-1500

COMMAND REFERENCE

Manual Rev. 1.0g

By Galil Motion Control, Inc.

Galil Motion Control, Inc.
270 Technology Way
Rocklin, California 95765
Phone: (916) 626-0101
Fax: (916) 626-0102
Internet Address: support@galilmc.com
URL: www.galilmc.com

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Overview

Controller Notation

This command reference is a supplement to Galil Motion Control User Manual. For proper controller operation, consult the Users Manual. This manual describes commands to be used with the following Galil Motion Controllers: DMC-1000, DMC-1500. Commands are listed in alphabetical order.

Please note that all commands may not be valid for every controller. The following symbol is used to identify the controllers for which the command is applicable.

DMC-1000	DMC-1500

This symbol is placed at the top right corner of each command description. The DMC-1000 symbol refers to all controllers from the DMC-1000 series (1-8 axes), the DMC-1500 symbol refers to all controllers from the DMC-1500 series (1-8 axes). When the corresponding box entry is dark, the command is not valid for that controller.

Removing Non-Applicable Commands:

Since there may be commands which are not applicable to your controller, you may use the following table to identify and remove these pages:

Manual Pages Not Applicable to Specific Controllers:

CONTROLLER	PAGE NO
DMC-1000	9,21,22,24,27,104
DMC-1500	47,105,142

Servo and Stepper Motor Notation:

Your motion controller has been designed to work with both servo and stepper type motors. Installation and system setup will vary depending upon whether the controller will be used with stepper motors, or servo motors. To make finding the appropriate instructions faster and easier, icons will be next to any information that applies exclusively to one type of system. Otherwise, assume that the instructions apply to all types of systems. The icon legend is shown below.

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Attention: Pertains to servo motor use.



Attention: Pertains to stepper motor use.

Command Descriptions

Each executable instruction is listed in the following section in alphabetical order. Below is a description of the information which is provided for each command.

The two-letter Opcode for each instruction is placed in the upper right corner.

Axes Arguments

Some commands require the user to identify the specific axes to be affected. These commands are followed by uppercase X,Y,Z, W or A,B,C,D,E,F,G and H. No commas are needed and the order of axes is not important. Do not insert any spaces prior to any command. For example, STX; AMX is invalid because there is a space after the semicolon. When no argument is given, the command is executed for all axes.

Valid XYZW syntax

SH X	Servo Here, X only
SH XYW	Servo Here, X,Y and W axes
SH XZW	Servo Here, X,Z and W axes
SH XYZW	Servo Here, X,Y,Z and W axes
SH BCAD	Servo Here, A,B,C and D axes (Note: ABCD IS the same as XYZW)
SH ADEG	Servo Here, A,D,E and G axes (Note: AD is the same as XW)
SH H	Servo Here, H axis only
SH	Servo Here, all axes

Parameter Arguments

Some commands require numerical arguments to be specified following the instruction. In the argument description, these commands are followed by lower case x,y,z,w or a,b,c,d,e,f,g,h where the lowercase letter represents the value. Values may be specified for any axis separately or any combination of axes. The argument for each axis is separated by commas. Examples of valid syntax are listed below.

Valid x,y,z,w syntax

AC x	Specify argument for x axis only
AC x,y	Specify x and y only
AC x,,z	Specify x and z only
AC x,y,z,w	Specify x,y,z,w
AC a,b,c,d	Specify arguments for a,b,c,d (Note: a,b,c,d are the same as x,y,z,w)
AC ,b,,,e	Specify b and e axis only (Note: b and y axis are the same)
AC ,,,e,f	Specify e and f (Note: e and z axis are the same)

Where x,y,z,w and a,b,c,d,e,f,g and h are replaced by actual values.

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Direct Command Arguments

An alternative method for specifying data is to set data for individual axes using an axis designator followed by an equals sign. The * symbol defines data for all axes to be the same. For example:

PRY=1000	Sets Y axis data at 1000
PR*=1000	Sets all axes to 1000

Interrogation

Most commands accept a question mark (?) as an argument. This argument causes the controller to return parameter information listed in the command description. Type the command followed by a ? for each axis requested. The syntax format is the same as the parameter arguments described above except '?' replaces the values.

PR ?	The controller will return the PR value for the X axis
PR ,,,?	The controller will return the PR value for the W axis
PR ?,?,?,?	The controller will return the PR value for the A,B,C and D axes
PR ,,,,,,,?	The controller will return the PR value for the H axis

Operand Usage

Most commands have a corresponding operand that can be used for interrogation. The Operand Usage description provides proper syntax and the value returned by the operand. Operands must be used inside of valid DMC expressions. For example, to display the value of an operand, the user could use the command:

MG ‘operand’

All of the command operands begin with the underscore character (_). For example, the value of the current position on the X axis can be assigned to the variable ‘V’ with the command:

V=_TPX

Usage Description

The Usage description specifies the restrictions on proper command usage. The following provides an explanation of the command information provided:

"While Moving" states whether or not the command is valid while the controller is performing a previously defined motion.

"In a program" states whether the command may be used as part of a user-defined program.

"Command Line" states whether the command may be used other than in a user-defined program.

"Can be Interrogated" states whether or not the command can be interrogated by using the ? as a command argument.

"Used as an Operand" states whether the command has an associated operand.

Default Description

In the command description, the DEFAULT section provides the default values for controller setup parameters. These parameters can be changed and the new values can be saved in the controller's non-volatile memory by using the command, BN. If the setup parameters are not saved in non-volatile memory, the default values will automatically reset when the system is reset. A reset occurs when the power is turned off and on, when the reset button is pushed, or the command, RS, is given.

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When a master reset occurs, the controller will always reset all setup parameters to their default values and the non-volatile memory is cleared to the factory state. A master reset is executed by the command, <ctrl R> <ctrl S> <Return> OR by powering up or resetting the controller with the MRST jumper or dip switch on.

For example, the command KD is used to set the Derivative Constant for each axis. The default value for the derivative constant is 64. If this parameter is not set by using the command, KD, the controller will automatically set this value to 64 for each axis. If the Derivative Constant is changed but not saved in non-volatile memory, the default value of 64 will be used if the controller is reset or upon power up of the controller. If this value is set and saved in non-volatile memory, it will be restored upon reset until a master reset is given to the controller.

The default format describes the format for numerical values which are returned when the command is interrogated. The format value represents the number of digits before and after the decimal point.

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AB

FUNCTION: Abort

DESCRIPTION:

AB (Abort) stops a motion instantly without a controlled deceleration. If there is a program operating, AB also aborts the program unless a 1 argument is specified. The command AB will shut off the motors for any axis in which the off-on-error function is enabled (see command "OE" on page 102).

ARGUMENTS: AB n where

n = no argument or 1

1 aborts motion without aborting program, 0 aborts motion and program

AB aborts motion on all axes in motion and cannot stop individual axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	---
Default Format	---

OPERAND USAGE:

_AB gives state of Abort Input.

RELATED COMMANDS:

SH	Turns servos back on if they were shut-off by Abort and OE1.

EXAMPLES:

AB	Stops motion
OE 1,1,1,1	Enable off-on-error
AB	Shuts off motor command and stops motion
#A	Label - Start of program
JG 20000	Specify jog speed on X-axis
BGX	Begin jog on X-axis
WT 5000	Wait 5000 msec
AB1	Stop motion without aborting program
WT 5000	Wait 5000 milliseconds
SH	Servo Here
JP #A	Jump to Label A
EN	End of the routine

Hint: *Remember to use the parameter 1 following AB if you only want the motion to be aborted. Otherwise, your application program will also be aborted.*

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AC

FUNCTION: Acceleration

DESCRIPTION:

The Acceleration (AC) command sets the linear acceleration rate of the motors for independent moves, such as PR, PA and JG. The parameters input will be rounded down to the nearest factor of 1024. The units are in counts per second squared. The acceleration rate may be changed during motion. The DC command is used to specify the deceleration rate.

ARGUMENTS: AC x,y,z,w ACX=x AC a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range in the range 1024 to 67107840

"?" returns the acceleration value for the specified axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	25600
Default Format	8.0

OPERAND USAGE:

_ACx contains the value of acceleration for the specified axis.

RELATED COMMANDS:

DC	Specifies deceleration rate.
FA	Feedforward Acceleration
IT	Smoothing constant - S-curve

EXAMPLES:

AC 150000,200000,300000,400000	Set X-axis acceleration to 150000, Y-axis to 200000 counts/sec^2, the Z-axis to 300000 counts/sec^2, and the W-axis to 400000 count/sec^2.
AC ?,?,?,?	Request the Acceleration
0149504,0199680,0299008,0399360	Return Acceleration (resolution, 1024)
V=_ACY	Assigns the Y acceleration to the variable V

Hint: *Specify realistic acceleration rates based on your physical system such as motor torque rating, loads, and amplifier current rating. Specifying an excessive acceleration will cause large following error during acceleration and the motor will not follow the commanded profile. The acceleration feedforward command FA will help minimize the error.*

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AD

FUNCTION: After Distance

DESCRIPTION:

The After Distance (AD) command is a trippoint used to control the timing of events. This command will hold up the execution of the following command until one of the following conditions have been met:

1. The commanded motor position crosses the specified relative distance from the start of the move.
2. The motion profiling on the axis is complete.
3. The commanded motion is in the direction which moves away from the specified position.

The units of the command are quadrature counts. Only one axis may be specified at a time. The motion profiler must be on or the trippoint will automatically be satisfied.

Note: AD will be affected when the motion smoothing time constant, IT, is not 1. See IT command for further information.

ARGUMENTS: AD x or AD,y or AD,,z or AD,,,w ADX=x AD a,b,c,d,e,f,g,h where

x,y,z,w are unsigned integers in the range 0 to 2147483647 decimal.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

AD	After distance for repetitive triggering
AV	After distance for vector moves

EXAMPLES:

#A;DP0,0,0,0	Begin Program
PR 10000,20000,30000,40000	Specify positions
BG	Begin motion
AD 5000	After X reaches 5000
MG "Halfway to X";TPX	Send message
AD ,10000	After Y reaches 10000
MG "Halfway to Y";TPY	Send message
AD ,,15000	After Z reaches 15000
MG "Halfway to Z";TPZ	Send message
AD ,,,20000	After W reaches 20000
MG "Halfway to W";TPW	Send message
EN	End Program

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Hint: *The AD command is accurate to the number of counts that occur in 2 msec. Multiply your speed by 2 msec to obtain the maximum position error in counts. Remember AD measures incremental distance from the start of a move on one axis.*

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AF

FUNCTION: Analog Feedback

DESCRIPTION::

The Analog Feedback (AF) command is used to set an axis with analog instead of digital feedback (quadrature or pulse & dir). As the analog feedback is decoded by a 12-bit A/D converter, an input voltage of 10 volts is decoded as a position of 2047 counts and a voltage of -10 volts corresponds to a position of -2048 counts. An option is available for 16-bits where an input voltage of 10 volts is decoded as a position of 32,768 counts and a voltage of -10volts corresponds to a position of -32,768 counts.

ARGUMENTS: AF x,y,z,w AFX=x AF a,b,c,d,e,f,g,h where

x,y,z,w are integers

1 = Enables analog feedback

0 = Disables analog feedback and switches to digital feedback

"?" returns a 0 or 1 which states whether analog feedback is enabled for the specified axes.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0,0,0,0
Default Format	-

OPERAND USAGE:

_AFx contains the value of acceleration for the specified axis.

RELATED COMMANDS:

MT	Motor Type
CE	Configure Encoder

EXAMPLES:

AF 1,0,0,1	Analog feedback on X and W axis
V1 = _AFX	Assign feedback type to variable
AF ?,?,?	Interrogate feedback type

***Note**: AF on the 8th axis of DMC-1580 requires special modification from the factory. Consult Galil.*

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AI

FUNCTION: After Input

DESCRIPTION:

The AI command is used in motion programs to wait until the specified input has occurred. If n is positive, it waits for the input to go high. If n is negative, it waits for n to go low.

ARGUMENTS: AI +/-n where

n is an integer in the range 1 to 8 decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

@IN[n]	Function to read input 1 through 8
II	Input interrupt
#ININT	Label for input interrupt

EXAMPLES:

#A	Begin Program
AI 8	Wait until input 8 is high
SP 10000	Speed is 10000 counts/sec
AC 20000	Acceleration is 20000 counts/sec2
PR 400	Specify position
BG X	Begin motion
EN	End Program

Hint: *The AI command actually halts execution of the next line in a program until the specified input is at the desired logic level. Use the conditional Jump command (JP) or input interrupt (II) if you do not want the program sequence to halt.*

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AL

FUNCTION: Arm Latch

DESCRIPTION:

The AL command enables the latching function of the controller. When the position latch is armed, the main or auxiliary encoder position will be captured upon a low going signal. Each axis has a position latch and can be activated through the general inputs: Input 1 (X or A axis), Input 2 (Y or B axis), Input 3 (Z or C axis), Input 4 (W or D axis), Input 5 (E axis), Input 6 (F axis), Input 7 (G axis). The command RL returns the captured position for the specified axes. When interrogated the AL command will return a 1 if the latch for that axis is armed or a zero after the latch has occurred. The CN command will change the polarity of the latch.

ARGUMENTS: AL XYZW where

X,Y,Z,W specifies the X,Y,Z,W axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_ALx contains the state of the specified latch. 0 = not armed, 1 = armed.

RELATED COMMANDS:

RL	Report Latch

EXAMPLES:

#START	Start program
ALY	Arm Y-axis latch
JG,50000	Set up jog at 50000 counts/sec
BGY	Begin the move
#LOOP	Loop until latch has occurred
JP #LOOP,_ALY=1	
RLY	Transmit the latched position
EN	End of program

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AM

FUNCTION: After Move

DESCRIPTION:

The AM command is a trippoint used to control the timing of events. This command will hold up execution of the following commands until the current move on the specified axis or axes is completed. Any combination of axes or a motion sequence may be specified with the AM command. For example, AM XY waits for motion on both the X and Y axis to be complete. AM with no parameter specifies that motion on all axes be complete.

ARGUMENTS: AM XYZWS or AM SX SY SZ SW or (AL ABCDEFGH or AL SASBSCSDSESFSGSH) where

X,Y,Z,W,S specifies X,Y,Z, or W axis, or sequence. No argument specifies that motion on all axes is complete.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	1.0

RELATED COMMANDS:

BG	_BGx contains a 0 if motion complete

EXAMPLES:

#MOVE	Program MOVE
PR 5000,5000,5000,5000	Position relative moves
BG X	Start the X-axis
AM X	After the move is complete on X,
BG Y	Start the Y-axis
AM Y	After the move is complete on Y,
BG Z	Start the Z-axis
AM Z	After the move is complete on Z
BG W	Start the W-axis
AM W	After the move is complete on W
EN	End of Program

Hint: *AM is a very important command for controlling the timing between multiple move sequences. For example, if the X-axis is in the middle of a position relative move (PR) you cannot make a position absolute move (PAX, BGX) until the first move is complete. Use AMX to halt the program sequences until the first motion is complete. AM tests for profile completion. The actual motor may still be moving. Another method for testing motion complete is to check for the internal variable, _BGx, being equal to zero (see "BG"command).*

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AP

FUNCTION: After Absolute Position

DESCRIPTION:

The After Position (AP) command is a trippoint used to control the timing of events. This command will hold up the execution of the following command until one of the following conditions have been met:

1. The actual motor position crosses the specified absolute position.
2. The motion profiling on the axis is complete.
3. The commanded motion is in the direction which moves away from the specified position.

The units of the command are quadrature counts. Only one axis may be specified at a time. The motion profiler must be on or the trippoint will automatically be satisfied

ARGUMENTS: APx or AP,y or AP,,z or AP,,,w APX=x AP abcdefgh where

x,y,z,w are signed integers in the range -2147483648 to 2147483647 decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	---
Default Format	---

RELATED COMMANDS:

AD	Trippoint for relative distances
MF	Trippoint for forward motion

EXAMPLES:

#TEST	Program B
DP0	Define zero
JG 1000	Jog mode (speed of 1000 counts/sec)
BG X	Begin move
AP 2000	After passing the position 2000
V1=_TPX	Assign V1 X position
MG "Position is", V1=	Print Message
ST	Stop
EN	End of Program

Hint: *The accuracy of the AP command is the number of counts that occur in 2 msec. Multiply the speed by 2 msec to obtain the maximum error. AP tests for absolute position. Use the AD command to measure incremental distances.*

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AR

FUNCTION: After Relative Distance

DESCRIPTION:

The After Relative (AR) command is a trippoint used to control the timing of events. This command will hold up the execution of the following command until one of the following conditions have been met:

1. The commanded motor position crosses the specified relative distance from either the start of the move or the last AR or AD command.
2. The motion profiling on the axis is complete.
3. The commanded motion is in the direction which moves away from the specified position.

The units of the command are quadrature counts. Only one axis may be specified at a time. The motion profiler must be on or the trippoint will automatically be satisfied.

Note: AR will be affected when the motion smoothing time constant, IT, is not 1. See IT command for further information.

ARGUMENTS: ARx or AR,y or AR,,z or AR,,,w ARX=X AR abcdefgh where

x,y,z,w are unsigned integers in the range 0 to 2147483647 decimal.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

AV	Trippoint for after vector position for coordinated moves
AP	Trippoint for after absolute position

EXAMPLES:

#A;DP 0,0,0,0	Begin Program
JG 50000,,,7000	Specify speeds
BG XW	Begin motion
#B	Label
AR 25000	After passing 25000 counts of relative distance on X-axis
MG "Passed_X";TPX	Send message on X-axis
JP #B	Jump to Label #B
EN	End Program

Hint: *AR is used to specify incremental distance from last AR or AD command. Use AR if multiple position trippoints are needed in a single motion sequence.*

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AS

FUNCTION: At Speed

DESCRIPTION:

The AS command is a trippoint that occurs when the generated motion profile has reached the specified speed. This command will hold up execution of the following command until the speed is reached. The AS command will operate after either accelerating or decelerating. If the speed is not reached, the trippoint will be triggered after the motion is stopped (after deceleration).

ARGUMENTS: AS X or AS Y or AS Z or AS W or AS S AS ABCDEFGH where

XYZWS specifies X,Y,Z,W axis or sequence

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

EXAMPLES:

#SPEED	Program A
PR 100000	Specify position
SP 10000	Specify speed
BG X	Begin X
ASX	After speed is reached
MG "At Speed"	Print Message
EN	End of Program

WARNING:

The AS command applies to a trapezoidal velocity profile only with linear acceleration. AS used with S-curve profiling will be inaccurate.

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AT

FUNCTION: At Time

DESCRIPTION:

The AT command is a trippoint which is used to hold up execution of the next command until after the specified time has elapsed. The time is measured with respect to a defined reference time. AT 0 establishes the initial reference. AT n specifies n msec from the reference. AT -n specifies n msec from the reference and establishes a new reference after the elapsed time period.

ARGUMENTS: AT n where

n is a signed integer in the range 0 to 2 Billion

n = 0 defines a reference time at current time

positive n waits n msec from reference

negative n waits n msec from reference and sets new reference after elapsed time period

(AT -n is equivalent to AT n; AT <old reference + n>

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	-

EXAMPLES:

The following commands are sent sequentially

AT 0	Establishes reference time 0 as current time
AT 50	Waits 50 msec from reference 0
AT 100	Waits 100 msec from reference 0
AT -150	Waits 150 msec from reference 0 and sets new reference at 150
AT 80	Waits 80 msec from new reference (total elapsed time is 230 msec)

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AV

FUNCTION: After Vector Distance

DESCRIPTION:

The AV command is a trippoint which is used to hold up execution of the next command during coordinated moves such as VP,CR or LI. This trippoint occurs when the path distance of a sequence reaches the specified value. The distance is measured from the start of a coordinated move sequence or from the last AV command. The units of the command are quadrature counts.

ARGUMENTS: AV n where

n is an unsigned integer in the range 0 to 2147483647 decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	-

OPERAND USAGE:

_AV contains the vector distance from the start of the sequence. _AV is valid in the linear mode, LM and in the vector mode, VM.

