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.

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:

<table>
<thead>
<tr>
<th>CONTROLLER</th>
<th>PAGE NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMC-1000</td>
<td>9,24,25,27,30,116</td>
</tr>
<tr>
<td>DMC-1500</td>
<td>55,117,157</td>
</tr>
</tbody>
</table>

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.

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,,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.

**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.

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.
**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 114).

**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 Default Value ---  
In a Program Yes Default Format ---  
Command Line Yes  
Can be Interrogated No  
Used as an Operand No

**DEFAULTS:**

**OPERAND USAGE:**  
_ AB gives state of Abort Input.

**RELATED COMMANDS:**

"SH" on page 137 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.
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: 

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<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
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<tbody>
<tr>
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<td>Yes</td>
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</table>

OPERAND USAGE:

_ACx contains the value of acceleration for the specified axis.

RELATED COMMANDS:

- "DC" on page 43 Specifies deceleration rate.
- "FA" on page 67 Feedforward Acceleration
- "IT" on page 85 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.
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:

<table>
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<tr>
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<td>While Moving</td>
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<td>In a Program</td>
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</tr>
<tr>
<td>Command Line</td>
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</tr>
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<td>Can be Interrogated</td>
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</tr>
<tr>
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<td>No</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:
"AD" on page 7          After distance for repetitive triggering
"AV" on page 18         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
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.
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 -10 volts 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   Default Value   0,0,0,0
In a Program   Yes   Default Format   -
Command Line   Yes
Can be Interrogated   Yes
Used as an Operand   Yes

OPERAND USAGE:
_AFx contains the value of acceleration for the specified axis.

RELATED COMMANDS:
"MT" on page 111  Motor Type
"CE" on page 29  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.
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: DEFAULTS:
While Moving Yes Default Value -
In a Program Yes Default Format -
Command Line Yes
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:
@IN[n] Function to read input 1 through 8
"II" on page 79 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.
AL

FUNCTION: Arm Latch

DESCRIPTION:

The AL command enables the latching function (high speed main) 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


USAGE:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
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</thead>
<tbody>
<tr>
<td>While Moving</td>
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<tr>
<td>In a Program</td>
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<tr>
<td>Command Line</td>
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<tr>
<td>Can be Interrogated</td>
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</tr>
<tr>
<td>Used as an Operand</td>
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</tbody>
</table>

DEFUALTS:

<table>
<thead>
<tr>
<th>DEFAULTS</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default Value</td>
<td>0</td>
<td>1.0</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

"RL" on page 130 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
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 SASBSCDSESFSGSH) 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: DEFAULTS:

While Moving Yes Default Value 0
In a Program Yes Default Format 1.0
Command Line Yes
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:

"BG" on page 19 _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, _BG, being equal to zero.
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  Default Value  ---
In a Program  Yes  Default Format  ---
Command Line  Yes
Can be Interrogated  No
Used as an Operand  No

DEFAULTS:

RELATED COMMANDS:

“AD” on page 7 Trippoint for relative distances
“MF” on page 107 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.
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 Default Value  -
In a Program  Yes Default Format  -
Command Line  Yes
Can be Interrogated  No
Used as an Operand  No

RELATED COMMANDS:

"AV" on page 18  Trippoint for after vector position for coordinated moves
"AP " on page 13  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.
AS

FUNCTION: At Speed

DESCRIPTION:
The AS command is a tripping point 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 tripping point 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:

DEFAULTS:

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

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.
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:       DEFAULTS:

While Moving Yes  Default Value  0
In a Program Yes  Default Format  -
Command Line Yes
Can be Interrogated No
Used as an Operand No

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)
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:

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<td>Used as an Operand</td>
<td>Yes</td>
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</table>

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.
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:

DEFAULTS:

While Moving  Yes  Default Value  0
In a Program  Yes  Default Format  -
Command Line  Yes
Can be Interrogated  No
Used as an Operand  Yes

OPERAND USAGE:

_BG contains a ‘0’ if motion complete on the specified axis, otherwise contains a ‘1’.