EXAMPLES:

#MOVE;DP 0,0	Label
LMXY	Linear move for X,Y
LI 1000,2000	Specify distance
LI 2000,3000	Specify distance
LE	
BGS	Begin
AV 500	After path distance = 500,
MG "Path>500";TPXY	Print Message
EN	End Program

Hint: *Vector Distance is calculated as the square root of the sum of the squared distance for each axis in the linear or vector mode.*

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BG

FUNCTION: Begin

DESCRIPTION:

The BG command starts a motion on the specified axis or sequence.

ARGUMENTS: BG XYZWS BG ABCDEFGH where

XYZW are X,Y,Z,W axes and S is coordinated sequence

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	-

OPERAND USAGE:

_BGx contains a '0' if motion complete on the specified axis, otherwise contains a '1'.

RELATED COMMANDS:

AM	After motion complete
ST	Stop motion

EXAMPLES:

PR 2000,3000,,5000	Set up for a relative move
BG XYW	Start the X,Y and W motors moving
HM	Set up for the homing
BGX	Start only the X-axis moving
JG 1000,4000	Set up for jog
BGY	Start only the Y-axis moving
YSTATE=_BGY	Assign a 1 to YSTATE if the Y-axis is performing a move
VP 1000,2000	Specify vector position
VS 20000	Specify vector velocity
BGS	Begin coordinated sequence
VMXY	Vector Mode
VP 4000,-1000	Specify vector position
VE	Vector End
PR ,,8000,5000	Specify Z and W position
BGSZW	Begin sequence and Z,W motion
MG _BGS	Displays a 1 if coordinated sequence move is running

Hint: *You cannot give another BG command until current BG motion has been completed. Use the AM trippoint to wait for motion complete between moves. Another method for checking motion complete is to test for _BGx being equal to 0.*

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BL

FUNCTION: Reverse Software Limit

DESCRIPTION:

The BL command sets the reverse software limit. If this limit is exceeding during motion, motion on that axis will decelerate to a stop. Reverse motion beyond this limit is not permitted. The reverse limit is activated at X-1, Y-1, Z-1, W-1. To disable the reverse limit, set X,Y,Z,W to -2147483648. The units are in quadrature counts.

When the reverse software limit is activated, the automatic subroutine #LIMSWI will be executed if it is included in the program and a program is executing. See User's Manual, Automatic Subroutine.

ARGUMENTS: BL x,y,z,w BLX=x BL a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483648 to 2147483647.

-214783648 turns off the reverse limit.

"?" returns the reverse software limit for the specified axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-214783648
Default Format	Position format

OPERAND USAGE:

_BLx contains the value of the reverse software limit for the specified axis.

RELATED COMMANDS:

FL	Forward Limit
PF	Position Formatting

EXAMPLES:

#TEST	Test Program
AC 1000000	Acceleration Rate
DC 1000000	Deceleration Rate
BL -15000	Set Reverse Limit
JG -5000	Jog Reverse
BGX	Begin Motion
AMX	After Motion (limit occurred)
TPX	Tell Position
EN	End Program

Hint: *Galil Controllers also provide hardware limits.*

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BN

FUNCTION: Burn

DESCRIPTION:

The BN command saves the controller parameters shown below in Flash EEPROM memory. This command typically takes 1 second to execute and must not be interrupted. The controller returns a : when the Burn is complete.

PARAMETERS SAVED DURING BURN:

AC	FL	SB
BL	GA	SP
CB	GR	TL
CE	IL	TM
CN	KD (ZR converted to KD)	TR
CO	KI	VA
CW	KP (GN converted to KP)	VD
DV	MO (MOTOR OFF or ON)	VF
DC	MT	VS
EO	OE	VT
PL	OP	
ER	PF	

ARGUMENTS: None

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_BN contains the serial number of the controller.

EXAMPLES:

KD 100	Set damping term for X axis
KP 10	Set proportional gain term for X axis
KI 1	Set integral gain term for X axis
AC 200000	Set acceleration
DC 150000	Set deceleration rate
SP 10000	Set speed
MT -1	Set motor type for X axis to be type '-1', reversed polarity servo motor
MO	Turn motor off
BN	Burn parameters; may take up to 15 seconds

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BP

FUNCTION: Burn Program

DESCRIPTION::

The BP command saves the application program in non-volatile EEPROM memory. This command typically takes up to 10 seconds to execute and must not be interrupted. The controller returns a : when the Burn is complete.

ARGUMENTS: None

USAGE:

While Moving	No
In a Program	No
Not in a Program	Yes
Can be Interrogated	No
Used in an Operand	No

DEFAULTS:

Default Value	---

RELATED COMMANDS:

BN	Burn Parameters
BV	Burn Variable

Note: This command may cause the Galil software to issue the following warning "A time-out occurred while waiting for a response from the controller". This warning is normal and is designed to warn the user when the controller does not respond to a command within the timeout period. This occurs because this command takes more time than the default timeout of 1 sec. The timeout can be changed in the Galil software but this warning does not affect the operation of the controller or software.

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BV

FUNCTION: Burn Variables

DESCRIPTION::

The BV command saves the controller variables in non-volatile EEPROM memory. This command typically takes up to 2 seconds to execute and must not be interrupted. The controller returns a : when the Burn is complete.

ARGUMENTS: None

USAGE:

While Moving	No
In a Program	Yes
Not in a Program	Yes
Can be Interrogated	No
Used in an Operand	No

DEFAULTS:

Default Value	---

RELATED COMMANDS:

BN	Burn Parameters
BP	Burn Program

Note: This command may cause the Galil software to issue the following warning "A time-out occurred while waiting for a response from the controller". This warning is normal and is designed to warn the user when the controller does not respond to a command within the timeout period. This occurs because this command takes more time than the default timeout of 1 sec. The timeout can be changed in the Galil software but this warning does not affect the operation of the controller or software.

Note: -4MF will save arrays variables.

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CB

FUNCTION: Clear Bit

DESCRIPTION:

The CB command sets the specified output bit low. CB can be used to clear the outputs of extended I/O which have been configured as outputs.

ARGUMENTS: CB n, where

n is an integer corresponding to the output bit to be cleared. The first output bit is specified as 1.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

SB	Set Bit
OP	Define output port (bytewise).

EXAMPLES:

CB 7	Clear output bit 7
CB 16	Clear output bit 16 (8 axis controllers only)

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CC

FUNCTION: Configure Communications Port 2

DESCRIPTION:

The CC command configures baud rate, handshake, mode, and echo for the AUX SERIAL PORT, referred to as Port 2. This command must be given before using the MG, IN, or CI commands with Port 2.

ARGUMENTS: CC m,n,r,p

m - Baud rate	300,1200,4800,9600,19200, or 38400
n - Handshake	0 for handshake off, 1 for handshake on
r - Mode	0 for daisy chain off and operator data entry mode; 0, 1 for daisy chain on
p - Echo	0 for echo off, 1 for echo on

Note: echo only active when daisy chain feature is off

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0,0,0
Default Format	-

RELATED COMMANDS:

CI	Set Bit

EXAMPLES:

CC 9600,0,0,1	9600 baud, no handshake, daisy chain off, echo on. Typical setting with TERM-1500.
CC 19200,1,1,0	19,200 baud, handshake on, daisy chain on, echo off. Typical setting in daisy chain mode.

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CD

FUNCTION: Contour Data

DESCRIPTION:

The CD command specifies the incremental position on X,Y,Z and W axes. The units of the command are in quadrature counts. This command is used only in the Contour Mode (CM).

ARGUMENTS: CD x,y,z,w CDX=x CD a,b,c,d,e,f,g,h where

x,y,z,w are integers in the range of +/-32762

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

CM	Contour Mode
WC	Wait for Contour
DT	Time Increment
CS	_CS is the Segment Counter

EXAMPLES:

CM XYZW	Specify Contour Mode
DT 4	Specify time increment for contour
CD 200,350,-150,500	Specify incremental positions on X,Y,Z and W axes X-axis moves 200 counts Y-axis moves 350 counts Z-axis moves -150 counts W-axis moves 500 counts
WC	Wait for complete
CD 100,200,300,400	New position data
WC	Wait for complete
DT0	Stop Contour
CD 0,0,0,0	Exit Mode

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CE

FUNCTION: Configure Encoder

DESCRIPTION:

The CE command configures the encoder to the quadrature type or the pulse and direction type. It also allows inverting the polarity of the encoders. The configuration applies independently to the four main axes encoders and the four auxiliary encoders.

ARGUMENTS: CE x,y,z,w CEX=x CE a,b,c,d,e,f,g,h where

x,y,z,w are integers in the range of 0 to 15. Each integer is the sum of two integers n and m which configure the main and the auxiliary encoders. The values of m and n are

M =	MAIN ENCODER TYPE	N =	AUXILIARY ENCODER TYPE
0	Normal quadrature	0	Normal quadrature
1	Normal pulse and direction	4	Normal pulse and direction
2	Reversed quadrature	8	Reversed quadrature
3	Reversed pulse and direction	12	Reversed pulse and direction

For example: x = 10 implies m = 2 and n = 8, both encoders are reversed quadrature.

"?" returns the value of the encoder configuration for the specified axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	O
Default Format	2.0

OPERAND USAGE:

_CEx contains the value of encoder type for the axis specified by ‘x’.

RELATED COMMANDS:

MT	Specify motor type

EXAMPLES:

CE 0, 3, 6, 2	Configure encoders
CE ?,?,?,?	Interrogate configuration
V = _CEX	Assign configuration to a variable

Note: *When using pulse and direction encoders, the pulse signal is connected to CHA and the direction signal is connected to CHB.*

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CI

FUNCTION: Communication Interrupt

DESCRIPTION:

The CI command configures a program interrupt based on characters received on either Port 1, the MAIN serial port, or Port 2, the AUX serial port. An interrupt causes program flow to jump to the #COMINT subroutine label. If multiple program threads are used, the #COMINT subroutine runs in thread 0 and threads 1, 2, and 3 continue to run in the background without interruption. The characters received on the serial port are stored in internal variables such as P2CH. See chapter 7 for more detailed information on the communications interrupt.

ARGUMENTS: CI m,n,o

PARAMETER	EXPLANATION
m = 0	Do not interrupt Port 1
m = 1	Interrupt on carriage return character on Port 1
m = 2	Interrupt on any character Port 1
m = -1	Clear interrupt data buffer
n = 0	Do not interrupt Port 2
n = 1	Interrupt on carriage return character on Port 2
n = 2	Interrupt on any character Port 2
n = -1	Clear interrupt data buffer
o = 0	Disable live data mode for Port 1
o = 1	Enable live data mode for Port 1

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

EXAMPLES:

CI 0,1,0	Interrupt on <enter> received on Port 2
CI 0,2,0	Interrupt on a single character received on Port 2
CI 1,2,1	Interrupt on <enter> received on Port 1, interrupt on any character received on Port 2

Note: *The third field of the CI command enables or disables live data mode on Port 1. If live data mode is enabled, then the controller will not respond to commands sent to the main serial port. This setting is necessary to use the communications interrupt on the main serial port.*

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CM

FUNCTION: Contouring Mode

DESCRIPTION:

The Contour Mode is initiated by the instruction CM. This mode allows the generation of an arbitrary motion trajectory with any of the axes. The CD command specified the position increment, and the DT command specifies the time interval.

The command, CM?, can be used to check the status of the Contour Buffer. A value of 1 returned from the command CM? indicates that the Contour Buffer is full. A value of 0 indicates that the Contour Buffer is empty.

ARGUMENTS: CM XYZW CM ABCDEFGH where

the argument specifies the axes to be affected.

CM? returns a 1 if the contour buffer is full and 0 if the contour buffer is empty.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	2.0

OPERAND USAGE:

_CM contains a ‘0’ if the contour buffer is empty, otherwise contains a ‘1’.

RELATED COMMANDS:

CD	Contour Data
WC	Wait for Contour
DT	Time Increment

EXAMPLES:

V=_CM;V=	Return contour buffer status
CM?	Return contour buffer status
CM XZ	Specify X,Z axes for Contour Mode

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CN

FUNCTION: Configure

DESCRIPTION:

The CN command configures the polarity of the limit switches, the home switch and the latch input.

ARGUMENTS: CN m,n,o where

m,n,o are integers with values 1 or -1.

m =	1	Limit switches active high
	-1	Limit switches active low
n =	1	Home switch configured to drive motor in forward direction when input is high. See HM and FE commands.
	-1	Home switch configured to drive motor in reverse direction when input is high. See HM and FE commands
o =	1 *	Latch input is active high
	-1	Latch input is active low

*Note: The latch function will occur within 25usec only when used in active low mode.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-1.-1.-1.
Default Format	2.0

RELATED COMMANDS:

AL	Arm latch

EXAMPLES:

CN 1,1	Sets limit and home switches to active high
CN,, -1	Sets input latch active low



Hint: *To use step motors, connect the 20-pin connector on the DMC-1000 and install the SM jumpers.*

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CO

FUNCTION: Configure Outputs

DESCRIPTION:

The CO command configures the extended I/O on the DB-10072 of the DMC-1000 series controller, the DB-15072 of the DMC-1500 series controller.

For the DMC-1000: The first 48 I/O points of the DB-10072 expansion board can be configured in blocks of 8. The extended I/O of the DB-10072 are denoted as bits 9-80 and blocks 1-9. The configurable I/O are bits 9-56 which denote blocks 1-6.

For the DMC-1500: The first 24 I/O points of the DB-15072 expansion board can be configured in blocks of 8. The extended I/O of the DB-15072 are denoted as bits 25-96 and blocks 3-11. The configurable I/O are bits 25-48 which denote blocks 3-5.

ARGUMENTS: COn where

n is a decimal value which represents a binary number. Each bit of the binary number represents one block of extended I/O. When set to 1, the corresponding block is configured as an output.

For the DMC-1000: The least significant bit represents block 1 and the most significant bit represents block 6. The decimal value can be calculated by the following formula. $n = n_1 + 2*n_2 + 4*n_3 + 8* n_4 + 16* n_5 + 32 n_6$ where n_x represents the block. If the n_x value is a one, then the block of 8 I/O points is to be configured as an output. If the n_x value is a zero, then the block of 8 I/O points will be configured as an input. For example, if blocks 0,1,2,and 4 are to be configured as outputs, CO 23 is issued.

For the DMC-1500: The least significant bit represents block 5 and the most significant bit represents block 3. The decimal value can be calculated by the following formula. $n = 4*n_3 + 2*n_4 + n_5$ where n_x represents the block. If the n_x value is a one, then the block of 8 I/O points is to be configured as an output. If the n_x value is a zero, then the block of 8 I/O points will be configured as an input. For example, if block 5 is to be configured as an output, CO 1 is issued.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

CB	Clear Output Bit
SB	Set Output Bit
OP	Set Output Port
TI	Tell Inputs

EXAMPLES:

CO 0	Configure all points as inputs
CO 2	Configures I/O points 17-24 as outputs on DB-10072

Hint: *See appendix for more information on the extended I/O boards.*

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CR

FUNCTION: Circle

DESCRIPTION:

The CR command specifies a 2-dimensional arc segment of radius, r, starting at angle, θ, and traversing over angle Δθ. A positive Δθ denotes counterclockwise traverse, negative Δθ denotes clockwise. The VE command must be used to denote the end of the motion sequence after all CR and VP segments are specified. The BG (Begin Sequence) command is used to start the motion sequence. All parameters, r, θ, Δθ, must be specified. Radius units are in quadrature counts. θ and Δθ have units of degrees. The parameter n is optional and describes the vector speed that is attached to the motion segment.

ARGUMENTS: CR r,θ,Δθ < n > o where

r is an unsigned real number in the range 10 to 6000000 decimal (radius)

θ a signed number in the range 0 to +/-32000 decimal (starting angle in degrees)

Δθ is a signed real number in the range 0.0001 to +/-32000 decimal (angle in degrees)

n specifies a vector speed to be taken into effect at the execution of the vector segment. n is an unsigned even integer between 0 and 8,000,000 for servo motor operation and between 0 and 2,000,000 for stepper motors.

o is not valid for DMC-1000 and DMC-1500 controllers.

Note: The product r * Δθ must be limited to +/-4.5 10^8

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

VP	Vector Position
VS	Vector Speed
VD	Vector Deceleration
VA	Vector Acceleration
VM	Vector Mode
VE	End Vector
BG	BGS - Begin Sequence

EXAMPLES:

VMXY	Specify vector motion in the X and Y plane
VS 10000	Specify vector speed
CR 1000,0,360	Generate circle with radius of 1000 counts, start at 0 degrees and complete one circle in counterclockwise direction.

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CR 1000,0,360 < 40000	Generate circle with radius of 1000 counts, start at 0 degrees and complete one circle in counterclockwise direction and use a vector speed of 40000.
VE	End Sequence
BGS	Start motion

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CS

FUNCTION: Clear Sequence

DESCRIPTION:

The CS command will remove VP, CR or LI commands stored in a motion sequence. Note, after a sequence has been run, the CS command is not necessary to put in a new sequence. This command is useful when you have incorrectly specified VP, CR or LI commands.

Note: *This command is not valid for single axis controllers..*

ARGUMENTS: None

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	---
Default Format	---

OPERAND USAGE:

When used as an operand, _CS contains the number of the segment in the sequence, starting at zero. The operand _CS is valid in the Linear mode, LM, Vector mode, VM, and contour mode, CM.

RELATED COMMANDS:

CR	Circular Interpolation Segment
LI	Linear Interpolation Segment
LM	Linear Interpolation Mode
VM	Vector Mode
VP	Vector Position

EXAMPLES:

#CLEAR	Label
VP 1000,2000	Vector position
VP 4000,8000	Vector position
CS	Clear vectors
VP 1000,5000	New vector
VP 8000,9000	New vector
VE	End Sequence
BGS	Begin sequence
EN	End of Program

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CW

FUNCTION: Copyright information / Data Adjustment bit on/off

DESCRIPTION:

The CW command has a dual usage. The CW command will return the copyright information when the argument, n is 0. Otherwise, the CW command is used as a communications enhancement for use by the Servo Design Kit software. When turned on, the communication enhancement sets the MSB of unsolicited, returned ASCII characters to 1. Unsolicited ASCII characters are those characters which are returned from the controller without being directly queried from the terminal. This is the case when a program has a command that requires the controller to return a value or string.

ARGUMENTS: CW n,m where

n is a number, either 0,1, 2 or ?:

0	causes the controller to return the copyright information
1 to 1	causes the controller to set the MSB of unsolicited returned characters
2	causes the controller to not set the MSB of unsolicited characters.
?	returns the copyright information for the controller.

m is 0 or 1 (optional)

0 full until	causes the controller to pause program execution when output FIFO is FIFO no longer full.
1 is full -	causes the controller to continue program execution when output FIFO output characters after FIFO is full will be lost.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	2, 0
Default Format	

OPERAND USAGE:

_CW contains the value of the data adjustment bit. 2 = off, 1 = on

Note: *The CW command can cause garbled characters to be returned by the controller. The default state of the controller is to disable the CW command, however, the Galil Servo Design Kit software and terminal software may sometimes enable the CW command for internal usage. If the controller is reset while the Galil software is running, the CW command could be reset to the default value which would create difficulty for the software. It may be necessary to re-enable the CW command. The CW command status can be stored in EEPROM.*

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DA

FUNCTION: Deallocate the Variables & Arrays

DESCRIPTION:

The DA command frees the array and/or variable memory space. In this command, more than one array or variable can be specified for deallocation of memories. Different arrays and variables are separated by comma when specified in one command. The argument * deallocates all the variables, and *[0] deallocates all the arrays.

ARGUMENTS: DA c[0],variable-name where

c[0] = Defined array name

variable-name = Defined variable name

* - Deallocates all the variables

*[0] - Deallocates all the arrays

DA ? returns the number of arrays available on the controller.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_DA contains the total number of arrays available. For example, before any arrays have been defined. If an array is defined, the operand _DA will return 13.

CONTROLLER	NUMBER OF AVAILABLE ARRAYS
DMC-1500	30
DMC-1010 thru DMC-1040	14
DMC-1050 thru DMC-1080	30
DMC-1010-MX thru DMC-1040-MX	30

RELATED COMMANDS:

DM	Dimension Array

EXAMPLES: 'Cars' and 'Sales' are arrays and 'Total' is a variable.

DM Cars[400],Sales[50]	Dimension 2 arrays
Total=70	Assign 70 to the variable Total
DA Cars[0],Sales[0],Total	Deallocate the 2 arrays & variables
DA*[0]	Deallocate all arrays
DA *,*[0]	Deallocate all variables and all arrays

Note: *Since this command deallocates the spaces and compacts the array spaces in the memory, it is possible that execution of this command may take longer time than 2 ms.*

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DC

FUNCTION: Deceleration

DESCRIPTION:

The Deceleration command (DC) sets the linear deceleration rate of the motors for independent moves such as PR, PA and JG moves. The parameters will be rounded down to the nearest factor of 1024 and have units of counts per second squared.

ARGUMENTS: DC x,y,z,w DCX=x DC a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 1024 to 67107840

"?" returns the deceleration value for the specified axes.

USAGE:

While Moving	Yes*
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	256000
Default Format	8.0

* When moving, the DC command can only be specified while in the jog mode.

OPERAND USAGE:

_DCx contains the deceleration rate for the specified axis.

RELATED COMMANDS:

AC	Acceleration
PR	Position Relative
PA	Position Absolute
SP	Speed
JG	Jog
BG	Begin
IT	Smoothing

EXAMPLES:

PR 10000	Specify position
AC 2000000	Specify acceleration rate
DC 1000000	Specify deceleration rate
SP 5000	Specify slew speed
BG	Begin motion

Note: *The DC command may be changed during the move in JG move, but not in PR or PA move.*

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DE

FUNCTION: Dual (Auxiliary) Encoder Position

DESCRIPTION:

The DE x,y,z,w command defines the position of the auxiliary encoders. The auxiliary encoders may be used for dual-loop applications.



The DE command defines the encoder position when used with stepper motors. DE ? returns the commanded reference position of the motor in step pulses. Example: DE 0 This will define the TP or encoder position to 0. This will not effect the DE ? value. (To set the DE value when in stepper mode use the DP command.)

Note: The auxiliary encoders are not available for the stepper axis or for the axis where output compare is active.

ARGUMENTS: DE x,y,z,w DEX=x DE a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483647 to 2147483648 decimal

"?" returns the position of the auxiliary encoders for the specified axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

EFAULTS:

Default Value	0,0,0,0
Default Format	Position Format

OPERAND USAGE:

_DEx contains the current position of the specified auxiliary encoder.

RELATED COMMANDS:

PF	Position Formatting

EXAMPLES:

DE 0,100,200,400	Set the current auxiliary encoder position to 0,100,200,400 on X,Y,Z and W axes
DE?,?,?,?	Return auxiliary encoder positions
DUALX=_DEX	Assign auxiliary encoder position of X-axis to the variable DUALX

Hint: *Dual encoders are useful when you need an encoder on the motor and on the load. The encoder on the load is typically the auxiliary encoder and is used to verify the true load position. Any error in load position is used to correct the motor position.*

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DL

FUNCTION: Download

DESCRIPTION:

The DL command transfers a data file from the host computer to the controller. Instructions in the file will be accepted as a datastream without line numbers. The file is terminated using <control> Z, <control> Q, <control> D, or \. DO NOT insert spaces before each command.

If no parameter is specified, downloading a data file will clear all programs in the controllers RAM. The data is entered beginning at line 0. If there are too many lines or too many characters per line, the controller will return a ?. To download a program after a label, specify the label name following DL. The argument # may be used with DL to append a file at the end of the program in RAM.

ARGUMENTS: DL n where

n = no argument Downloads program beginning at line 0. Erases programs in RAM.

n = #Label Begins download at line following #Label

n = # Begins download at end of program in RAM.

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	---
Default Format	---

OPERAND USAGE:

When used as an operand, _DL gives the number of available labels.

CONTROLLER	NUMBER OF AVAILABLE LABELS
DMC-1500	254
DMC-1010 thru DMC-1040	126
DMC-1050 thru DMC-1080	254
DMC-1010-MX thru DMC-1040-MX	510

RELATED COMMANDS:

UL	Upload

EXAMPLES:

DL;	Begin download
#A;PR 4000;BGX	Data
AMX;MG DONE	Data
EN	Data
<control> Z	End download

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DM

FUNCTION: Dimension

DESCRIPTION:

The DM command defines a single dimensional array with a name and n total elements. The first element of the defined array starts with element number 0 and the last element is at n-1.

ARGUMENTS: DM c[n] where

c is a name of up to eight characters, starting with an uppercase alphabetic character. n specifies the size of the array (number of array elements).

DM ? returns the number of array elements available.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	---
Default Format	---

OPERAND USAGE:

_DM contains the available array space. For example, before any arrays have been defined, the operand _DM will return 8000. If an array of 100 elements is defined, the operand _DM will return 7900.

CONTROLLER	AMT. OF AVAILABLE ARRAY SPACE
DMC-1500	8000 elements
DMC-1010 thru DMC-1040	1600 elements
DMC-1050 thru DMC-1080	8000 elements
DMC-1010-MX thru DMC-1040-MX	8000 elements

RELATED COMMANDS:

DA	Deallocate Array

EXAMPLES:

DM Pets[5],Dogs[2],Cats[3]	Define dimension of arrays, pets with 5 elements; Dogs with 2 elements; Cats with 3 elements
DM Tests[1600]	Define dimension of array Tests with 1600 elements

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DP

FUNCTION: Define Position

DESCRIPTION:

The DP command sets the current motor position and current command positions to a user specified value. The units are in quadrature counts. This command will set both the TP and RP values.



The DP command sets the commanded reference position for axes configured as steppers. The units are in steps. Example: DP 0 This will set the DE value to zero, but will not effect the TP value.

ARGUMENTS: DP x,y,z,w DPX=x DP a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483648 to 2147483647 decimal.

"?" returns the current position of the motor for the specified axes.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0,0,0,0
Default Format	Position Format

OPERAND USAGE:

_DPx contains the current position of the specified axis.

RELATED COMMANDS:

PF	Position Formatting

EXAMPLES:

DP 0,100,200,400	Sets the current position of the X-axis to 0, the Y-axis to 100, the Z-axis to 200, and the W-axis to 400
DP ,-50000	Sets the current position of Y-axis to -50000. The Y,Z and W axes remain unchanged.
DP ?,?,?,?	Interrogate the position of X,Y,Z and W axis.
0000000,-0050000,0000200,0000400	Returns all the motor positions
DP ?	Interrogate the position of X axis
0000000	Returns the X-axis motor position

Hint: *The DP command is useful to redefine the absolute position. For example, you can manually position the motor by hand using the Motor Off command, MO. Turn the servo motors back on with SH and then use DP0 to redefine the new position as your absolute zero.*

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DT

FUNCTION: Delta Time

DESCRIPTION:

The DT command sets the time interval for Contouring Mode. Sending the DT command once will set the time interval for all following contour data until a new DT command is sent. 2^n milliseconds is the time interval. Sending DT0 followed by CD0 command terminates the Contour Mode.

ARGUMENTS: DT n where

n is an integer in the range 0 to 8. 0 terminates the Contour Mode. n=1 thru 8 specifies the time interval of 2^n samples.

The default time interval is n=1 or 2 msec for a sample period of 1 msec.

DT ? returns the value for the time interval for contour mode.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_DT contains the value for the time interval for Contour Mode

RELATED COMMANDS:

CM	Contour Mode
CD	Contour Data
WC	Wait for next data

EXAMPLES:

DT 4	Specifies time interval to be 16 msec
DT 7	Specifies time interval to be 128 msec
#CONTOUR	Begin
CMXY	Enter Contour Mode
DT 4	Set time interval
CD 1000,2000	Specify data
WC	Wait for contour
CD 2000,4000	New data
WC	Wait
DT0	Stop contour
CD0	Exit Contour Mode
EN	End

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DV

FUNCTION: Dual Velocity (Dual Loop)

DESCRIPTION:

The DV function changes the operation of the filter. It causes the KD (derivative) term to operate on the dual encoder instead of the main encoder. This results in improved stability in the cases where there is a backlash between the motor and the main encoder, and where the dual encoder is mounted on the motor.

ARGUMENTS: DV x,y,z,w where

x,y,z,w may be 0 or 1. 0 disables the function. 1 enables the dual loop.

"?" returns a 0 if dual velocity mode is disabled and 1 if enabled for the specified axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_DVx contains the state of dual velocity mode for specified axis. 0 = disabled, 1 = enabled.

RELATED COMMANDS:

KD	Damping constant
FV	Velocity feedforward

EXAMPLES:

DV 1,1,1,1	Enables dual loop on all axes
DV 0	Disables DV on X axis
DV,,11	Enables dual loop on Z axis and WX axis. Other axes remain unchanged.
DV 1,0,1,0	Enables dual loop on X and Z axis. Disables dual loop on Y and W axis.

Hint: *The DV command is useful in backlash and resonance compensation.*

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EA

FUNCTION: Choose ECAM master

DESCRIPTION:

The EA command selects the master axis for the electronic cam mode. Any axis may be chosen.

ARGUMENTS: EA p where

p is XYZW or EFGH

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

EB	Enable ECAM
EG	Engage ECAM
EP	Specify ECAM table intervals & staring point
EQ	Disengage ECAM
ET	ECAM table

EXAMPLES:

EAY	Select Y as a master for ECAM

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EB

FUNCTION: Enable ECAM

DESCRIPTION:

The EB function enables or disables the cam mode. In this mode, the starting position of the master axis is specified within the cycle. When the EB command is given, the master axis is modularized.

ARGUMENTS: EB n where

n = 1 starts cam mode and n = 0 stops cam mode.

EB ? returns the a 0 if ecam disabled and a 1 if enabled.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_EB contains the state of Ecam mode. 0 = disabled, 1 = enabled

RELATED COMMANDS:

EA	Choose ECAM master
EG	Engage ECAM
EP	Specify ECAM table intervals & staring point
EQ	Disengage ECAM
ET	ECAM table

EXAMPLES:

EB1	Starts ECAM mode
EB0	Stops ECAM mode
B = _EB	Return status of cam mode

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ED

FUNCTION: Edit

DESCRIPTION:

Using Galil DOS Terminal Software: The ED command puts the controller into the Edit subsystem. In the Edit subsystem, programs can be created, changed, or destroyed. The commands in the Edit subsystem are:

<cntrl>D	Deletes a line
<cntrl>I	Inserts a line before the current one
<cntrl>P	Displays the previous line
<cntrl>Q	Exits the Edit subsystem
<return>	Saves a line

Using Galil Windows Terminal Software: The ED command causes the Windows terminal software to open the terminal editor.

USAGE:

Used as an Operand	Yes

OPERAND USAGE:

_ED contains the line number of the last line to have an error.

EXAMPLES:

```
ED
000 #START
001 PR 2000
002 BGX
003 SLKJ                              Bad line
004 EN
005 #CMDERR                           Routine which occurs upon a command error
006 V=_ED
007 MG "An error has occurred" {n}
008 MG "In line", V{F3.0}
009 ST
010 ZS0
011 EN
```

Hint: *Remember to quit the Edit Mode prior to executing or listing a program.*

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EG

FUNCTION: ECAM go (engage)

DESCRIPTION:

The EG command engages an ECAM slave axis at a specified position of the master. If a value is specified outside of the master's range, the slave will engage immediately. Once a slave motor is engaged, its position is redefined to fit within the cycle.

ARGUMENTS: EG x,y,z,w EGX=x EG a,b,c,d,e,f,g,h where

x,y,z,w and a,b,c,d,e,f,g,h are the master positions at which the X,Y,Z,W axis must be engaged.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_EGx contains ecam status for specified axis. 0 = axis is not engaged, 1 = axis is engaged.

RELATED COMMANDS:

EA	Choose ECAM master
EB	Enable ECAM
EP	Specify ECAM table intervals & staring point
EQ	Disengage ECAM
ET	ECAM table

EXAMPLES:

EG 700,1300	Engages the X and Y axes at the master position 700 and 1300 respectively.
B = _EPY	Return the status of Y axis, 1 if engaged

Note: *This command is not a trippoint. This command will not hold the execution of the program flow. If the execution needs to be held until master position is reached, use MF or MR command.*

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EI

FUNCTION: Enable Interrupts

DESCRIPTION:

The EI command enables interrupt conditions such as motion complete or excess error. The conditions are selected by the parameter m where m is the bit mask for the selected conditions as shown below. Prior to using interrupts, interrupts must be configured for your controller. An interrupt service routine must also be incorporated in your host program.

ARGUMENTS: EI m,n where

EI 0 clears the interrupt queue

m is interrupt condition mask

n is input mask

BIT NO	m = ($2^{BIT\ NO}$)	CONDITION	BIT NO	m = ($2^{BIT\ NO}$)	CONDITION
0	1	X motion complete	8	256	All axes motion complete
1	2	Y motion complete	9	512	Excess position error*
2	4	Z motion complete	10	1024	Limit switch
3	8	W motion complete	11	2048	Watchdog timer
4	16	E motion complete	12	4096	Reserved
5	32	F motion complete	13	8192	Application program stopped
6	64	G motion complete	14	16384	Command done
7	128	H motion complete	15	32768	Inputs* (uses n for mask)

The * conditions must be re-enabled after each occurrence.

BIT NO	n= ($2^{BIT\ NO}$)	CONDITION	BIT NO	n= ($2^{BIT\ NO}$)	CONDITION
0	1	Input 1	4	16	Input 5
1	2	Input 2	5	32	Input 6
2	4	Input 3	6	64	Input 7
3	8	Input 4	7	128	Input 8

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	---

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RELATED COMMANDS:

UI	User interrupt

EXAMPLES:

1. Specify interrupts for all axes motion complete and limit switch.

   Enable bits 8 and 10. $m = 2^8 + 2^{10} = 256 + 1024 = 1280$

   EI 1280

2. Specify interrupt on Input 3.

   Enable bit 15 on m and bit 2 on n.

   $m = 2^{15} = 32768$

   $n = 2^2 = 4$

   EI 32768,4

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EM

FUNCTION: Cam cycles

DESCRIPTION:

The EM command is part of the ECAM mode. It is used to define the change in position over one complete cycle of the master. The field for the master axis is the cycle of the master position. For the slaves, the field defines the net change in one cycle. If a slave will return to its original position at the end of the cycle, the change is zero. If the change is negative, specify the absolute value.

ARGUMENTS: EM x,y,z,w EMX=x EM a,b,c,d,e,f,g,h where

the parameters are positive integers in the range between 1 and 8,388,607 for the master axis and between 1 and 2,147,483,647 for a slave axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_EMx contains the cycle of the specified axis.

RELATED COMMANDS:

EA	Choose ECAM master
EB	Enable ECAM
EG	Engage ECAM
EP	Specify ECAM table intervals & staring point
EQ	Disengage ECAM
ET	ECAM table

EXAMPLES:

EAZ	Select Z axis as master for ECAM.
EM 0,3000,2000	Define the changes in X and Y to be 0 and 3000 respectively. Define master cycle as 2000.
V = _EMX	Return cycle of X

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EN

FUNCTION: End

DESCRIPTION:

The EN command is used to designate the end of a program or subroutine. If a subroutine was called by the JS command, the EN command ends the subroutine and returns program flow to the point just after the JS command.

The EN command is used to end the automatic subroutines #MCTIME, #CMDERR, and #COMINT. When the EN command is used to terminate the #COMINT communications interrupt subroutine, there are two arguments; the first determines whether trippoints will be restored upon completion of the subroutine and the second determines whether the communication interrupt will be re-enabled.

ARGUMENTS: EN m, nwhere

m=0	Return from #COMINT without restoring trippoint
m=1	Return from subroutine and restore trippoint
n=0	Return from #COMINT without restoring interrupt
n=1	Return from communications interrupt #COMINT and restore interrupt

Note1: The default values for the arguments are 0. For example EN,1 and EN0,1 have the same effect.

Note2: Trippoints cause a program to wait for a particular event. The AM command, for example, waits for motion on all axes to complete. If the #COMINT subroutine is executed due to a communication interrupt while the program is waiting for a trippoint, the #COMINT can end by continuing to wait for the trippoint as if nothing happened, or clear the trippoint and continue executing the program at the command just after the trippoint. The EN arguments will specify how the #COMINT routine handles trippoints.

Note3: Use the RE command to return from the interrupt handling subroutines #LIMSWI and #POSERR. Use the RI command to return from the #ININT subroutine.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	n=0, m=0
Default Format	

RELATED COMMANDS:

RE	Return from error subroutine
RI	Return from interrupt subroutine

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EXAMPLES:

#A	Program A
PR 500	Move X axis forward 500 counts
BGX	Pause the program until the X axis completes the motion
AMX	Move X axis forward 1000 counts
PR 1000	Set another Position Relative move
BGX	Begin motion
EN	End of Program

Note: *Instead of EN, use the RE command to end the error subroutine and limit subroutine. Use the RI command to end the input interrupt (ININT) subroutine.*

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EO

FUNCTION: Echo

DESCRIPTION:

The EO command turns the echo on or off. If the echo is off, characters input over the bus will not be echoed back.

ARGUMENTS: EO n where

n=0 or 1. 0 turns echo off, 1 turns echo on.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	1.0

EXAMPLES:

EO 0	Turns echo off
EO 1	Turns echo on

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EP

FUNCTION: Cam table master interval and phase shift

DESCRIPTION:

The EP command defines the ECAM table master interval and phase shift. The interval m is the difference in master position between table entries. The phase shift n instantaneously moves the graph of slave position versus master position left (negative) or right (positive) and is used to make on-the-fly corrections to the slaves. Up to 257 points may be specified.

ARGUMENTS: EP m,n where

m is the master interval and is a positive integer in the range between 1 and 32,767 master counts. m cannot be changed while ECAM is running.

m = ? Returns the value of the interval, m.

n is the phase shift and is an integer between -2,147,483,648 and 2,147,483,647 master counts. n can be changed while ECAM is running.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes (m only)

DEFAULTS:

Default Value	256,0
Default Format	

OPERAND USAGE:

_EP contains the value of the interval m.

RELATED COMMANDS:

EA	Choose ECAM master
EB	Enable ECAM
EG	Engage ECAM
EQ	Disengage ECAM
ET	ECAM table

EXAMPLES:

EP 20	Sets the cam master points to 0,20,40 . . .
D = _EP	Set the variable D equal to the ECAM interval master interval.
EP,1000	Phase shift all slaves by 100 master counts.

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EQ

FUNCTION: ECAM quit (disengage)

DESCRIPTION:

The EQ command disengages an electronic cam slave axis at the specified master position. Separate points can be specified for each axis. If a value is specified outside of the master's range, the slave will disengage immediately.

ARGUMENTS: EQ x,y,z,w EQX=x EQ a,b,c,d,e,f,g,h where

x,y,z,w and a,b,c,d,e,f,g,h are the master positions at which the XYZW axes are to be disengaged.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_EQx contains 1 if engage command issued and axis is waiting to engage, 2 if disengage command issued and axis is waiting to disengage, and 0 if ECAM engaged or disengaged.

RELATED COMMANDS:

EA	Choose ECAM master
EB	Enable ECAM
EG	Engage ECAM
EP	Specify ECAM table intervals & staring point
ET	ECAM table

EXAMPLES:

EQ 300,700	Disengages the X and Y motors at master positions 300 and 700 respectively.

Note: *This command is not a trippoint. This command will not hold the execution of the program flow. If the execution needs to be held until master position is reached, use MF or MR command.*

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ER

FUNCTION: Error Limit

DESCRIPTION:

The ER command sets the magnitude of the X,Y,Z and W-axis position errors that will trigger an error condition. When the limit is exceeded, the Error output will go low (true). If the Off On Error (OE1) command is active, the motors will be disabled. The units of ER are quadrature counts.