RELATED COMMANDS:

"AM" on page 12  After motion complete
"ST" on page 139  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 _BG being equal to 0.
**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:**

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**DEFAULTS:**

<table>
<thead>
<tr>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default Value</td>
</tr>
<tr>
<td>-214783648</td>
</tr>
<tr>
<td>Default Format</td>
</tr>
<tr>
<td>Position format</td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

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

**RELATED COMMANDS:**

"FL" on page 70  Forward Limit
"PF" on page 119  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.
**BN**

**FUNCTION:** Burn

**DESCRIPTION:**

The BN command saves controller parameters, variables, arrays and applications programs 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:**

<table>
<thead>
<tr>
<th>AC</th>
<th>FL</th>
<th>SB</th>
</tr>
</thead>
<tbody>
<tr>
<td>BL</td>
<td>GA</td>
<td>SP</td>
</tr>
<tr>
<td>CB</td>
<td>GR</td>
<td>TL</td>
</tr>
<tr>
<td>CE</td>
<td>IL</td>
<td>TM</td>
</tr>
<tr>
<td>CN</td>
<td>KD</td>
<td>TR</td>
</tr>
<tr>
<td>CO</td>
<td>KI</td>
<td>VA</td>
</tr>
<tr>
<td>CW</td>
<td>KP</td>
<td>VD</td>
</tr>
<tr>
<td>DV</td>
<td>MO</td>
<td>VF</td>
</tr>
<tr>
<td>DC</td>
<td>MT</td>
<td>VS</td>
</tr>
<tr>
<td>EO</td>
<td>OE</td>
<td>VT</td>
</tr>
<tr>
<td>PL</td>
<td>OP</td>
<td></td>
</tr>
<tr>
<td>ER</td>
<td>PF</td>
<td></td>
</tr>
</tbody>
</table>

**ARGUMENTS:** None

**USAGE:**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
<td>-</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td>-</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT -1</td>
<td>Set motor type for X axis to be type ‘-1’, reversed polarity servo motor</td>
</tr>
<tr>
<td>MO</td>
<td>Turn motor off</td>
</tr>
<tr>
<td>BN</td>
<td>Burn parameters; may take up to 15 seconds</td>
</tr>
</tbody>
</table>
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: DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Value</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
<td>Default Value ---</td>
</tr>
<tr>
<td>In a Program</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Not in a Program</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used in an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"BN" on page 22 Burn Parameters
"BV" on page 25 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.
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: DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Yes</th>
<th>No</th>
<th>Default Value</th>
<th>---</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td></td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not in a Program</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used in an Operand</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"BN" on page 22 Burn Parameters
"BP" on page 24 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.
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:          DEFAULTS:
While Moving    Yes      Default Value  -
In a Program    Yes      Default Format  -
Command Line    Yes
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:

“SB” on page 135 Set Bit
“OP” on page 116 Define output port (bytewise).

EXAMPLES:

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

          While Moving  Yes  Default Value  0,0,0
          In a Program  Yes  Default Format  -
          Command Line  Yes
          Can be Interrogated  No
          Used as an Operand  No

RELATED COMMANDS:

  "CI" on page 134  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.
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  Default Value  -

In a Program  Yes  Default Format  -

Command Line  Yes

Can be Interrogated  No

Used as an Operand  No

DEFAULTS:

RELATED COMMANDS:
"CM" on page 32  Contour Mode
"WC" on page 171  Wait for Contour
"DT" on page 48  Time Increment
"CS" on page 38  _CS is the Segment Counter

EXAMPLES:

CM XXYZW  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
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

<table>
<thead>
<tr>
<th>M =</th>
<th>MAIN ENCODER TYPE</th>
<th>N =</th>
<th>AUXILIARY ENCODER TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Normal quadrature</td>
<td>0</td>
<td>Normal quadrature</td>
</tr>
<tr>
<td>1</td>
<td>Normal pulse and direction</td>
<td>4</td>
<td>Normal pulse and direction</td>
</tr>
<tr>
<td>2</td>
<td>Reversed quadrature</td>
<td>8</td>
<td>Reversed quadrature</td>
</tr>
<tr>
<td>3</td>
<td>Reversed pulse and direction</td>
<td>12</td>
<td>Reversed pulse and direction</td>
</tr>
</tbody>
</table>

For example: x = 6 implies m = 2 and n = 4, both encoders are reversed quadrature.