ARGUMENTS: ER x,y,z,w ERX=x ER a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 1 to 32767

"?" returns the value of the Error limit for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	16384
Default Format	Position Format

OPERAND USAGE:

_ERx contains the value of the Error limit for the specified axis.

RELATED COMMANDS:

OE	Off-On Error
#POSERR	Automatic Error Subroutine

EXAMPLES:

ER 200,300,400,600	Set the X-axis error limit to 200, the Y-axis error limit to 300, the Z-axis error limit to 400, and the W-axis error limit to 600.
ER ,1000	Sets the Y-axis error limit to 1000, leave the X-axis error limit unchanged.
ER ?,?,?,?	Return X,Y,Z and W values
00200,00100,00400,00600	
ER ?	Return X value
00200	
V1=_ERX	Assigns V1 value of ERX
V1=	Returns V1
00200	

Hint: *The error limit specified by ER should be high enough as not to be reached during normal operation. Examples of exceeding the error limit would be a mechanical jam, or a fault in a system component such as encoder or amplifier.*

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ES

FUNCTION: Ellipse Scale

DESCRIPTION:

The ES command divides the resolution of one of the axes in a vector mode. This allows the generation of an ellipse instead of a circle.

The command has two parameters, m and n, (ES m,n), and it applies to the axes designated by the VM command (VMXY, for example). When m>n, the resolution of the first axis (X in the example), will be divided by the ratio m/n. When m<n, the resolution of the second axis (Y in the example), will be divided by n/m. The resolution change applies for the purpose of generating the VP and CR commands. Note that this command results in one axis moving a distance specified by the CR and VP commands while the other one moves a larger distance.

ARGUMENTS: ES m,n where

m and n are positive integers in the range between 1 and 65,535.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	1,1
Default Format	

RELATED COMMANDS:

VM	Vector Mode
CR	Circle move
VP	Vector position

EXAMPLES:

VMXY;ES3,4	Divide Y resolution by 4/3
VMZX;ES2,3	Divide X resolution by 3/2

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ET

FUNCTION: Electronic cam table

DESCRIPTION:

The ET command sets the ECAM table entries for the slave axes.. The values of the master axes are not required. The slave entry (n) is the position of the slave axes when the master is at the point (n ∗ i) + o, where i is the interval and o is the offset as determined by the EP command.

ARGUMENTS: ET [n] = x,y,z,w ET[n] = a,b,c,d,e,f,g,h where

n is an integer between 0 and 256.

x,y,z,w and a,b,c,d,e,f,g,h are integers in the range between -2,147,438,648, and 2,147,438,647.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

EA	Choose ECAM master
EB	Enable ECAM
EG	Engage ECAM
EP	Specify ECAM table intervals & staring point
EQ	Disengage ECAM

EXAMPLES:

ET[0]=0,,0	Specifies the position of the slave axes X and Z to be synchronized with the starting point of the master.
ET[1]=1200,,400	Specifies the position of the slave axes X and Z to be synchronized with the second point of the master
EC0	Set the table index value to 0, the first element in the table
ET 0,,0	Specifies the position of the slave axes X and Z to be synchronized with the starting point of the master.
ET 1200,,400	Specifies the position of the slave axes X and Z to be synchronized with the second point of the master

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FA

FUNCTION: Acceleration Feedforward

DESCRIPTION:

The FA command sets the acceleration feedforward coefficient, or returns the previously set value. This coefficient, when scaled by the acceleration, adds a torque bias voltage during the acceleration phase and subtracts the bias during the deceleration phase of a motion.

Acceleration Feedforward Bias = FA · AC · 1.5 · 10^{-7}

Deceleration Feedforward Bias = FA · DC · 1.5 · 10^{-7}

The Feedforward Bias product is limited to 10 Volts. FA will only be operational during independent moves.

ARGUMENTS: FA x,y,z,w where

x,y,z,w are unsigned numbers in the range 0 to 8191 decimal with a resolution of 0.25.

"?" returns the value of the feedforward acceleration coefficient for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	4.0

OPERAND USAGE:

_FAx contains the value of the feedforward acceleration coefficient for the specified axis.

RELATED COMMANDS:

FV	Velocity feedforward

EXAMPLES:

AC 500000,1000000	Set feedforward coefficient to 10 for the X-axis
FA 10,15	and 15 for the Y-axis. The effective bias will be 0.75V for X and 2.25V for Y.
FA ?,?	Return X and Y values
010,015	

Note: *If the feedforward coefficient is changed during a move, then the change will not take effect until the next move.*

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FE

FUNCTION: Find Edge

DESCRIPTION:

The FE command moves a motor until a transition is seen on the homing input for that axis. The direction of motion depends on the initial state of the homing input (use the CN command to configure the polarity of the home input). Once the transition is detected, the motor decelerates to a stop.

This command is useful for creating your own homing sequences.

ARGUMENTS: FE XYZW FE ABCDEFGH where

X,Y,Z,W specify XYZ or W axis. No argument specifies all axes.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value
Default Format

RELATED COMMANDS:

FI	Find Index
HM	Home
BG	Begin
AC	Acceleration Rate
DC	Deceleration Rate
SP	Speed for search

EXAMPLES:

FE	Set find edge mode
BG	Begin all axes
FEX	Only find edge on X
BGX	
FEY	Only find edge on Y
BGY	
FEZW	Find edge on Z and W
BGZW	

Hint: *Find Edge only searches for a change in state on the Home Input. Use FI (Find Index) to search for the encoder index. Use HM (Home) to search for both the Home input and the Index. Remember to specify BG after each of these commands.*

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FI

FUNCTION: Find Index

DESCRIPTION:

The FI and BG commands move the motor until an encoder index pulse is detected. The controller looks for a transition from low to high. When the transition is detected, motion stops and the position is defined as zero. To improve accuracy, the speed during the search should be specified as 500 counts/s or less. The FI command is useful in custom homing sequences. The direction of motion is specified by the sign of the JG command.

ARGUMENTS: FI XYZW Where

X,Y,Z,W specify XYZ or W axis. No argument specifies all axes.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

FE	Find Edge
HM	Home
BG	Begin
AC	Acceleration Rate
DC	Deceleration Rate
SP	Search Speed

EXAMPLES:

#HOME	Home Routine
JG 500	Set speed and forward direction
FIX	Find index
BGX	Begin motion
AMX	After motion
MG "FOUND INDEX"	

Hint: *Find Index only searches for a change in state on the Index. Use FE to search for the Home. Use HM (Home) to search for both the Home input and the Index. Remember to specify BG after each of these commands.*

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FL

FUNCTION: Forward Software Limit

DESCRIPTION:

The FL command sets the forward software position limit. If this limit is exceeded during motion, motion on that axis will decelerate to a stop. Forward motion beyond this limit is not permitted. The forward limit is activated at X+1, Y+1, Z+1, W+1. The forward limit is disabled at 2147483647. The units are in counts.

When the reverse software limit is activated, the automatic subroutine #LIMSWI will be executed if it is included in the program and a program is executing. See User's Manual, Automatic Subroutine.

ARGUMENTS: FL x,y,z,w FLX=x FL a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483648 to 2147483647

2147483647 turns off the forward limit

"?" returns the value of the forward limit switch for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	2147483647
Default Format	Position Format

OPERAND USAGE:

_FLx contains the value of the forward limit switch for the specified axis.

RELATED COMMANDS:

BL	Reverse Limit
PF	Position Formatting

EXAMPLES:

FL 150000	Set forward limit to 150000 counts on the X-axis
#TEST	Test Program
AC 1000000	Acceleration Rate
DC 1000000	Deceleration Rate
FL 15000	Forward Limit
JG 5000	Jog Forward
BGX	Begin
AMX	After Limit
TPX	Tell Position
EN	End

Hint: *Galil controllers also provide hardware limits.*

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FV

FUNCTION: Velocity Feedforward

DESCRIPTION:

The FV command sets the velocity feedforward coefficient, or returns the previously set value. This coefficient, generates an output bias signal in proportions to the commanded velocity.

Velocity feedforward bias = $1.22 \cdot 10^{-6} \cdot FV \cdot$ Velocity [in ct/s].

For example, if FV=10 and the velocity is 200,000 count/s, the velocity feedforward bias equals 2.44 volts.

ARGUMENTS: FV x,y,z,w FVX=x FV a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 8191 decimal

"?" returns the feedforward velocity for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	3.0

OPERAND USAGE:

_FVx contains the feedforward velocity for the specified axis.

RELATED COMMANDS:

FA	Acceleration feedforward

EXAMPLES:

FV 10,20	Set feedforward coefficients to 10 and 20 for x
JG 30000,80000	and y respectively. This produces 0.366 volts for x and 1.95 volts for y.
FV ?,?	Return the x and y values.
010,020	

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GA

FUNCTION: Master Axis for Gearing

DESCRIPTION:

The GA command specifies the master axis for electronic gearing. Only one master may be specified. The master may be the main encoder input, auxiliary encoder input, or the commanded position of any axis. The master may also be the commanded vector move in a coordinated motion of LM or VM type. When the master is a simple axis, it may move in any direction and the slave follows. When the master is a commanded vector move, the vector move is considered positive and the slave will move forward if the gear ratio is positive, and backward if the gear ratio is negative. The slave axes and ratios are specified with the GR command and gearing is turned off by the command GR0.

ARGUMENTS: GA n where

n = X or Y or Z or W or A,B,C,D,E,F,G,H for main encoder as axis master

n = CX or CY or CZ or CW or CA,CB,CC,CD,CE,CF,CG,CH for command position as master axis

n = S for vector motion as master

n = DX or DY or DZ or DW or DA,DB,DC,DD,DE,DF,DG,DH for auxiliary encoder as master

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

GR	Gear Ratio

EXAMPLES :

#GEAR	Gear program
GAX	Specify X axis as master
GR ,.5,-2.5	Specify Y and Z ratios
JG 5000	Specify master jog speed
BGX	Begin motion
WT 10000	Wait 10000 msec
STX	Stop

Hint: *Using the command position as the master axis is useful for gantry applications. Using the vector motion as master is useful in generating Helical motion.*

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GN

FUNCTION: Gain

DESCRIPTION:

The GN command sets the gain of the control loop or returns the previously set value. It fits in the z-transform control equation as follows:

D(z) = GN(z-ZR)/z

ARGUMENTS: GN x,y,z,w GNX=x GN a,b,c,d,e,f,g,h where

x,y,z,w are unsigned integers in the range 0 to 2047 decimal.

"?" returns the value of the gain for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	70
Default Format	4

OPERAND USAGE:

_GNx contains the value of the gain for the specified axis, ‘x’.

RELATED COMMANDS:

ZR	Zero
KI	Integrator
KP	Proportional
KD	Derivative

EXAMPLES:

GN 12,14,15,20	Set X-axis gain to 12 Set Y-axis gain to 14 Set Z-axis gain to 15 Set W-axis gain to 20
GN 6	Set X-axis gain to 6 Leave other gains unchanged
GN ,8	Set Y-axis gain to 8 Leave other gains unchanged
GN ?,?,?,?	Returns X,Y,Z,W gains
0006,0008,0015,0020	
GN ?	Returns X gain
0006	
GN ,?	Returns Y gain
0008	

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GR

FUNCTION: Gear Ratio

DESCRIPTION:

GR specifies the Gear Ratios for the geared axes in the electronic gearing mode. The master axis is defined by the GAX or GAY or GAZ or GAW command. The gear ratio may be different for each geared axis and range between +/-127.9999. The slave axis will be geared to the actual position of the master. The master can go in both directions. GR 0,0,0,0 disables gearing for each axis. A limit switch also disables the gearing unless gantry mode has been enabled.

ARGUMENTS: GR x,y,z,w GRX=x GR a,b,c,d,e,f,g,h where

x,y,z,w are signed numbers in the range +/-127, with a fractional resolution of .0001.

0 disables gearing

"?" returns the value of the gear ratio for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	3.4

OPERAND USAGE:

_GRx contains the value of the gear ratio for the specified axis.

EXAMPLES:

#GEAR	
MOY	Turn off servo to Y motor
GAY	Specify master axis as Y
GR .25,,-5	Specify X and Z gear ratios
EN	End program

Now when the Y motor is rotated by hand, the X will rotate at 1/4th the speed and Z will rotate 5 times the speed in the opposite direction.

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HM

FUNCTION: Home

DESCRIPTION:

The HM command performs a three-stage homing sequence for servo systems and two stage sequence for stepper motor operation.



For servo motor operation:

The first stage consists of the motor moving at the user programmed speed until detecting a transition on the homing input for that axis. The direction for this first stage is determined by the initial state of the Homing Input. Once the homing input changes state, the motor decelerates to a stop. The state of the homing input can be configured using the CN command.

The second stage consists of the motor changing directions and slowly approaching the transition again. When the transition is detected, the motor is stopped instantaneously..

The third stage consists of the motor slowly moving forward until it detects an index pulse from the encoder. It stops at this point and defines it as position 0.



For stepper mode operation, the sequence consists of the first two stages. The frequency of the motion in stage 2 is 256 cts/ sec.

ARGUMENTS: None

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	

OPERAND USAGE:

_HMx contains the state of the home switch for the specified axis

RELATED COMMANDS:

CN	Configure Home
FI	Find Index Only
FE	Find Home Only

EXAMPLES:

HM	Set Homing Mode for all axes
BG	Home all axes
BGX	Home only the X-axis
BGY	Home only the Y-axis
BGZ	Home only the Z-axis
BGW	Home only the W-axis

Hint: *You can create your own custom homing sequence by using the FE (Find Home Sensor only) and FI (Find Index only) commands.*

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HX

FUNCTION: Halt Execution

DESCRIPTION:

The HX command halts the execution of any of the four programs that may be running independently in multitasking. The parameter n specifies the program to be halted.

ARGUMENTS: HXn where

n is an integer which indicates the thread number.

n is an integer in the range of 0 to 3.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	n = 0
Default Format	

OPERAND USAGE:

When used as an operand, _HXn contains the running status of thread n with:

0	Thread not running
1	Thread is running
2	Thread has stopped at trippoint

RELATED COMMANDS:

XQ	Execute program

EXAMPLES:

XQ #A	Execute program #A, thread zero
XQ #B,3	Execute program #B, thread three
HX0	Halt thread zero
HX3	Halt thread three

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II

FUNCTION: Input Interrupt

DESCRIPTION:

The II command enables the interrupt function for the specified inputs. m specifies the beginning input and n specifies the final input in the range. For example, II 2,4 specifies interrupts occurring for Input 2, Input 3 and Input 4. m=0 disables the Input Interrupts. If only the m parameter is given, only that input will generate an interrupt.

The parameter o is an interrupt mask for all eight inputs. If m and n are unused, o contains a number with the mask. A 1 designates that input to be enabled for an interrupt.

Example: II,,5 enables inputs 1 and 3

If any of the specified inputs go low during program execution, the program will jump to the subroutine with label #ININT. Any trippoints set by the program will be cleared but can be re-enabled by the proper termination of the interrupt subroutine using RI. The RI command is used to return from the #ININT routine.

ARGUMENTS: II m,n,o where

m is an integer in the range 0 to 8 decimal. 0 disable interrupts

n is an integer in the range 1 to 8 decimal

o is an integer in the range 0 to 255 decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	3.0 (mask only)

RELATED COMMANDS:

RI	Return from Interrupt
#ININT	Interrupt Subroutine
AI	Trippoint for input

EXAMPLES:

#A	Program A
II 1	Specify interrupt on input 1
JG 5000;BGX	Specify jog and begin motion on X axis
#LOOP;JP #LOOP	Loop
EN	End Program
#ININT	Interrupt subroutine
STX;MG "INTERRUPT"	Stop X, print message
AMX	After stopped
#CLEAR;JP#CLEAR,@IN[1]=0	Check for interrupt clear

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BGX	Begin motion
RI0	Return to main program, don't re-enable trippoints

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IL

FUNCTION: Integrator Limit

DESCRIPTION:

The IL command limits the effect of the integrator function in the filter to a certain voltage. For example, IL 2 limits the output of the integrator of the X-axis to the +/-2 Volt range.

A negative parameter also freezes the effect of the integrator during the move. For example, IL -3 limits the integrator output to +/-3V. If, at the start of the motion, the integrator output is 1.6 Volts, that level will be maintained through the move. Note, however, that the KD and KP terms remain active in any case.

ARGUMENTS: IL x,y,z,w ILX=x IL a,b,c,d,e,f,g,h where

x,y,z,w are numbers in the range -9.9988 to 9.9988 Volts with a resolution of 0.0003.

"?" returns the value of the integrator limit for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	9.9982
Default Format	1.4

USAGE:

_ILx contains the value of the integrator limit for the specified axis.

RELATED COMMANDS:

KI	Integrator

EXAMPLES:

KI 2,3,5,8	Integrator constants
IL 3,2,7,2	Integrator limits
IL ?	Returns the X-axis limit
3.0000	

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IN

FUNCTION: Input Variable

DESCRIPTION:

The IN command allows a variable to be input from a keyboard. When the IN command is executed in a program, the prompt message is displayed. The operator then enters the variable value followed by a carriage return. The entered value is assigned to the specified variable name.

The IN command holds up execution of following commands in a program until a carriage return or semicolon is detected. If no value is given prior to a semicolon or carriage return, the previous variable value is kept. Input Interrupts, Error Interrupts and Limit Switch Interrupts will still be active.

The IN command may only be used in thread ϕ.

ARGUMENTS: IN "m",n where

m is prompt message

n is the variable name

The limit on the number of characters for n and m are such that the total number of characters per line are 40 characters or less.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	Position Format

EXAMPLES:

Operator specifies length of material to be cut in inches and speed in inches/sec (2 pitch lead screw, 2000 counts/rev encoder).

#A	Program A
IN "Enter Speed(in/sec)",V1	Prompt operator for speed
IN "Enter Length(in)",V2	Prompt for length
V3=V1*4000	Convert units to counts/sec
V4=V2*4000	Convert units to counts
SP V3	Speed command
PR V4	Position command
BGX	Begin motion
AMX	Wait for motion complete
MG "MOVE DONE"	Print Message
EN	End Program

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IP

FUNCTION: Increment Position

DESCRIPTION:

The IP command allows for a change in the command position while the motor is moving. This command does not require a BG. The command has three effects depending on the motion being executed. The units of this are quadrature.

Case 1: Motor is standing still

An IP x,y,z,w command is equivalent to a PR x,y,z,w and BG command. The motor will move to the specified position at the requested slew speed and acceleration.

Case 2: Motor is moving towards specified position

An IP x,y,z,w command will cause the motor to move to a new position target, which is the old target plus x,y,z,w. x,y,z,w must be in the same direction as the existing motion.

Case 3: Motor is in the Jog Mode

An IP x,y,z,w command will cause the motor to instantly try to servo to a position x,y,z,w from the present instantaneous position. The SP and AC parameters have no effect. This command is useful when synchronizing 2 axes in which one of the axis' speed is indeterminate due to a variable diameter pulley.

Warning: When the mode is in jog mode, an IP will create an instantaneous position error. In this mode, the IP should only be used to make incremental position movements.

ARGUMENTS: IP x,y,z,w IPX=x IP a,b,c,d,e,f,g,h where

x,y,z,w are signed numbers in the range -2147483648 to 2147483647 decimal.

"?" returns the current position of the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	7.0

RELATED COMMANDS:

PF	Position Formatting

EXAMPLES:

IP 50	50 counts with set acceleration and speed
#CORRECT	Label
AC 100000	Set acceleration
JG 10000;BGX	Jog at 10000 counts/sec rate
WT 1000	Wait 1000 msec
IP 10	Move the motor 10 counts instantaneously
STX	Stop Motion

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IT

FUNCTION: Independent Time Constant - Smoothing Function

DESCRIPTION:

The IT command filters the acceleration and deceleration functions in independent moves of JG, PR, PA type to produce a smooth velocity profile. The resulting profile, known as S-curve, has continuous acceleration and results in reduced mechanical vibrations. IT sets the bandwidth of the filter where 1 means no filtering and 0.004 means maximum filtering. Note that the filtering results in longer motion time.

The use of IT will not affect the trippoints AR and AD. The trippoints AR & AD monitor the profile prior to the IT filter and therefore can be satisfied before the distance has been reached if IT is not 1.

ARGUMENTS: IT x,y,z,w ITX=x IT a,b,c,d,e,f,g,h where

x,y,z,w are positive numbers in the range between 0.004 and 1.0 with a resolution of 1/256.

"?" returns the value of the independent time constant for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	
Default Format	7.0

OPERAND USAGE:

_ITx contains the value of the independent time constant for the specified 'x' axis.

RELATED COMMANDS:

VT	Vector Time Constant for smoothing vector moves

EXAMPLES:

IT 0.8, 0.6, 0.9, 0.1	Set independent time constants for x,y,z,w axes
IT ?	Return independent time constant for X-axis
0.8	

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JG

FUNCTION: Jog

DESCRIPTION:

The JG command sets the jog mode. The parameters following the JG set the slew speed of the axes. Use of the question mark returns the previously entered value or default value. The units of this are counts/second.

ARGUMENTS: JG x,y,z,w JGX=x JG a,b,c,d,e,f,g,h where

x,y,z,w are signed numbers in the range 0 to +/-12,000,000 decimal

for stepper motor operation, the maximum value is 2,000,000 steps/ second.

"?" returns the absolute value of the jog speed for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	16385
Default Format	Position Format

OPERAND USAGE:

_JGx contains the absolute value of the jog speed for the specified axis.

RELATED COMMANDS:

BG	Begin
ST	Stop
AC	Acceleration
DC	Deceleration
IP	Increment Position
TV	Tell Velocity

EXAMPLES:

JG 100,500,2000,5000	Set for jog mode with a slew speed of 100 counts/sec for the X-axis, 500 counts/sec for the Y-axis, 2000 counts/sec for the Z-axis, and 5000 counts/sec for W-axis.
BG	Begin Motion
JG ,,-2000	Change the Z-axis to slew in the negative direction at -2000 counts/sec.

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JP

FUNCTION: Jump to Program Location

DESCRIPTION:

The JP command causes a jump to a program location on a specified condition. The program location may be any program line number or label. The condition is a conditional statement which uses a logical operator such as equal to or less than. A jump is taken if the specified condition is true.

Multiple conditions can be used in a single jump statement. The conditional statements are combined in pairs using the operands "&" and "|". The "&" operand between any two conditions, requires that both statements must be true for the combined statement to be true. The "|" operand between any two conditions, requires that only one statement be true for the combined statement to be true. *Note: Each condition must be placed in parenthesis for proper evaluation by the controller.*

ARGUMENTS: JP location,condition where

location is a program line number or label

condition is a conditional statement using a logical operator

The logical operators are:

< less than

> greater than

= equal to

<= less than or equal to

>= greater than or equal to

<> not equal to

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

EXAMPLES:

JP #POS1,V1<5	Jump to label #POS1 if variable V1 is less than 5
JP #A,V7*V8=0	Jump to #A if V7 times V8 equals 0
JP #B	Jump to #B (no condition)

Hint: *JP is similar to an IF, THEN command. Text to the right of the comma is the condition that must be met for a jump to occur. The destination is the specified label before the comma.*

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JS

FUNCTION: Jump to Subroutine

DESCRIPTION:

The JS command will change the sequential order of execution of commands in a program. If the jump is taken, program execution will continue at the line specified by the destination parameter, which can be either a line number or label. The line number of the JS command is saved and after the next EN command is encountered (End of subroutine), program execution will continue with the instruction following the JS command. There can be a JS command within a subroutine.

Multiple conditions can be used in a single jump statement. The conditional statements are combined in pairs using the operands "&" and "|". The "&" operand between any two conditions, requires that both statements must be true for the combined statement to be true. The "|" operand between any two conditions, requires that only one statement be true for the combined statement to be true. *Note: Each condition must be placed in parenthesis for proper evaluation by the controller.*

Note: Subroutines may be nested 8 deep in the standard DMC-1000 controller, 16 deep in the DMC-1000-MX, 16 deep in the DMC-1500.

A jump is taken if the specified condition is true. Conditions are tested with logical operators. The logical operators are:

< less than or equal to	<= less than or equal to
> greater than	>= greater than or equal to
= equal to	<> not equal

ARGUMENTS: JS destination, condition where

destination is a line number or label

condition is a conditional statement using a logical operator

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

EN	End

EXAMPLES:

JS #SQUARE,V1<5	Jump to subroutine #SQUARE if V1 is less than 5
JS #LOOP,V1<>0	Jump to #LOOP if V1 is not equal to 0
JS #A	Jump to subroutine #A (no condition)

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KD

FUNCTION: Derivative Constant

DESCRIPTION:

KD designates the derivative constant in the controller filter. The filter transfer function is

$D(z) = 4 \cdot KP + 4 \cdot KD(z-1)/z + KIz/2\ (z-1)$

For further details on the filter see the section Theory of Operation.

ARGUMENTS: KD x,y,z,w KDX=x KD a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 4095.875 with a resolution of 1/8.

"?" returns the value of the derivative constant for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	64
Default Format	4.2

OPERAND USAGE:

_KDx contains the value of the derivative constant for the specified axis.

RELATED COMMANDS:

KI	Integrator
KP	Proportional

EXAMPLES:

KD 100,200,300,400.25	Specify KD
KD ?,?,?,?	Return KD
0100.00,0200.00,0300.00,0400.25	

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KI

FUNCTION: Integrator

DESCRIPTION:

The KI command sets the integral gain of the control loop. It fits in the control equation as follows:

$D(z) = 4 \cdot KP + 4 \cdot KD(z-1)/z + KI\ z/2(z-1)$

The integrator term will reduce the position error at rest to zero.

ARGUMENTS: KI x,y,z,w KIX=x KI a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 2047.875 with a resolution of 1/8.

"?" returns the value of the derivative constant for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	4.0

OPERAND USAGE:

_KIx contains the value of the derivative constant for the specified axis.

RELATED COMMANDS:

KP	Proportional Constant
KI	Integrator
IL	Integrator Limit

EXAMPLES:

KI 12,14,16,20	Specify x,y,z,w-axis integral
KI 7	Specify x-axis only
KI ,,8	Specify z-axis only
KI ?,?,?,?	Return X,Y,Z,W
0007,0014,0008,0020	KI values

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KP

FUNCTION: Proportional Constant

DESCRIPTION:

KP designates the proportional constant in the controller filter. The filter transfer function is

$D(z) = 4 \cdot KP + 4 \cdot KD(z-1)/z + KI\ z/2(z-1)$

For further details see the section Theory of Operation.

ARGUMENTS: KP x,y,z,w KPX=x KP a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 1023.875 with a resolution of 1/8.

"?" returns the value of the proportional constant for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	6
Default Format	4.2

OPERAND USAGE:

_KPx contains the value of the proportional constant for the specified axis.

RELATED COMMANDS:

KP	Proportional Constant
KI	Integrator
IL	Integrator Limit

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KS

FUNCTION: Step Motor Smoothing

DESCRIPTION:



The KS parameter smoothes the frequency of the step motor pulses. Larger values of KS provide greater smoothness. This parameter will also increase the motion time by 3KS sampling periods. KS adds a single pole low pass filter onto the output of the motion profiler. This function smoothes out the generation of step pukes and is most useful when operating in full or half step mode.

Note: KS will delay the step output.

ARGUMENTS: KS x,y,z,w KSX=x KS a,b,c,d,e,f,g,h where

x,y,z,w are positive integers in the range between .5 and 8 with a resolution of 1/32.

"?" returns the value of the derivative constant for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	2
Default Format	4.0

OPERAND USAGE:

_KSx contains the value of the derivative constant for the specified axis.

RELATED COMMANDS:

MT	Motor Type

EXAMPLES:

KS 2, 4 , 8	Specify x,y,z axes
KS 5	Specify x-axis only
KS ,,15	Specify z-axis only

Hint: *KS is valid for step motor only.*

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LA

FUNCTION: List Arrays

DESCRIPTION:

The LA command returns a list of all arrays in memory. The listing will be in alphabetical order. The size of each array will be included next to each array name in square brackets.

ARGUMENTS: None

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

LL	List Labels
LS	List Program
LV	List Variable

EXAMPLES:

```
: LA
CA [10]
LA [5]
NY [25]
VA [17]
```


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LE

FUNCTION: Linear Interpolation End

DESCRIPTION:

LE signifies the end of a linear interpolation sequence. It follows the last LI specification in a linear sequence. After the LE specification, the controller issues commands to decelerate the motors to a stop. The VE command is interchangeable with the LE command.

ARGUMENTS:

LE? returns the length of the vector in counts.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_LE contains the length of the vector in counts.

RELATED COMMANDS:

LI	Linear Distance
BG	BGS - Begin Sequence
LM	Linear Interpolation Mode
VS	Vector Speed
VA	Vector Acceleration
VD	Vector Deceleration
PF	Position Formatting

EXAMPLES:

LM ZW	Specify linear interpolation mode
LI ,,100,200	Specify linear distance
LE	End linear move
BGS	Begin motion

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_LF*

FUNCTION: Forward Limit Switch Operand (Keyword)

DESCRIPTION:

The _LF operand contains the state of the forward limit switch for the specified axis.

_LFx where x is the specified axis.

1 = inactive w/ CN -1 1_LFX = 1 when not closed
w/ CN 1 1_LFX = 0 when closed

0 = active w/ CN -1 _LFX= 0 when open
w/ CN 1 _LFX = 1 when open

EXAMPLES:

MG _LF X	Display the status of the X axis forward limit switch

* This is an Operand - Not a command.

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LI

FUNCTION: Linear Interpolation Distance

DESCRIPTION:

The LI x,y,z,w command specifies the incremental distance of travel for each axis in the Linear Interpolation (LM) mode. LI parameters are relative distances given with respect to the current axis positions. Up to 511 LI specifications may be given ahead of the Begin Sequence (BGS) command. Additional LI commands may be sent during motion when the controller sequence buffer frees additional spaces for new vector segments. The Linear End (LE) command must be given after the last LI specification in a sequence. This command tells the controller to decelerate to a stop at the last LI command. It is the responsibility of the user to keep enough LI segments in the controller's sequence buffer to ensure continuous motion.

LM ? returns the available spaces for LI segments that can be sent to the buffer. 511 returned means the buffer is empty and 511 LI segments can be sent. A zero means the buffer is full and no additional segments can be sent. It should be noted that the controller computes the vector speed based on the axes specified in the LM mode. For example, LM XYZ designates linear interpolation for the X,Y and Z axes. The speed of these axes will be computed from $VS^2=XS^2+YS^2+ZS^2$ where XS, YS and ZS are the speed of the X,Y and Z axes. If the LI command specifies only X and Y, the speed of Z will still be used in the vector calculations. The controller always uses the axis specifications from LM, not LI, to compute the speed. The parameter n is optional and can be used to define the vector speed that is attached to the motion segment.

ARGUMENTS: LI x,y,z,w < n > o LI a,b,c,d,e,f,g,h where

x,y,z,w and a,b,c,d,e,f,h are signed integers in the range -8,388,607 to 8,388,607 and represent incremental move distance

n specifies a vector speed to be taken into effect at the execution of the linear segment. n is an unsigned even integer between 0 and 8,000,000 for servo motor operation and between 0 and 2,000,000 for stepper motors.

o is not valid for DMC-1000 and DMC-1500 controllers.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

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(LI cont.)

RELATED COMMANDS:

LE	Linear end
BG	BGS - Begin sequence
LM	Linear Interpolation Mode
CS	Clear Sequence
VS	Vector Speed
VA	Vector Acceleration
VD	Vector Deceleration

EXAMPLES:

LM XYZ	Specify linear interpolation mode
LI 1000,2000,3000	Specify distance
LE	Last segment
BGS	Begin sequence

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LL

FUNCTION: List Labels

DESCRIPTION:

The LL command returns a listing of all of the program labels in memory. The listing will be in alphabetical order.

ARGUMENTS: None

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

LA	List Arrays
LS	List Program
LV	List Variables

EXAMPLES:

```
: LL
# FIVE
# FOUR
# ONE
# THREE
# TWO
```


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LM

FUNCTION: Linear Interpolation Mode

DESCRIPTION:

The LM XYZW command specifies the linear interpolation mode where XYZW denote the axes for linear interpolation. Any set of 1,2,3 or 4 axes may be used for linear interpolation. LI x,y,z,w commands are used to specify the travel distances for linear interpolation. The LE command specifies the end of the linear interpolation sequence. Several LI commands may be given as long as the controller sequence buffer has room for additional segments. Once the LM command has been given, it does not need to be given again unless the VM command has been used.

It should be noted that the controller computes the vector speed based on the axes specified in the LM mode. For example, LM XYZ designates linear interpolation for the X,Y and Z axes. The speed of these axes will be computed from $VS^2=XS^2+YS^2+ZS^2$, where XS, YS and ZS are the speed of the X,Y and Z axes. If the LI command specifies only X and Y, the speed of Z will still be used in the vector calculations. The controller always uses the axis specifications from LM, not LI, to compute the speed.

ARGUMENTS: LM XYZW LM ABCDEFGH where

XYZW denote X,Y,Z or W axes

LM? will return the number of spaces available in the sequence buffer for additional LI commands.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_LM contains the number of spaces available in the sequence buffer for additional LI commands

RELATED COMMANDS:

LE	Linear end
LI	Linear Distance
VA	Vector acceleration
VS	Vector Speed
VD	Vector deceleration
AV	Vector distance
CS	_CS - Sequence counter

EXAMPLES:

LM XYZW	Specify linear interpolation mode
VS 10000; VA 100000;VD 1000000	Specify vector speed, acceleration and deceleration
LI 100,200,300,400	Specify linear distance

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LI 200,300,400,500	Specify linear distance
LE; BGS	Last vector, then begin motion

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_LR*

FUNCTION: Reverse Limit Switch Operand (Keyword)

DESCRIPTION:

*The _LR operand contains the state of the reverse limit switch for the specified axis.

_LRx where x is the specified axis.

1 = inactive w/ CN -1 1_LFX = 1 when not closed
w/ CN 1 1_LFX = 0 when closed

0 = active w/ CN -1 _LFX= 0 when open
w/ CN 1 _LFX = 1 when open

EXAMPLES:

MG _LR X Display the status of the X axis reverse limit switch

*Note: This is an Operand - Not a command

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LS

FUNCTION: List Program

DESCRIPTION:

The LS command returns a listing of the programs in memory. The listing will start with the line pointed to by the first parameter, which can be either a line number or a label. If no parameter is specified, it will start with line 0. The listing will end with the line pointed to by the second parameter--again either a line number or label. If no parameter is specified, the listing will go to the last line of the program.

ARGUMENTS: LS n,m where

n and m are valid numbers from 0 to 999, or labels. n is the first line to be listed, m is the last.

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0, Last Line
Default Format	-

RELATED COMMANDS:

LA	List Arrays
LL	List Labels
LV	List Variables

EXAMPLES:

:LS #A,6	List program starting at #A through line 6
002 #A	
003 PR 500	
004 BGX	
005 AM	
006 WT 200	

Hint: *Remember to quit the Edit Mode <cntrl> Q prior to giving the LS command.*

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LV

FUNCTION: List Variables

DESCRIPTION:

The LV command returns a listing of all of the program labels in memory. The listing will be in alphabetical order.

ARGUMENTS: None

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

LA	List Arrays
LS	List Program
LL	List Labels

EXAMPLES:

```
: LV
APPLE  = 60.0000
BOY    = 25.0000
ZEBRA = 37.0000
```


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LZ

FUNCTION: Leading Zeros

DESCRIPTION:

The LZ command is used for formatting the values returned from interrogation commands or interrogation of variables and arrays. By enabling the LZ function, all leading zeros of returned values will be removed.

ARGUMENTS: LZ n where n is

1 to remove leading zeros

0 to disable the leading zero removal.

LZ ? returns the state of the LZ function. '0' is disabled and '1' is enabled.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	-

OPERAND USAGE:

_LZ contains the state of the LZ function. '0' is disabled and '1' is enabled.

EXAMPLES:

LZ 0	Disable the LZ function
TPX	Interrogate the controller for current position of X axis
0000021645.0000	Value returned by the controller
VAR1=	Request value of variable "VAR1" (previously set to 10)
0000000010.0000	Value of variable returned by controller
LZ1	Enable LZ function
TPX	Interrogate the controller for current position of X axis
21645.0000	Value returned by the controller
VAR1=	Request value of variable "VAR1" (previously set to 10)
10.0000	Value of variable returned by controller

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MC

FUNCTION: Motion Complete - "In Position"

DESCRIPTION:

The MC command is a trippoint used to control the timing of events. This command will hold up execution of the following commands until the current move on the specified axis or axes is completed and the encoder reaches or passes the specified position. Any combination of axes or a motion sequence may be specified with the MC command. For example, MC XY waits for motion on both the X and Y axis to be complete. MC with no parameter specifies that motion on all axes is complete. TW x,y,z,w sets the timeout to declare an error if the encoder is not in position within the specified time. If a timeout occurs, the trippoint will clear and the stopcode will be set to 99. An application program will jump to the special label #MCTIME.



When used in stepper mode, the controller will hold up execution of the proceeding commands until the controller has generated the same number of steps as specified in the commanded position. The actual number of steps that have been generated can be monitored by using the interrogation command TD. Note: The MC command is useful when operating with stepper motors since the step pulses can be delayed from the commanded position due to the stepper motor smoothing function, KS.