“?” returns the value of the encoder configuration for the specified axes.

USAGE:

<table>
<thead>
<tr>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving  Yes Default Value  O</td>
</tr>
<tr>
<td>In a Program  Yes Default Format  2.0</td>
</tr>
<tr>
<td>Command Line  Yes</td>
</tr>
<tr>
<td>Can be Interrogated Yes</td>
</tr>
<tr>
<td>Used as an Operand Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

“MT” on page 111 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.
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

<table>
<thead>
<tr>
<th>PARAMETER</th>
<th>EXPLANATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>m = 0</td>
<td>Do not interrupt Port 1</td>
</tr>
<tr>
<td>m = 1</td>
<td>Interrupt on carriage return character on Port 1</td>
</tr>
<tr>
<td>m = 2</td>
<td>Interrupt on any character Port 1</td>
</tr>
<tr>
<td>m = -1</td>
<td>Clear interrupt data buffer</td>
</tr>
<tr>
<td>n = 0</td>
<td>Do not interrupt Port 2</td>
</tr>
<tr>
<td>n = 1</td>
<td>Interrupt on carriage return character on Port 2</td>
</tr>
<tr>
<td>n = 2</td>
<td>Interrupt on any character Port 2</td>
</tr>
<tr>
<td>n = -1</td>
<td>Clear interrupt data buffer</td>
</tr>
<tr>
<td>o = 0</td>
<td>Disable live data mode for Port 1</td>
</tr>
<tr>
<td>o = 1</td>
<td>Enable live data mode for Port 1</td>
</tr>
</tbody>
</table>

USAGE:

<table>
<thead>
<tr>
<th>DEFAULTS:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>No</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

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.
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:

<table>
<thead>
<tr>
<th>USAGE:</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

| 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" on page 28  Contour Data
"WC" on page 171  Wait for Contour
"DT" on page 48  Time Increment

EXAMPLES:

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

<table>
<thead>
<tr>
<th>m =</th>
<th>1</th>
<th>Limit switches active high</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>-1</td>
<td>Limit switches active low</td>
</tr>
<tr>
<td>n =</td>
<td>1</td>
<td>Home switch configured to drive motor in forward direction when input is high. See HM and FE commands.</td>
</tr>
<tr>
<td></td>
<td>-1</td>
<td>Home switch configured to drive motor in reverse direction when input is high. See HM and FE commands</td>
</tr>
<tr>
<td>o =</td>
<td>1 *</td>
<td>Latch input is active high</td>
</tr>
<tr>
<td></td>
<td>-1</td>
<td>Latch input is active low</td>
</tr>
</tbody>
</table>

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

USAGE: DEFAULTS:
While Moving Yes Default Value -1.-1.-1.
In a Program Yes Default Format 2.0
Command Line Yes
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:
"AL" on page 11 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.
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. \( n = 4*n_5 + 2*n_4 + n_3 \) 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:  
DEFAULTS:  
While Moving  Yes  Default Value  -  
In a Program  Yes  Default Format  -  
Command Line  Yes  
Can be Interrogated  No  
Used as an Operand  No  

RELATED COMMANDS:  
"CB" on page 26  Clear Output Bit  
"SB" on page 135  Set Output Bit  
"OP" on page 116  Set Output Port  
"TI" on page 145  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.
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 \times 10^8

USAGE:  DEFAULTS:
- While Moving  Yes  Default Value  -
- In a Program  Yes  Default Format  -
- Command Line  Yes  
- Can be Interrogated  No  
- Used as an Operand  No  

RELATED COMMANDS:
- "VP" on page 165  Vector Position
- "VS" on page 169  Vector Speed
- "VD" on page 160  Vector Deceleration
- "VA" on page 159  Vector Acceleration
- "VM" on page 163  Vector Mode
- "VE" on page 161  End Vector
- "BG" on page 19  BGS - Begin Sequence

EXAMPLES:
- VMXY  Specify vector motion in the X and Y plane
- VS 10000  Specify vector speed
<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CR 1000,0,360</td>
<td>Generate circle with radius of 1000 counts, start at 0 degrees and complete one circle in counterclockwise direction.</td>
</tr>
<tr>
<td>CR 1000,0,360 &lt; 40000</td>
<td>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.</td>
</tr>
<tr>
<td>VE</td>
<td>End Sequence</td>
</tr>
<tr>
<td>BGS</td>
<td>Start motion</td>
</tr>
</tbody>
</table>
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: DEFAULTS:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>COMMAND</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;CR&quot;</td>
<td>Circular Interpolation Segment</td>
</tr>
<tr>
<td>&quot;LI&quot;</td>
<td>Linear Interpolation Segment</td>
</tr>
<tr>
<td>&quot;LM&quot;</td>
<td>Linear Interpolation Mode</td>
</tr>
<tr>
<td>&quot;VM&quot;</td>
<td>Vector Mode</td>
</tr>
<tr>
<td>&quot;VP&quot;</td>
<td>Vector Position</td>
</tr>
</tbody>
</table>

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

USAGE:    DEFAULTS:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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.
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: DEFAULTS:
- While Moving  Yes  Default Value
- In a Program  Yes  Default Format
- Command Line  Yes
- Can be Interrogated  Yes
- Used as an Operand  Yes

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.

<table>
<thead>
<tr>
<th>CONTROLLER</th>
<th>NUMBER OF AVAILABLE ARRAYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMC-1500</td>
<td>30</td>
</tr>
<tr>
<td>DMC-1010 thru DMC-1040</td>
<td>14</td>
</tr>
<tr>
<td>DMC-1050 thru DMC-1080</td>
<td>30</td>
</tr>
<tr>
<td>DMC-1010-MX thru DMC-1040-MX</td>
<td>30</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:
"DM" on page 46  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  Deallocate the 2 arrays & variables
- Cars[0],Sales[0],Total
- 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.
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:  DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes*</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

* 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" on page 6  Acceleration
"PR" on page 121  Position Relative
"PA" on page 118  Position Absolute
"SP" on page 138  Speed
"JG" on page 86  Jog
"BG" on page 19  Begin
"IT" on page 85  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.
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:     EFAULTS:
While Moving     Yes  Default Value  0,0,0,0
In a Program     Yes  Default Format  Position Format
Command Line     Yes
Can be Interrogated     Yes
Used as an Operand     Yes

OPERAND USAGE:
_DEx contains the current position of the specified auxiliary encoder.

RELATED COMMANDS:
"PF" on page 119  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.
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:  DEFAULTS:
While Moving  Yes  Default Value  ---
In a Program  No  Default Format  ---
Command Line  Yes
Can be Interrogated  No
Used as an Operand  Yes

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

<table>
<thead>
<tr>
<th>CONTROLLER</th>
<th>NUMBER OF AVAILABLE LABELS</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMC-1500</td>
<td>254</td>
</tr>
<tr>
<td>DMC-1010 thru DMC-1040</td>
<td>126</td>
</tr>
<tr>
<td>DMC-1050 thru DMC-1080</td>
<td>254</td>
</tr>
<tr>
<td>DMC-1010-MX thru DMC-1040-MX</td>
<td>510</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:
"UL" on page 158  Upload

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

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>CONTROLLER</th>
<th>AMT. OF AVAILABLE ARRAY SPACE</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMC-1500</td>
<td>8000 elements</td>
</tr>
<tr>
<td>DMC-1010 thru DMC-1040</td>
<td>1600 elements</td>
</tr>
<tr>
<td>DMC-1050 thru DMC-1080</td>
<td>8000 elements</td>
</tr>
<tr>
<td>DMC-1010-MX thru DMC-1040-MX</td>
<td>8000 elements</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "DA" on page 41 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
**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

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:**

<table>
<thead>
<tr>
<th>While Moving</th>
<th>No</th>
<th>Default Value</th>
<th>0,0,0,0</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td>Position Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

_DPx_ contains the current position of the specified axis.