ARGUMENTS: MC XYZW MC ABCDEFGH where

X,Y,Z,W specifies X,Y,Z or W axis or sequence. No argument specifies that motion on all axes is complete.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

BG	Begin
AM	After Move
TW	Timeout

EXAMPLES:

#MOVE	Program MOVE
PR 5000,5000,5000,5000	Position relative moves
BG X	Start the X-axis
MC X	After the move is complete on X,
BG Y	Start the Y-axis
MC Y	After the move is complete on Y,
BG Z	Start the Z-axis
MC Z	After the move is complete on Z
BG W	Start the W-axis

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```
MC W                    After the move is complete on W
EN                      End of Program
#F;DP 0,0,0,0           Program F Position
PR 5000,6000,7000,8000  relative moves
BG                      Start X,Y,Z and W axes
MC                      After motion complete on all axes
MG "DONE";  TP          Print message
 EN                     End of Program
```

Hint: *MC can be used to verify that the actual motion has been completed.*

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MF

FUNCTION Forward Motion to Position

DESCRIPTION:

The MF command is a trippoint used to control the timing of events. This command will hold up the execution of the following command until the specified motor moves forward and crosses the position specified. The units of the command are in quadrature counts. Only one axis may be specified at a time. The MF command can also be used when the encoder is the master and not under servo control.

ARGUMENTS: MFx or MF,y or MF,,z or MF,,,w MFX=X MF abcdefgh where

x,y,z,w are signed integers in the range -2147483648 to 2147483647 decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

AD	Trippoint for after Relative Distances
AP	Trippoint for after Absolute Position

EXAMPLES:

#TEST	Program B
DP0	Define zero
JG 1000	Jog mode (speed of 1000 counts/sec)
BG X	Begin move
MF 2000	After passing the position 2000
V1=_TPX	Assign V1 X position
MG "Position is" ,V1	Print Message
ST	Stop
EN	End of Program

Hint: *The accuracy of the MF command is the number of counts that occur in 2 msec. Multiply the speed by 2 msec to obtain the maximum error. MF tests for absolute position. The MF command can also be used when the specified motor is driven independently by an external device.*

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MG

FUNCTION: Message

DESCRIPTION:

The MG command sends data out the bus. This can be used to alert an operator, send instructions or return a variable value.

ARGUMENTS: MG "m", {^n}, V {Fm.n or $m,n} {N} {Pn} where

"m" is a text message including letters, numbers, symbols or <ctrl>G (up to 31 characters).

{^n} is an ASCII character specified by the decimal value n

V is a variable name or array element where the following specifiers can be used for formatting:

{Fm.n} Display variable in decimal format with m digits to left of decimal, and n to the right.

{$m,n} Display variable in hexadecimal format with m digits to left of decimal, and n to the right.

{Sn} Display variable as a string of length n where n is 1 thru 6

{N} Suppress carriage return line feed.

For DMC-1500 only: {Pn} Specifies which serial port to send the message. -1 = main port, 2 = auxiliary port

Note: Multiple text, variables, and ASCII characters may be used, each must be separated by a comma.

Note: The order of arguments is not important.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	Variable Format

EXAMPLES:

Case 1: Message command displays ASCII strings

MG "Good Morning" Displays the string

Case 2: Message command displays variables or arrays

MG "The Answer is", Total {F4.2} Displays the string with the content of variable TOTAL in local format of 4 digits before and 2 digits after the decimal point.

Case 3: Message command sends any ASCII characters to the port.

Carriage return MG {^13}, {^16}, {^48}, {^55} displays characters 0 and 7.

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MO

FUNCTION: Motor Off

DESCRIPTION:

The MO command shuts off the control algorithm. The controller will continue to monitor the motor position. To turn the motor back on use the Servo Here command (SH).

ARGUMENTS: MO XYZW MO ABCDEFGH where

XYZW specify the axes to be turned off.

"?" returns the state of the motor for the specified axis.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_MOx contains the state of the motor for the specified axis.

RELATED COMMANDS:

SH	Servo Here

EXAMPLES:

MO	Turn off all motors
MOX	Turn off the X motor. Leave the other motors unchanged
MOY	Turn off the Y motor. Leave the other motors unchanged
MOZX	Turn off the Z and X motors. Leave the other motors unchanged
SH	Turn all motors on
Bob=_MOX	Sets Bob equal to the X-axis servo status
Bob=	Return value of Bob. If 1, in motor off mode, If 0, in servo mode

Hint: *The MO command is useful for positioning the motors by hand. Turn them back on with the SH command.*

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MR

FUNCTION: Reverse Motion to Position

DESCRIPTION:

The MR command is a trippoint used to control the timing of events. This command will hold up the execution of the following command until the specified motor moves backward and crosses the position specified. The units of the command are in quadrature counts. Only one axis may be specified at a time. The MR command can also be used when the encoder is the master and not under servo control.

ARGUMENTS: MRx or MR,y or MR,,z or MR,,,w MRX=X MR abcdefgh where

x,y,z,w are signed integers in the range -2147483648 to 2147483647 decimal

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

RELATED COMMANDS:

AD	Trippoint for Relative Distances
AP	Trippoint for after Absolute Position

EXAMPLES:

#TEST	Program B
DP0	Define zero
JG -1000	Jog mode (speed of 1000 counts/sec)
BG X	Begin move
MR -3000	After passing the position -3000
V1=_TPX	Assign V1 X position
MG "Position is", V1= ST	Print Message Stop
EN	End of Program

Hint: *The accuracy of the MR command is the number of counts that occur in 2 msec. Multiply the speed by 2 msec to obtain the maximum error. MR tests for absolute position. The MR command can also be used when the specified motor is driven independently by an external device.*

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MT

FUNCTION: Motor Type

DESCRIPTION:



The MT command selects the type of the motor and the polarity of the drive signal. Motor types include standard servo motors which require a voltage in the range of +/- 10 Volts, and step motors which require pulse and direction signals. The polarity reversal inverts the analog signals for servo motors, and inverts logic level of the pulse train, for step motors.

ARGUMENTS: MT x,y,z,w MTX=x MT a,b,c,d,e,f,g,h where

x,y,z,w are integers with

1 - Servo motor

-1 - Servo motor reversed polarity

2 - Step motor with active low step pulses

-2 - Step motor with active high step pulses

2.5 - Step motor with reversed direction and active low step pulses

-2.5 - Step motor with reversed direction and active high step pulses

"?" returns the value of the motor type for the specified axis.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	1,1,1,1
Default Format	1

OPERAND USAGE:

_MTx contains the value of the motor type for the specified axis.

RELATED COMMANDS:

CE	Configure encoder type

EXAMPLES:

MT 1,-1,2,2	Configure x as servo, y as reverse servo, z and w as steppers
MT ?,?	Interrogate motor type
V=_MTX	Assign motor type to variable

Hint: *When using step motors, you must install the SM jumper for each axis. For the DMC-1000 and DMC-1500, the step and direction signals are accessed through the J4 20-pin connector on the controller.*

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NO

FUNCTION: No Operation

DESCRIPTION:

The NO command performs no action in a sequence, but can be used as a comment in a program. This helps to document a program.

ARGUMENTS: NO m where

m is any group of letter, number, symbol or <cntrl>G

For DMC-1000: up to 37 characters can follow the NO command

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

EXAMPLES:

#A	Program A
NO	No Operation
NO This Program	No Operation
NO Does Absolutely	No Operation
NO Nothing	No Operation
EN	End of Program

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OB

FUNCTION: Output Bit

DESCRIPTION:

The OB n, logical expression command defines output bit n = 1 through 8 as either 0 or 1 depending on the result from the logical expression. Any non-zero value of the expression results in a one on the output.

ARGUMENTS: OB n, expression where

n denotes the output bit

expression is any valid logical expression, variable or array element.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	
Default Format	

EXAMPLES:

OB 1, POS 1	If POS 1 is non-zero, Bit 1 is high. If POS 1 is zero, Bit 1 is low
OB 2, @IN[1]&@IN[2]	If Input 1 and Input 2 are both high, then Output 2 is set high
OB 3, COUNT[1]	If the element 1 in the array is zero, clear bit 3
OB N, COUNT[1]	If element 1 in the array is zero, clear bit N

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OE

FUNCTION: Off on Error

DESCRIPTION:

The OE command causes the controller to shut off the motor command if a position error exceeds the limit specified by the ER command occurs or an abort occurs from either the abort input or on AB command.

If a position error is detected on an axis, and the motion was under an independent move, only that axis will be shut off. However, if the motion is a coordinated mode of the types VM, LM or CM, all the participating axes will be stopped.

ARGUMENTS: OE x,y,z,w OEX=m OE a,b,c,d,e,f,g,h where

the argument may be 0 or 1. 0 disables function. 1 enables off-on-error function.

"?" returns the state of the Off-on-Error function for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_OEx contains the status of the off-on-error function for the specified axis. 0 = off, 1 = on

RELATED COMMANDS:

AB	Abort
ER	Error limit
SH	Servo Here
#POSERR	Error Subroutine

EXAMPLES:

OE 1,1,1,1	Enable OE on all axes
OE 0	Disable OE on X-axis other axes remain unchanged
OE ,,1,1	Enable OE on Z-axis and W-axis other axes remain unchanged
OE 1,0,1,0	Enable OE on X and Z-axis Disable OE on Y and W axis

Hint: *The OE command is useful for preventing system damage on excessive error.*

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OF

FUNCTION: Offset

DESCRIPTION:

The OF command sets a bias voltage in the motor command output or returns a previously set value. This can be used to counteract gravity or an offset in an amplifier.

ARGUMENTS: OF x,y,z,w OFX=x OF a,b,c,d,e,f,g,h where

x,y,z,w are signed numbers in the range -9.998 to 9.998 volts with resolution of 0.0003.

"?" returns the offset for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	1.0

OPERAND USAGE:

_OFx contains the offset for the specified axis.

EXAMPLES:

OF 1,-2,3,5	Set X-axis offset to 1, the Y-axis offset to -2, the Z-axis to 3, and the W-axis to 5
OF -3	Set X-axis offset to -3 Leave other axes unchanged
OF ,0	Set Y-axis offset to 0 Leave other axes unchanged
OF ?,?,?,?	Return offsets
-3.0000,0.0000,3.0000,5.0000	
OF ?	Return X offset
-3.0000	
OF ,?	Return Y offset
0.0000	

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OP

FUNCTION: Output Port

DESCRIPTION:

The OP command sends data to the output ports of the controller. You can use the output port to control external switches and relays.

The first parameter controls the first output port (bits 1-8) and the second output port (bits 9-16) if the controller has 5 or more axes.

The second parameter controls the output ports of the -72 option if the ports have been configured as outputs by the CO command.

ARGUMENTS: OP m,n where

m is an integer in the range 0 to 65535 decimal, or $0 to FF hexadecimal. (0 to 255 for 4 axes or less). n is an integer in the range 0 to 16772215.

OP ? returns the value of the first argument, m

OP ,? returns the value of the second argument, n.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	3.0

OPERAND USAGE:

_OP0 contains the value of the first argument, m

_OP1 contains the value of the second argument, n.

RELATED COMMANDS:

SB	Set output bit
CB	Clear output bit
OB	Output Byte

EXAMPLES:

OP 0	Clear Output Port -- all bits
OP $85	Set outputs 1,3,8; clear the others
MG-OP0	Returns the first parameter "m"
MG-OP1	Returns the second parameter "n"

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OQ

FUNCTION: Output Block

DESCRIPTION:

The OQ command sets the state of 16 bits of output at one time. This command is only valid for controllers with the DB-10072 or DB-10096 I/O Expansion Board.

ARGUMENTS:

For use with the daughter board DB-10096:

OQ m,n where m is the decimal representation for the outputs 9 to 24 and n is the decimal representation of outputs 25 to 48

Example: OQ 3,4 will set output bits 9,10 and 27

For use with the daughter board DB-10072:

OQ m,n,o where m, n and o range from 0 to 65535.

The data fields define the outputs as follows:

FIELD	MOST SIGNIFICANT TO LEAST SIGNIFICANT BYTE
m	block 2 to 1
n	block 4 to 3
o	block 6 to 5

For example, the command, OQ ,259 followed by the command MG OQ1 will have the response "259"

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	3.0
See description	

OPERAND USAGE FOR DB-10072:

_OQ0 contains the decimal representation of outputs 9-24, _OQ1 contains the decimal representation of outputs 25-48.

OPERAND USAGE FOR DB-10096:

_OQ0 contains the current state of blocks 2 to 1,

_OQ1 contains the current state of blocks 4 to 3

_OQ2 contains the current state of blocks 6 to 5.

RELATED COMMANDS:

SB	Set output bit
CB	Clear output bit

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PA

FUNCTION: Position Absolute

DESCRIPTION:

The PA command will set the final destination of the next move. The position is referenced to the absolute zero. If a ? is used, then the current destination (current command position if not moving, destination if in a move) is returned. For each single move, the largest position move possible is +/-2147483647. Units are in quadrature counts.

ARGUMENTS: PA x,y,z,w PAX=x PA a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483647 to 2147483648 decimal

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	Position Format

OPERAND USAGE:

_PAx contains current destination (current command position if not moving, destination if in a move).

RELATED COMMANDS:

PR	Position relative
SP	Speed
AC	Acceleration
DC	Deceleration
BG	Begin
PF	Position Formatting

EXAMPLES:

:PA 400,-600,500,200	X-axis will go to 400 counts Y-axis will go to -600 counts Z-axis will go to 500 counts W-axis will go to 200 counts
:PA ?,?,?,?	Returns the current commanded position
400, -600, 500, 200	
:BG	Start the move
:PA 700	X-axis will go to 700 on the next move while the
:BG	Y,Z and W-axis will travel the previously set relative distance if the preceding move was a PR move, or will not move if the preceding move was a PA move.

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PF

FUNCTION: Position Format

DESCRIPTION:

The PF command allows the user to format the position numbers such as those returned by TP. The number of digits of integers and the number of digits of fractions can be selected with this command. An extra digit for sign and a digit for decimal point will be added to the total number of digits. If PF is minus, the format will be hexadecimal and a dollar sign will precede the characters. Hex numbers are displayed as 2's complement with the first bit used to signify the sign.

If a number exceeds the format, the number will be displayed as the maximum possible positive or negative number (i.e. 999.99, -999, $8000 or $7FF).

The PF command can be used to format values returned from the following commands:

BL ?	LE ?
DE ?	PA ?
DP ?	PR ?
EM ?	TN ?
FL ?	VE ?
IP ?	TE
TP	

ARGUMENTS: PF m,n where

m is an integer between -8 and 10 which represents the number of places preceding the decimal point. A negative sign for m specifies hexadecimal representation.

n is an integer between 0 and 4 which represent the number of places after the decimal point.

PF ? returns the value of m.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	10.0
Default Format	10.0

OPERAND USAGE:

_PF contains the value of 'm' position format parameter.

EXAMPLES:

:TPX	Tell position of X
0000000000	Default format
:PF 5.2	Change format to 5 digits of integers and 2 of fractions
:TPX	Tell Position
00021.00	
PF-5.2	New format Change format to hexadecimal*
:TPX	Tell Position
$00015.00	Report in hex

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PR

FUNCTION: Position Relative

DESCRIPTION:

The PR command sets the incremental distance and direction of the next move. The move is referenced with respect to the current position. If a ? is used, then the current incremental distance is returned (even if it was set by a PA command). Units are in quadrature counts.

ARGUMENTS: PR x,y,z,w PRX=x PR a,b,c,d,e,f,g,h where

x,y,z,w are signed integers in the range -2147483648 to 2147483647 decimal.

"?" returns the current incremental distance for the specified axis.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	Position Format

OPERAND USAGE:

_PRx contains the current incremental distance for the specified axis.

RELATED COMMANDS:

PA	Position Absolute
BG	Begin
AC	Acceleration
DC	Deceleration
SP	Speed
IP	Increment Position
PF	Position Formatting

EXAMPLES:

:PR 100,200,300,400	On the next move the X-axis will go 100 counts,
:BG	the Y-axis will go to 200 counts forward, Z-axis will go 300 counts and the W-axis will go 400 counts.
:PR ?,?,?	Return relative distances
0000000100,0000000200,0000000300	
:PR 500	Set the relative distance for the X axis to 500
:BG	The X-axis will go 500 counts on the next move while the Y-axis will go its previously set relative distance.

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QD

FUNCTION: Download Array

DESCRIPTION:

The QD command transfers array data from the host computer to the controller. QD array[],start,end requires that the array name be specified along with the first element of the array and last element of the array. The array elements can be separated by a comma (,) or by <CR> <LF>. The downloaded array is terminated by a <control>Z, <control>Q, <control>D or \.

ARGUMENTS: QD array[],start,end where

array[] is valid array name start is first element of array (default=0) end is last element of array (default=last element)

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	Position Format

RELATED COMMANDS:

QU	Upload array

HINT:

Using Galil terminal software, the command can be used in the following manner:

1. Set the timeout to 0
2. Send the command QD

3a. Use the send file command to send the data file.

OR

3b. Enter data manually from the terminal. End the data entry with the character '\'

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QU

FUNCTION: Upload Array

DESCRIPTION:

The QU command transfers array data from the controller to a host computer. QU array[],start,end,delim requires that the array name be specified along with the first element of the array and last element of the array. If delim is 1, then the array elements will be separated by a comma. Otherwise, the elements will be separated by a carriage return. The uploaded array will be followed by a <control>Z as an end of text marker.

ARGUMENTS: QU array[],start,end,delim where

array[] is a valid array name, start is the first element of the array (default=0), end is last element of array (default=last element) comma -- if it is a 1, then elements are separated by a comma, else a carriage return

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	Position Format

RELATED COMMANDS:

QD	Download array

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RA

FUNCTION: Record Array

DESCRIPTION:

The RA command selects one through four arrays for automatic data capture. The selected arrays must be dimensioned by the DM command. The data to be captured is specified by the RD command and time interval by the RC command.

ARGUMENTS: RA n [],m [],o [],p [] RA n[],m[],o[],p[],q[],r[],s[],t[] where

n,m,o and p are dimensioned arrays as defined by DM command. The [] contain nothing.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

DM	Dimension Array
RD	Record Data
RC	Record Interval

EXAMPLES:

#Record	Label
DM POS[100]	Define array
RA POS[]	Specify Record Mode
RD _TPX	Specify data type for record
RC 1	Begin recording at 2 msec intervals
PR 1000;BG	Start motion
EN	End

Hint: *The record array mode is useful for recording the real-time motor position during motion. The data is automatically captured in the background and does not interrupt the program sequencer. The record mode can also be used for a teach or learn of a motion path.*

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RC

FUNCTION: Record

DESCRIPTION:

The RC command begins recording for the Automatic Record Array Mode (RA). RC 0 stops recording.

ARGUMENTS: RC n,m where

n is an integer 1 thru 8 and specifies 2^n samples between records. RC 0 stops recording.

m is optional and specifies the number of records to be recorded. If m is not specified, the DM number will be used. A negative number for m causes circular recording over array addresses 0 to m-1. The address for the array element for the next recording can be interrogated with _RD.

RC? returns status of recording. '1' if recording, '0' if not recording.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_RC contains status of recording. '1' if recording, '0' if not recording.

RELATED COMMANDS:

DM	Dimension Array
RD	Record Data
RA	Record Array Mode

EXAMPLES:

#RECORD	Record
DM Torque[1000]	Define Array
RA Torque[]	Specify Record Mode
RD _TTX	Specify Data Type
RC 2	Begin recording and set 4 msec between records
JG 1000;BG	Begin motion
#A;JP #A,_RC=1	Loop until done
MG "DONE RECORDING"	Print message
EN	End program

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RD

FUNCTION: Record Data

DESCRIPTION:

The RD command specifies the data type to be captured for the Record Array (RA) mode. The command type includes:

_DEx	2nd encoder
_TPx	Position
_TEx	Position error
_SHx	Commanded position
_RLx	Latched position
_TI	Inputs
_OP	Outputs
_TSx	Switches, only 0-4 bits valid
_SCx	Stop code
_TTx	Tell torque (Note: the values recorded for torque are in the range of +/- 32767 where 0 is 0 torque, -32767 is -10 volt command output, and +32767 is +10 volt.

where 'x' is the axis specifier.

ARGUMENTS: RD m_1,m_2,m_3,m_4,m_5,m_6,m_7,m_8 where

The arguments are data types to be captured using the record array feature. The order is important. Each data type corresponds with the array specified in the RA command.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_RD contains the address for the next array element for recording.

RELATED COMMANDS:

RA	Record Array
RC	Record Interval
DM	Dimension Array

EXAMPLES:

DM ERRORX[50],ERRORY[50]	Define array
RA ERRORX[],ERRORY[ ]	Specify record mode
RD _TEX,_TEYS	Specify data type
RC1	Begin record
JG 1000;BG	Begin motion

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RE

FUNCTION: Return from Error Routine

DESCRIPTION:

The RE command is used to end a position error handling subroutine or limit switch handling subroutine. The error handling subroutine begins with the #POSERR label. The limit switch handling subroutine begins with the #LIMSWI. An RE at the end of these routines causes a return to the main program. Care should be taken to be sure the error or limit switch conditions no longer occur to avoid re-entering the subroutines. If the program sequencer was waiting for a trippoint to occur, prior to the error interrupt, the trippoint condition is preserved on the return to the program if RE1 is used. RE0 clears the trippoint. To avoid returning to the main program on an interrupt, use the ZS command to zero the subroutine stack.

ARGUMENTS: RE n where

n = 0 or 1

0 clears the interrupted trippoint

1 restores state of trippoint

USAGE:

While Moving	No
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

#POSERR	Error Subroutine
#LIMSWI	Limit Subroutine

EXAMPLES:

#A;JP #A;EN	Label for main program
#POSERR	Begin Error Handling Subroutine
MG "ERROR"	Print message
SB1	Set output bit 1
RE	Return to main program and clear trippoint

Hint: *An applications program must be executing for the #LIMSWI and #POSERR subroutines to function.*

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RI

FUNCTION: Return from Interrupt Routine

DESCRIPTION:

The RI command is used to end the interrupt subroutine beginning with the label #ININT. An RI at the end of this routine causes a return to the main program. The RI command also re-enables input interrupts. If the program sequencer was interrupted while waiting for a trippoint, such as WT, RI1 restores the trippoint on the return to the program. RI0 clears the trippoint. To avoid returning to the main program on an interrupt, use the command ZS to zero the subroutine stack. This turns the jump subroutine into a jump only.

ARGUMENTS: RI n where

n = 0 or 1

0 clears interrupt trippoint

1 restores trippoint

USAGE:

While Moving	No
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

#ININT	Input interrupt subroutine
II	Enable input interrupts

EXAMPLES:

#A;II1;JP #A;EN	Program label
#ININT	Begin interrupt subroutine
MG "INPUT INTERRUPT"	Print Message
SB 1	Set output line 1
RI 1	Return to the main program and restore trippoint

Hint: *An applications program must be executing for the #ININT subroutine to function.*

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RL

FUNCTION: Report Latched Position

DESCRIPTION:

The RL command will return the last position captured by the latch. The latch must first be armed by the AL command and then a 0 must occur on the appropriate input. (Input 1,2,3 and 4 for X,Y,Z and W, respectively). The armed state of the latch can be configured using the CN command.

ARGUMENTS: RL XYZW RL ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	Position Format

OPERAND USAGE:

_RLx contains the latched position of the specified axis.

RELATED COMMAND:

AL	Arm Latch

EXAMPLES:

JG ,5000	Set up to jog the Y-axis
BGY	Begin jog
ALY	Arm the Y latch; assume that after about 2 seconds, input goes low
RLY	Report the latch
10000	

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RP

FUNCTION: Reference Position

DESCRIPTION:

This command returns the commanded reference position of the motor(s).

ARGUMENTS: RP XYZW RP ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	Position Format

OPERAND USAGE:

_RPx contains the commanded reference position for the specified axis.

RELATED COMMAND:

TP	Tell Position

Note: The relationship between RP, TP and TE: TEX equals the difference between the reference position, RPX, and the actual position, _TPX.

EXAMPLES: Assume that XYZ and W axes are commanded to be at the positions 200, -10, 0, -110 respectively. The returned units are in quadrature counts.

:PF 7	Position format of 7
0:RP	
0000200,-0000010,0000000,-0000110	Return X,Y,Z,W reference positions
RPX	
0000200	Return the X motor reference position
RPY	
-0000010	Return the Y motor reference position
PF-6.0	Change to hex format
RP	
$0000C8,$FFFFF6,$000000,$FFFF93	Return X,Y,Z,W in hex
Position=_RPX	Assign the variable, Position, the value of RPX



Hint: *RP command is useful when operating step motors since it provides the commanded position in steps when operating in stepper mode.*

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RS

FUNCTION: Reset

DESCRIPTION:

The RS command resets the state of the processor to its power-on condition. The previously saved state of the controller, along with parameter values, and saved sequences are restored.

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	-

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<control>R<control>S

FUNCTION: Master Reset

DESCRIPTION:

The Master Reset command resets the controller to factory default settings and erases EEPROM.

For the DMC-1500: A master reset can also be performed by setting the MRST dipswitch and resetting the controller (power cycle or pressing the reset button). Remove the jumper after this procedure.

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

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<control>R<control>V

FUNCTION: Revision Information

DESCRIPTION:

This command causes the controller to return firmware revision information.

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

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SB

FUNCTION: Set Bit

DESCRIPTION:

The SB command sets one of eight bits on the output port.

ARGUMENTS: SB n where

n is an integer in the range 1 to 8 decimal.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMAND

CB	Clear Bit

EXAMPLES:

SB 5	Set output line 5
SB 1	Set output line 1

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SC

FUNCTION: Stop Code

DESCRIPTION:

The SC command allows the user to determine why a motor stops. The controller responds with the stop code as follows:

CODE	MEANING	CODE	MEANING
0	Motors are running, independent mode	9	Stopped after Finding Edge (FE)
1	Motors stopped at commanded independent position	10	Stopped after Homing (HM)
2	Decelerating or stopped by FWD limit switch or soft limit FL	50	Contour running
3	Decelerating or stopped by REV limit switch or soft limit BL	51	Contour Stop
4	Decelerating or stopped by Stop Command (ST)	99	MC timeout
6	Stopped by Abort input	100	Motors are running, vector sequence
7	Stopped by Abort command (AB)	101	Motors stopped at commanded vector
8	Decelerating or stopped by Off-on-Error (OE1)		

ARGUMENTS: SC XYZW SC ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	3.0

OPERAND USAGE:

_SCx contains the value of the stop code for the specified axis.

EXAMPLES:

Tom=_SCW	Assign the Stop Code of W to variable Tom

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SH

FUNCTION: Servo Here

DESCRIPTION:

The SH commands causes the controller to set the commanded position to be the current motor position and to enable the motor amplifier for the specified axes.

This command can be useful when the position of a motor has been manually adjusted following a motor off (MO) command.

ARGUMENTS: SH XYZW SH ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

MO	Motor-off

EXAMPLES:

SH	Servo X,Y,Z,W motors
SHX	Only servo the X motor, the Y,Z and W motors remain in its previous state.
SHY	Servo the Y motor; leave the X,Z and W motors unchanged
SHZ	Servo the Z motor; leave the X,Y and W motors unchanged
SHW	Servo the W motor; leave the X,Y and Z motors unchanged