**RELATED COMMANDS:**

"PF" on page 119  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 ?,?,?,?  Interrogate the position of X,Y,Z and W axis.

0000000,-0050000,0002000,0000400  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.
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:    DEFAULTS:

| While Moving | Yes         | Default Value | 0 |
| In a Program | Yes         | Default Format | 1.0 |
| Command Line | Yes         |                |    |
| Can be Interrogated | Yes         |                |    |
| Used as an Operand | Yes         |                |    |

OPERAND USAGE:

_DT contains the value for the time interval for Contour Mode

RELATED COMMANDS:

"CM" on page 32  Contour Mode
"CD" on page 28  Contour Data
"WC" on page 171 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
**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

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:**

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

"KD" on page 89   Damping constant
"FV" on page 72   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.
**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:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes, Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes, Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "EB" on page 52 Enable ECAM
- "EG" on page 54 Engage ECAM
- "EP" on page 62 Specify ECAM table intervals & starting point
- “EQ” on page 63 Disengage ECAM
- "ET" on page 66 ECAM table

**EXAMPLES:**

EAY Select Y as a master for ECAM
**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 a 0 if ecam disabled and a 1 if enabled.

**USAGE**

**DEFAULTS:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Yes Default Value</th>
<th>Yes Default Format</th>
<th>Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>In a Program</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Command Line</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td></td>
<td></td>
<td>No</td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

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

**RELATED COMMANDS:**

- "EA" on page 51 Choose ECAM master
- "EG" on page 54 Engage ECAM
- "EP" on page 62 Specify ECAM table intervals & starting point
- "EQ" on page 63 Disengage ECAM
- "ET" on page 66 ECAM table