Note: *The SH command changes the coordinate system. Therefore, all position commands given prior to SH, must be repeated. Otherwise, the controller produces incorrect motion.*

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SP

FUNCTION: Speed

DESCRIPTION:

This command sets the slew speed of any or all axes for independent moves, or it will return the previously set value. The parameters input will be rounded down to the nearest factor of 2 and the units of the parameter are in counts per second. Note: Negative values will be interpreted as the absolute value.

ARGUMENTS: SP x,y,z,w SPX=x SP a,b,c,d,e,f,g,h where

x,y,z,w or a,b,c,d,e,f,g,h are unsigned numbers in the range 0 to 8,000,000 for servo motors OR



x,y,z,w or a,b,c,d,e,f,g,h are unsigned numbers in the range 0 to 2,000,000 for stepper motors



x,y,z,w or a,b,c,d,e,f,g,h are unsigned numbers in the range 0 to 3,000,000 for stepper motors

"?" returns the speed for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	25000
Default Format	Position Format

OPERAND USAGE:

_SPx contains the speed for the specified axis.

RELATED COMMANDS:

AC	Acceleration
DC	Deceleration
PA	Position Absolute
PR	Position Relation
BG	Begin

EXAMPLES:

PR 2000,3000,4000,5000	Specify x,y,z,w parameter
SP 5000,6000,7000,8000	Specify x,y,z,w speeds
BG	Begin motion of all axes
AM Z	After Z motion is complete

Note: *For vector moves, use the vector speed command (VS) to change the speed. SP is not a "mode" of motion like JOG (JG).*

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ST

FUNCTION: Stop

DESCRIPTION:

The ST command stops motion on the specified axis. Motors will come to a decelerated stop. If ST is sent from the host without an axis specification, program execution will stop in addition to motion. XYZW specification will not halt program execution.

ARGUMENTS: ST XYZW ST ABCDEFGH where

the argument specifies the axes to be affected

No parameters will stop motion on all axes and stop program.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

RELATED COMMANDS:

BG	Begin Motion
AB	Abort Motion
AM	Wait for motion end
DC	Deceleration rate

EXAMPLES:

ST X	Stop X-axis motion
ST S	Stop coordinated sequence
ST XYZW	Stop X,Y,Z,W motion
ST	Stop program and XYZW motion
ST SZW	Stop coordinated XY sequence, and Z and W motion

Hint: *Use the after motion complete command, AM, to wait for motion to be stopped.*

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TB

FUNCTION: Tell Status Byte

DESCRIPTION:

The TB command returns status information from the controller as a decimal number. Each bit of the status byte denotes the following condition when the bit is set (high):

BIT	STATUS
Bit 7	N/A
Bit 6	Executing program
Bit 5	Contouring
Bit 4	Executing error or limit switch routine
Bit 3	Input interrupt enabled
Bit 2	Executing input interrupt routine
Bit 1	0 (Reserved)
Bit 0	Echo on

*Bit 7 will always be high when not operating in a daisy chain. When operating in a daisy chain, bit 7 will be high when commands are being directed to the controller with the %A command - See Chapter 4.

ARGUMENTS:

TB ? returns the status byte

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	1.0

OPERAND USAGE:

_TB Contains the status byte

EXAMPLES:

TB	Tell status information from the controller
65	Executing program and Echo is on ($2^6 + 2^0 = 64 + 1 = 65$)

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TC

FUNCTION: Tell Error Code

DESCRIPTION:

The TC command returns a number between 1 and 255. This number is a code that reflects why a command was not accepted by the controller. This command is useful when the controller halts execution of a program at a command or when the response to a command is a question mark. Entering the TC command will provide the user with a code as to the reason. After TC has been read, it is set to zero. TC 1 returns the text message as well as the numeric code.

ARGUMENTS: TC n where

n=0 returns code only

n=1 returns code and message

TC ? returns the error code

CODE	EXPLANATION	CODE	EXPLANATION
1	Unrecognized command	50	Not enough fields
2	Command only valid from program	51	Question mark not valid
3	Command not valid in program	52	Missing " or string too long
4	Operand error	53	Error in {}
5	Input buffer full	54	Question mark part of string
6	Number out of range	55	Missing [or []
7	Command not valid while running	56	Array index invalid or out of range
8	Command not valid when not running	57	Bad function or array
9	Variable error	58	Unrecognized command in a command response (i.e._GNX)
10	Empty program line or undefined label	59	Mismatched parentheses
11	Invalid label or line number	60	Download error - line too long or too many lines
12	Subroutine more than 16 deep	61	Duplicate or bad label
13	JG only valid when running in jog mode	62	Too many labels
14	EEPROM check sum error	65	IN command must have a comma
15	EEPROM write error	66	Array space full
16	IP incorrect sign during position move or IP given during forced deceleration	67	Too many arrays or variables
17	ED, BN and DL not valid while program running	71	IN only valid in task #0
18	Command not valid when contouring	80	Record mode already running
19	Application strand already executing	81	No array or source specified
20	Begin not valid with motor off	82	Undefined Array
21	Begin not valid while running	83	Not a valid number

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22	Begin not possible due to Limit Switch	84	Too many elements
24	Begin not valid because no sequence defined	90	Only X Y Z W valid operand
25	Variable not given in IN command	96	SM jumper needs to be installed for stepper motor operation
28	S operand not valid	100	Not valid when running ECAM
29	Not valid during coordinated move	101	Improper index into ET (must be 0-256)
30	Sequence segment too short	102	No master axis defined for ECAM
31	Total move distance in a sequence > 2 billion	103	Master axis modulus greater than 256*EP value
32	More than 511 segments in a sequence	104	Not valid when axis performing ECAM
41	Contouring record range error	105	EB1 command must be given first
42	Contour data being sent too slowly	118	Controller has GL1600 not GL1800
46	Gear axis both master and follower		

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used in an Operand	Yes

DEFAULTS:

Default Value	---
Default Format	3.0

USAGE:

_TC contains the error code

EXAMPLES:

:GF32	Bad command
?TC	Tell error code
001	Unrecognized command

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TD

FUNCTION: Tell Dual Encoder

DESCRIPTION::

This command returns the current position of the dual (auxiliary) encoder(s). Auxiliary encoders are not available for stepper axes or for the axis where output compare is used.



When operating with stepper motors, the TD command returns the number of counts that have been output by the controller.

ARGUMENTS: TD XYZW TD ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used in an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	Position Format

USAGE:

_TDX contains value of dual encoder register.

RELATED COMMANDS:

DE	Dual Encoder

EXAMPLES:

:PF 7	Position format of 7
:TD	Return X,Y,Z,W Dual encoders
0000200,-0000010,0000000,-0000110	
TDX	Return the X motor Dual encoder
0000200	
DUAL=_TDX	Assign the variable, DUAL, the value of TDX

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TE

FUNCTION: Tell Error

DESCRIPTION::

This command returns the current position error of the motor(s). The range of possible error is 2147483647. The Tell Error command is not valid for step motors since they operate open-loop.

ARGUMENTS: TE XYZW TE ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used in an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	Position Format

OPERAND USAGE:

_TEn where n = axis specific. Returns specific error.

RELATED COMMANDS:

OE	Off On Error
ER	Error Limit
#POSERR	Error Subroutine
PF	Position Formatting

EXAMPLES:

TE	Return all position errors
00005,-00002,00000,00006	
TEX	Return the X motor position error
00005	
TEY	Return the Y motor position error
-00002	
Error =_TEX	Sets the variable, Error, with the X-axis position error

Hint: *Under normal operating conditions with servo control, the position error should be small. The position error is typically largest during acceleration.*

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TI

FUNCTION: Tell Inputs

DESCRIPTION:

This command returns the state of the general inputs. TI or TI0 return inputs I1 through I8, TI1 returns I9 through I16 and TI2 returns I17 through I24.

	TI or TI0	TI1	TI2
MSB Bit 7	Input 8	Input 16	Input 24
LSB Bit 6	Input 7	Input 15	Input 23
LSB Bit 5	Input 6	Input 14	Input 22
LSB Bit 4	Input 5	Input 13	Input 21
LSB Bit 3	Input 4	Input 12	Input 20
LSB Bit 2	Input 3	Input 11	Input 19
LSB Bit 1	Input 2	Input 10	Input 18
LSB Bit 0	Input 1	Input 9	Input 17

ARGUMENTS: TIn where

n equals 0, 1 or 2

TI ? returns the status byte of input block 0

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	1.0

OPERAND USAGE:

_TIn contains the status byte of the input block specified by 'n'. Note that the operand can be masked to return only specified bit information - see section on Bitwise operations.

EXAMPLES:

TI	
08	Input 4 is high, others low
TI	
00	All inputs low
Input=_TI	Sets the variable, Input, with the TI value
TI	
255	All inputs high

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TIME*

FUNCTION: Time Operand (Keyword)

DESCRIPTION:

*The TIME operand returns the value of the intenal free running, real time clock. The returned value represents the number of servo loop updates and is based on the TM command. The default value for the TM command is 1000. With this update rate, the operand TIME will increase by 1 count every update of approximately 1000usec. Note that a value of 1000 for the update rate (TM command) will actually set an update rate of 1024 microseconds. Thus the value returned by the TIME operand will be off by 2.4% of the actual time.

The clock is reset to 0 with a standard reset or a master reset.

The keyword, TIME, does not require an underscore "_" as does the other operands.

USAGE:

Used as an Operand	Yes	Format	TIME

EXAMPLES:

MG TIME	Display the value of the internal clock

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TL

FUNCTION: Torque Limit

DESCRIPTION:

The TL command sets the limit on the motor command output. For example, TL of 5 limits the motor command output to 5 volts. Maximum output of the motor command is 9.998 volts.

ARGUMENTS: TL x,y,z,w TLX=x TL a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 9.998 volts with resolution of 0.003 volts

"?" returns the value of the torque limit for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	1.0

OPERAND USAGE:

_TLx contains the value of the torque limit for the specified axis.

EXAMPLES:

TL 1,5,9,7.5	Limit X-axis to 1volt Limit Y-axis to 5 volts Limit Z-axis to 9 volts Limit W-axis to 7.5 volts
TL ?,?,?,?	Return limits
1.0000,5.0000,9.0000,	
7.5000	
TL ?	Return X-axis limit
1.0000	

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TM

FUNCTION: Update Time

DESCRIPTION:

The TM command sets the sampling period of the control loop. Changing the sampling period will uncalibrate the speed and acceleration parameters. A negative number turns off the servo loop. The units of this command are μsec.

ARGUMENTS: TM n where

n is an integer in the range 250 to 20000 decimal with resolution of 125 microseconds. The minimum sample time for the DMC-1010 or DMC-1510 is 250 μsec; 375 μsec for the DMC-1020 or DMC-1520; 500 μsec for the DMC-1030 or DMC-1530; 500 μsec for the DMC-1040 or DMC-1540;625 μsec for the DMC-1050 or DMC-1550; 750 μsec for the DMC-1060 or DMC-1560;875 μsec for the DMC-1070 or DMC-1570; 1000 μsec for the DMC-1080 or DMC-1580;.

"?" returns the value of the sample time.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	1.0

OPERAND USAGE:

_TM contains the value of the sample time.

EXAMPLES:

TM -1000	Turn off internal clock
TM 2000	Set sample rate to 2000 [EQN "[mu]"]sec (This will cut all speeds in half and all acceleration in fourths)
TM 1000	Return to default sample rate

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TN

FUNCTION: Tangent

DESCRIPTION:

The TN m,n command describes the tangent axis to the coordinated motion path. m is the scale factor in counts/degree of the tangent axis. n is the absolute position of the tangent axis where the tangent axis is aligned with zero degrees in the coordinated motion plane. The tangent axis is specified with the VM n,m,p command where p is the tangent axis. The tangent function is useful for cutting applications where a cutting tool must remain tangent to the part.

ARGUMENTS: TN m,n where

m is the scale factor in counts/degree, in the range between -127 and 127 with a fractional resolution of 0.004



When operating with stepper motors, m is the scale factor in steps / degree

n is the absolute position at which the tangent angle is zero, in the range between $+/-2 \cdot 10^9$

TN ? returns the first position value for the tangent axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	--

OPERAND USAGE:

_TN contains the first position value for the tangent axis. This allows the user to correctly position the tangent axis before the motion begins.

RELATED COMMANDS:

VM	Vector mode
PF	Position Formatting

EXAMPLES:

VM X,Y,Z	Specify coordinated mode for X and Y-axis; Z-axis is tangent to the motion path
TN 100,50	Specify scale factor as 100 counts/degree and 50 counts at which tangent angle is zero
VP 1000,2000	Specify vector position X,Y
VE	End Vector
BGS	Begin coordinated motion with tangent axis

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TP

FUNCTION: Tell Position

DESCRIPTION:

This command returns the current position of the motor(s).

ARGUMENTS: TP XYZW TP ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	--

OPERAND USAGE:

_TPx contains the current position value for the specified axis.

RELATED COMMANDS:

PF	Position Formatting

EXAMPLES:

Assume the X-axis is at the position 200 (decimal), the Y-axis is at the position -10 (decimal), the Z-axis is at position 0, and the W-axis is at -110 (decimal). The returned parameter units are in quadrature counts.

:PF 7	Position format of 7
:TP	Return X,Y,Z,W positions
0000200,-0000010,0000000,-0000110	
TPX	Return the X motor position
0000200	
TPY	Return the Y motor position
-0000010	
PF-6.0	Change to hex format
TP	Return X,Y,Z,W in hex
$0000C8,$FFFFF6,$000000,$FFFF93	
Position=_TPX	Assign the variable, Position, the value of TPX

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TR

FUNCTION: Trace

DESCRIPTION:

The TR command causes each instruction in a program to be sent out the communications port prior to execution. TR1 enables this function and TR0 disables it. The trace command is useful in debugging programs.

ARGUMENTS: TR n where

n=0 or 1

0 disables function

1 enables function

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	TR0
Default Format	--

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TS

FUNCTION: Tell Switches

DESCRIPTION:

TS returns status information of the Home switch, Forward Limit switch and Reverse Limit switch, error conditions, motion condition and motor state. The value returned by this command is decimal and represents an 8 bit value (decimal value ranges from 0 to 255). Each bit represents the following status information:

BIT	STATUS
Bit 7	Axis in motion if high
Bit 6	Axis error exceeds error limit if high
Bit 5	X motor off if high
Bit 4	Undefined
Bit 3	Forward Limit X inactive
Bit 2	Reverse Limit X inactive
Bit 1	Home X
Bit 0	Latched

ARGUMENTS: TS XYZW TS ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	3.0

OPERAND USAGE:

_TS contains the current status of the switches.

EXAMPLES:

V1=_TSY	Assigns value of TSY to the variable V1
V1=	Interrogate value of variable V1
015 (returned value)	Decimal value corresponding to bit pattern 00001111
	Y axis not in motion (bit 7 - has a value of 0)
	Y axis error limit not exceeded (bit 6 has a value of 0)
	Y axis motor is on (bit 5 has a value of 0)
	Y axis forward limit is inactive (bit 3 has a value of 1)
	Y axis reverse limit is inactive (bit 2 has a value of 1)
	Y axis home switch is high (bit 1 has a value of 1)
	Y axis latch is not armed (bit 0 has a value of 1)

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TT

FUNCTION: Tell Torque

DESCRIPTION:

The TT command reports the value of the analog output signal, which is a number between -9.998 and 9.998 volts.

ARGUMENTS: TT XYZW TT ABCDEFGH where

the argument specifies the axes to be affected

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	1.4

OPERAND USAGE:

_TTx contains the value of the torque for the specified axis.

RELATED COMMANDS:

TL	Torque Limit

EXAMPLES:

V1=_TTX	Assigns value of TTX to variable, V1
TTX	Report torque on X
-0.2843	Torque is -.2843 volts

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TV

FUNCTION: Tell Velocity

DESCRIPTION:

The TV command returns the actual velocity of the axes in units of quadrature count/s. The value returned includes the sign.

ARGUMENTS: TV XYZW TV ABCDEFGH where

No argument will provide the auxiliary encoder position for all axes.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	7.0

OPERAND USAGE:

_TVx contains the value of the velocity for the specified axis.

EXAMPLES:

VELX=_TVX	Assigns value of X-axis velocity to the variable VELX
TVX	Returns the Y-axis velocity
0003420	

Note: *The TV command is computed using a special averaging filter (over approximately .25 sec). Therefore, TV will return average velocity, not instaneous velocity.*

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TW

FUNCTION: Timeout for IN-Position (MC)

DESCRIPTION:

The TW x,y,z,w command sets the timeout in msec to declare an error if the MC command is active and the motor is not at or beyond the actual position within n msec after the completion of the motion profile. If a timeout occurs, then the MC trippoint will clear and the stopcode will be set to 99. An application program will jump to the special label #MCTIME. The RE command should be used to return from the #MCTIME subroutine.

ARGUMENTS: TW x,y,z,w TWX=X TW a,b,c,d,e,f,g,h where

x,y,z,w specifies timeout in msec range 0 to 32767 msec -1 disables the timeout.

"?" returns the timeout in msec for the MC command for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	32766
Default Format	

OPERAND USAGE:

_TWx contains the timeout in msec for the MC command for the specified axis.

RELATED COMMANDS:

MC	Motion Complete trippoint

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UI

FUNCTION: User Interrupt

DESCRIPTION:

The UI command causes an interrupt on the selected IRQ line. There are 16 user interrupts where UI n, n = 0 through 15. Prior to using the UI command, one IRQ line must be enabled on the controller and the data 2 and 4 written to the control register at address N + 1. Interrupts are enabled via jumpers on the DMC-1000. An interrupt service routine must also be incorporated in your host program. The interrupt condition can be read by writing a 6 to address N + 1 and then reading address N + 1. Refer to the user manual for additional information.

ARGUMENTS: UI n where

n is an integer between 0 and 15.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	0
Default Format	-

EXAMPLES:

#I	Label
PR 10000	Position relative
SP 5000	Speed
BGX	Begin motion
AS	Wait for at speed
UI 1	Send interrupt 1
EN	End program

This program sends an interrupt to the selected IRQ line. The host writes a 6 to address N + 1 and then reads address N + 1 to receive data E1 which corresponds to UI1.

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UL

FUNCTION: Upload

DESCRIPTION:

The UL command transfers data from the controller to a host computer through port 1. Programs are sent without line numbers. The Uploaded program will be followed by a <control>Z or a \ as an end of text marker.

ARGUMENTS: None

USAGE:

While Moving	Yes
In a Program	No
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	-

OPERAND USAGE:

When used as an operand, _UL gives the number of available variables.

CONTROLLER	NUMBER OF AVAILABLE VARIABLES
DMC-1500	254
DMC-1010 thru DMC-1040	126
DMC-1050 thru DMC-1080	254
DMC-1010-MX thru DMC-1040-MX	510

RELATED COMMAND:

DL	Download

EXAMPLES:

UL;	Begin upload
#A	Line 0
NO This is an Example	Line 1
NO Program	Line 2
EN	Line 3
<cntrl>Z	Terminator

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VA

FUNCTION: Vector Acceleration

DESCRIPTION:

This command sets the acceleration rate of the vector in a coordinated motion sequence. The parameter input will be rounded down to the nearest factor of 1024. The units of the parameter is counts per second squared.

ARGUMENTS: VA n where

n is an unsigned number in the range 1024 to 68,431,360 decimal.

"?" returns the value of the vector acceleration for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	262144
Default Format	Position Format

OPERAND USAGE:

_VAx contains the value of the vector acceleration for the specified axis.

RELATED COMMANDS:

VS	Vector Speed
VP	Vector Position
VE	End Vector
CR	Circle
VM	Vector Mode
BG	Begin Sequence
VD	Vector Deceleration
VT	Vector smoothing constant - S-curve

EXAMPLES:

VA 1024	Set vector acceleration to 1024 counts/sec^2
VA ?	Return vector acceleration
00001024	
VA 20000	Set vector acceleration
VA ?	
0019456	Return vector acceleration
ACCEL=_VA	Assign variable, ACCEL, the value of VA

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VD

FUNCTION: Vector Deceleration

DESCRIPTION:

This command sets the deceleration rate of the vector in a coordinated motion sequence. The parameter input will be rounded down to the nearest factor of 1024. The units of the parameter is counts per second squared.

ARGUMENTS: VD n where

n is an unsigned number in the range 1024 to 68,431,360 decimal.

"?" returns the value of the vector deceleration for the specified axis.

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	262144
Default Format	Position Format

OPERAND USAGE:

_VDx contains the value of the vector deceleration for the specified axis.

RELATED COMMANDS:

VA	Vector Acceleration
VS	Vector Speed
VP	Vector Position
CR	Circle
VE	Vector End
VM	Vector Mode
BG	Begin Sequence
VT	Smoothing constant - S-curve

EXAMPLES:

#VECTOR	Vector Program Label
VMXY	Specify plane of motion
VA1000000	Vector Acceleration
VD 5000000	Vector Deceleration
VS 2000	Vector Speed
VP 10000, 20000	Vector Position
VE	End Vector
BGS	Begin Sequence

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VE

FUNCTION: Vector Sequence End

DESCRIPTION:

VE is required to specify the end segment of a coordinated move sequence. VE would follow the final VP or CR command in a sequence. VE is equivalent to the LE command.

ARGUMENTS:

VE ? returns the length of the vector in counts.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_VE contains the length of the vector in counts.

RELATED COMMANDS:

VM	Vector Mode
VS	Vector Speed
VA	Vector Acceleration
VD	Vector Deceleration
CR	Circle
VP	Vector Position
BG	Begin Sequence
CS	Clear Sequence
PF	Position Formatting

EXAMPLES:

VM XY	Vector move in XY
VP 1000,2000	Linear segment
CR 0,90,180	Arc segment
VP 0,0	Linear segment
VE	End sequence
BGS	Begin motion

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VF

FUNCTION: Variable Format

DESCRIPTION:

The VF command allows the variables and arrays to be formatted for number of digits before and after the decimal point. When displayed, the value m represents the number of digits before the decimal point, and the value n represents the number of digits after the decimal point. When in hexadecimal, the string will be preceded by a $. Hex numbers are displayed as 2's complement with the first bit used to signify the sign.

If a number exceeds the format, the number will be displayed as the maximum possible positive or negative number (i.e. 999.99, -999, $8000 or $7FF).

ARGUMENTS: VF m.n where

m and n are unsigned numbers in the range 0<m<10 and 0<n<4. A negative m specifies hexadecimal format.

VF ? returns the value of the format for variables and arrays.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	10.4
Default Format	2.1

OPERAND USAGE:

_VF contains the value of the format for variables and arrays.

RELATED COMMANDS:

PF	Vector Position

EXAMPLES:

VF 5.3	Sets 5 digits of integers and 3 digits after the decimal point
VF 8.0	Sets 8 digits of integers and no fractions
VF -4.0	Specify hexadecimal format with 4 bytes to the left of the decimal

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VM

FUNCTION: Coordinated Motion Mode

DESCRIPTION: The VM command specifies the coordinated motion mode and the plane of motion. This mode may be specified for motion on any set of two axes.

The motion is specified by the instructions VP and CR, which specify linear and circular segments. Up to 511 segments may be given before the Begin Sequence (BGS) command.

The Vector End (VE) command must be given after the last segment. This tells the controller to decelerate to a stop during the last segment.

It is the responsibility of the user to keep enough motion segments in the buffer to ensure continuous motion. VM ? returns the available spaces for motion segments that can be sent to the buffer.

511 returns means that the buffer is empty and 511 segments may be sent. A zero means that the buffer is full and no additional segments may be sent.

ARGUMENTS: VM nmp where

n and m specifies the plane of vector motion. The parameters can be any two axes of X,Y,Z,W or A,B,C,D,E,F,G,H. The parameter, p, is the tangent axis X,Y,Z,W or A,B,C,D,E,F,G,H. A value of N for the parameter, p, turns off tangent.

Vector Motion can be specified for one axis by specifying the parameter, m, as N. This allows for sinusoidal motion on 1 axis..

USAGE:

While Moving	No
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	X,Y
Default Format	-

OPERAND USAGE:

_VM contains instantaneous commanded vector velocity.

RELATED COMMANDS:

VP	Vector Position
VS	Vector Speed
VA	Vector Acceleration
VD	Vector Deceleration
CR	Circle
VE	End Vector Sequence
BG	Begin Sequence
CS	Clear Sequence
CS	_CS - Segment counter
VT	Vector smoothing constant -- S-curve
AV	Vector distance

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EXAMPLES:

VM X,Y	Specify coordinated mode for X,Y
CR 500,0,180	Specify arc segment
VP 100,200	Specify linear segment
VE	End vector
BGS	Begin sequence

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VP

FUNCTION Vector Position

DESCRIPTION:

The VP command defines the target coordinates of a straight line segment in a 2 axis motion sequence. The axes are chosen by the VM command. The motion starts with the Begin sequence command. The units are in quadrature counts, and are a function of the vector scale factor. For three or four axis linear interpolation, use the LI command.

ARGUMENTS: VP n,m < n > o where

n and m are signed integers in the range -2147483648 to 2147483647 The length of each segment must be limited to $8 \cdot 10^6$.

n specifies a vector speed to be taken into effect at the execution of the vector segment. n is an unsigned even integer between 0 and 8,000,000 for servo motor operation and between 0 and 2,000,000 for stepper motors.

o is not valid for DMC-1000 and DMC-1500 controllers.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	-
Default Format	-

OPERAND USAGE:

_VPx contains the absolute coordinate of the axes at the last intersection along the sequence. For example, during the first motion segment, this instruction returns the coordinate at the start of the sequence. The use as an operand is valid in the linear mode, LM, and in the Vector mode, VM.

RELATED COMMANDS:

CR	Circle
VM	Vector Mode
VA	Vector Acceleration
VD	Vector Deceleration
VE	Vector End
VS	Vector Speed
BG	Begin Sequence
VT	Vector smoothing

EXAMPLES:

#A	Program A
VM X,Y	Specify motion plane
VP 1000,2000	Specify vector position X,Y
CR 1000,0,360	Specify arc
VE	Vector end

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VS 2000	Specify vector speed
VA 400000	Specify vector acceleration
BGS	Begin motion sequence
EN	End Program

Hint: *The first vector in a coordinated motion sequence defines the origin for that sequence. All other vectors in the sequence are defined by their endpoints with respect to the start of the move sequence.*

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VR

FUNCTION: Vector Speed Ratio

DESCRIPTION:

The VR command multiplies the current vector speed by the value specified by r. r is between 0 and 10 with a resolution of .0001. VR takes effect immediately and will ratio all the following VS commands and any vector. Speed specified with the operators "<" or ">" The change in speed is accomplished by accelerating or decelerating at the rate specified by VA and VD. VR doesn't ratio acceleration and deceleration.

ARGUMENTS: VR r where

r is between 0 and 10 with a resolution of .0001

VR ? returns the vector speed ratio

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	1
Default Format	-

OPERAND USAGE:

_VR contains the vector speed ratio

RELATED COMMANDS:

VS	Vector Speed

EXAMPLES:

#A	Vector Program
VMXY	Vector Mode
VP 1000,2000	Vector Position
CR 1000,0,360	Specify Arc
VE	End Sequence
VS 2000	Vector Speed
BGS	Begin Sequence
AMS	After Motion
JP#A	Repeat Move
#SPEED	Speed Override
VR@AN[1]*.1	Read analog input compute ratio
JP#SPEED	Loop
XQ#A,0; XQ#SPEED,1	Execute task 0 and 1 simultaneously

Note: *VR is useful for feedrate override, particularly when specifying the speed of individual segments using the operator '<' and '>'.*

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VS

FUNCTION: Vector Speed

DESCRIPTION:

The VS command specifies the speed of the vector in a coordinated motion sequence in either the LM or VM modes. The parameter input is rounded down to the nearest factor of 2. The units are counts per second. VS may be changed during motion.

Vector Speed can be calculated by taking the square root of the sum of the squared values of speed for each axis specified for vector or linear interpolated motion.

ARGUMENTS: VS n where

n specifies the rate

n is an unsigned number in the range 0 to 8,000,000 decimal for servo motors and 0 to 8,000,000 decimal for stepper motors Resolution is 2.

VS ? returns the vector speed.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	8192
Default Format	-

OPERAND USAGE:

_VS contains the vector speed.

RELATED COMMANDS:

VA	Vector Acceleration
VP	Vector Position
CR	Circle
LM	Linear Interpolation
VM	Vector Mode
BG	Begin Sequence
VE	Vector End

EXAMPLES:

```
VS 2000          Define vector speed as 2000 counts/sec
  VS ?           Return vector speed
002000
```

Hint: *Vector speed can be attached to individual vector segments. For more information, see description of VP, CR, and LI commands.*

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VT

FUNCTION: Vector Time Constant - S curve

DESCRIPTION:

The VT command filters the acceleration and deceleration functions in vector moves of VM, LM type to produce a smooth velocity profile. The resulting profile, known as S-curve, has continuous acceleration and results in reduced mechanical vibrations. VT sets the bandwidth of the filter, where 1 means no filtering and 0.004 means maximum filtering. Note that the filtering results in longer motion time.

ARGUMENTS: VT n where

n is a positive number in the range between 0.004 and 1.0, with a resolution of 1/256.

VT ? returns the vector time constant.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	1.0
Default Format	1.4

OPERAND USAGE:

_VT contains the vector time constant.

RELATED COMMANDS:

IT	Independent Time Constant for smoothing independent moves

EXAMPLES:

VT 0.8	Set vector time constant
VT ?	Return vector time constant
0.8	

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WC

FUNCTION: Wait for Contour Data

DESCRIPTION:

The WC command acts as a flag in the Contour Mode. After this command is executed, the controller does not receive any new data until the internal contour data buffer is ready to accept new commands. This command prevents the contour data from overwriting on itself in the contour data buffer.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	1.0
Default Format	1.4

RELATED COMMANDS:

CM	Contour Mode
CD	Contour Data
DT	Contour Time

EXAMPLES:

CM XYZW	Specify contour mode
DT 4	Specify time increment for contour
CD 200,350,-150,500	Specify incremental position on X,Y,Z and W X-axis moves 200 counts Y-axis moves 300 counts Z-axis moves -150 counts W-axis moves 500 counts
WC	Wait for contour data to complete
CD 100,200,300,400	
WC	Wait for contour data to complete
DT 0	Stop contour
CD 0,0,0,0	Exit mode

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WT

FUNCTION: Wait

DESCRIPTION:

The WT command is a trippoint used to time events. After this command is executed, the controller will wait for the number of samples specified before executing the next command. If the TM command has not been used to change the sample rate from 1 msec, then the units of the Wait command are milliseconds.

ARGUMENTS: WT n where

n is an integer in the range 0 to 2 Billion decimal

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	No

DEFAULTS:

Default Value	-
Default Format	-

EXAMPLES: Assume that 10 seconds after a move is over a relay must be closed.

#A	Program A
PR 50000	Position relative move
BGX	Begin the move
AMX	After the move is over
WT 10000	Wait 10 seconds
SB 0	Turn on relay
EN	End Program

Hint: *To achieve longer wait intervals, just stack multiple WT commands.*

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XQ

FUNCTION: Execute Program

DESCRIPTION:

The XQ command begins execution of a program residing in the program memory of the controller. Execution will start at the label or line number specified. Up to four programs may be executed simultaneously with the DMC-1000 and DMC-1500 controller.

ARGUMENTS: XQ #A,n XQm,n where

A is a program name of up to seven characters.

m is a line number

n is an integer representing the thread number for multitasking

n is an integer in the range of 0 to 3.

NOTE: The arguments for the command, XQ, are optional. If no arguments are given, the first program in memory will be executed as thread 0.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value of n:	0
Default Format	-

OPERAND USAGE:

_XQn contains the current line number of execution for thread n, and -1 if thread n is not running.

RELATED COMMANDS:

HX	Halt execution

EXAMPLES:

XQ #Apple,0	Start execution at label Apple, thread zero
XQ #data,2	Start execution at label data, thread two
XQ 0	Start execution at line 0

Hint: *Don't forget to quit the edit mode first before executing a program!*

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ZR

FUNCTION: Zero

DESCRIPTION:

The ZR command sets the compensating zero in the control loop or returns the previously set value. It fits in the control equation as follows:

$D(z) = GN(z-ZR/z)$

ARGUMENTS: ZR x,y,z,w ZRX=x ZR a,b,c,d,e,f,g,h where

x,y,z,w are unsigned numbers in the range 0 to 1 decimal with a resolution of 1/256.

"?" returns the value of the compensating zero for the specified axis.

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	Yes
Can be Interrogated	Yes
Used as an Operand	Yes

DEFAULTS:

Default Value	.9143
Default Format	3.0

OPERAND USAGE:

_ZRx contains the value of the compensating zero for the specified axis.

RELATED COMMANDS:

GN	Gain
KD	Derivative
KP	Proportional
KI	Integral Gain

EXAMPLES:

ZR .95,.9,.8,.822	Set X-axis zero to 0.95, Y-axis to 0.9, Z-axis to 0.8, W-axis zero to 0.822
ZR ?,?,?,?	Return all zeroes
0.9527,0.8997,0.7994,0.8244	
ZR ?	Return X zero only
0.9527	
ZR ,?	Return Y zero only
0.8997	

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ZS

FUNCTION: Zero Subroutine Stack

DESCRIPTION:

The ZS command is only valid in an application program and is used to avoid returning from an interrupt (either input or error). ZS alone returns the stack to its original condition. ZS1 adjusts the stack to eliminate one return. This turns the jump to subroutine into a jump. Do not use RI (Return from Interrupt) when using ZS. To re-enable interrupts, you must use II command again.

The status of the stack can be interrogated with the operand _ZSx - see operand usage below.

ARGUMENTS: ZS n where

0 returns stack to original condition

1 eliminates one return on stack

USAGE:

While Moving	Yes
In a Program	Yes
Command Line	No
Can be Interrogated	No
Used as an Operand	Yes

DEFAULTS:

Default Value	0
Default Format	3.0

OPERAND USAGE:

_ZSn contains the stack level for the specified thread where n = 0,1,2 or 3. Note: n can also be specified using X (thread 0), Y(thread1), Z(thread2) or W(thread3) .

EXAMPLES:

II1	Input Interrupt on 1
#A;JP #A;EN	Main program
#ININT	Input Interrupt
MG "INTERRUPT"	Print message
S=_ZS	Interrogate stack
S=	Print stack
ZS	Zero stack
S=_ZS	Interrogate stack
S=	Print stack
EN	End

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