**EXAMPLES:**

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

```plaintext
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.
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:  

DEFAULTS:
While Moving  Yes  Default Value
In a Program  Yes  Default Format
Command Line  Yes
Can be Interrogated  No
Used as an Operand  Yes

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

RELATED COMMANDS:
"EA" on page 51  Choose ECAM master
"EB" on page 52  Enable ECAM
"EP" on page 62  Specify ECAM table intervals & staring point
“EQ” on page 63  Disengage ECAM
"ET" on page 66  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.
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

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

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

<table>
<thead>
<tr>
<th>BIT NO</th>
<th>n = (2^BIT NO)</th>
<th>CONDITION</th>
<th>BIT NO</th>
<th>n = (2^BIT NO)</th>
<th>CONDITION</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>Input 1</td>
<td>4</td>
<td>16</td>
<td>Input 5</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>Input 2</td>
<td>5</td>
<td>32</td>
<td>Input 6</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Input 3</td>
<td>6</td>
<td>64</td>
<td>Input 7</td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td>Input 4</td>
<td>7</td>
<td>128</td>
<td>Input 8</td>
</tr>
</tbody>
</table>

USAGE: DEFAULTS:

While Moving  Yes  Default Value  0
In a Program  Yes  Default Format  ---
<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>
RELATED COMMANDS:

"UI" on page 157 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
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:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE

_EMx contains the cycle of the specified axis.

RELATED COMMANDS:

"EA” on page 51 Choose ECAM master
"EB” on page 52 Enable ECAM
"EG” on page 54 Engage ECAM
"EP” on page 62 Specify ECAM table intervals & staring point
“EQ” on page 63 Disengage ECAM
"ET” on page 66 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
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, n where

- 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: DEFAULTS:

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
<th>Default Value</th>
<th>n=0, m=0</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td></td>
</tr>
<tr>
<td>Command Line</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

- “RE” on page 128 Return from error subroutine
- “RI” on page 129 Return from interrupt subroutine
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.
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:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

Default Value: 0
Default Format: 1.0

EXAMPLES:
EO 0  Turns echo off
EO 1  Turns echo on
EP

FUNCTION: Cam table intervals and starting point

DESCRIPTION:
The EP command defines the ECAM table intervals and offset. The offset is the master position of the first ECAM table entry. The interval is the difference of the master position between 2 consecutive table entries. This command effectively defines the size of the ECAM table. The parameter m is the interval and n is the starting point. Up to 257 points may be specified.

ARGUMENTS: EP m,n where
m is a positive integer in the range between 1 and 32, 767 and n is an integer between -2,147,483,648 and 2,147,483,647.

EP ? returns the value of the interval, m.

USAGE:          DEFAULTS:
While Moving    Yes Default Value
In a Program    Yes Default Format
Command Line    Yes
Can be Interrogated  Yes
Used as an Operand Yes (m only)

OPERAND USAGE:
_EP contains the value of the interval m.

RELATED COMMANDS:
"EA" on page 51 Choose ECAM master
"EB" on page 52 Enable ECAM
"EG" on page 54 Engage ECAM
“EQ” on page 63 Disengage ECAM
"ET" on page 66 ECAM table

EXAMPLES:
EP 20,100 Sets the cam master points to 100,120,140 . . .
D = _EP Contains interval (m)
**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:**

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**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" on page 51  Choose ECAM master
- "EB" on page 52  Enable ECAM
- "EG" on page 54  Engage ECAM
- "EP" on page 62  Specify ECAM table intervals & staring point
- "ET" on page 66  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.
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
- Default Value: 16384
- In a Program: Yes
- Default Format: Position Format
- Command Line: Yes
- Can be Interrogated: Yes
- Used as an Operand: Yes

**OPERAND USAGE:**

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

**RELATED COMMANDS:**

"OE" on page 114 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.
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:  DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"VM" on page 163  Vector Mode
"CR" on page 36   Circle move
"VP" on page 165  Vector position

EXAMPLES:

VMXY;ES3,4  Divide Y resolution by 4/3
VMZX;ES2,3  Divide X resolution by 3/2
**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 \((n \times i) + o\), 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:**

<table>
<thead>
<tr>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
</tr>
<tr>
<td>In a Program</td>
</tr>
<tr>
<td>Command Line</td>
</tr>
<tr>
<td>Can be Interrogated</td>
</tr>
<tr>
<td>Used as an Operand</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "EA" on page 51 Choose ECAM master
- "EB" on page 52 Enable ECAM
- "EG" on page 54 Engage ECAM
- "EP" on page 62 Specify ECAM table intervals & staring point
- "EQ" on page 63 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.
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.

\[
\text{Acceleration Feedforward Bias} = FA \cdot AC \cdot 1.5 \cdot 10^{-7}
\]

\[
\text{Deceleration Feedforward Bias} = FA \cdot DC \cdot 1.5 \cdot 10^{-7}
\]

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: 

<table>
<thead>
<tr>
<th>Usage</th>
<th>Defaults</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

"FV" on page 72 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.
**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 X Y Z W | FE A B C D E F G H |

where

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

**USAGE:**

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

**RELATED COMMANDS:**

- "FI" on page 69 Find Index
- "HM" on page 76 Home
- "BG" on page 19 Begin
- "AC" on page 6 Acceleration Rate
- "DC" on page 43 Deceleration Rate
- "SP" on page 138 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.
**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:**

<table>
<thead>
<tr>
<th>While Moving</th>
<th>No</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "FE" on page 68 Find Edge
- "HM" on page 76 Home
- "BG" on page 19 Begin
- "AC" on page 6 Acceleration Rate
- "DC" on page 43 Deceleration Rate
- "SP" on page 138 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.
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:  DEFAULTS:

While Moving    Yes          Default Value  2147483647
In a Program    Yes          Default Format  Position Format
Command Line    Yes
Can be Interrogated    Yes
Used as an Operand    Yes

OPERAND USAGE:

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

RELATED COMMANDS:

"BL" on page 21  Reverse Limit
"PF" on page 119  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.
**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 \text{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 Default Value 0
In a Program Yes Default Format 3.0
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

**OPERAND USAGE:**

_FVx contains the feedforward velocity for the specified axis.

**RELATED COMMANDS:**

"FA " on page 67 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
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:  DEFaulTS:  

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"GR" on page 74  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.
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:

\[ D(z) = \frac{GN(z-ZR)}{z} \]

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

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:  DEFAULTS:

While Moving   Yes   Default Value  70
In a Program   Yes   Default Format   4
Command Line   Yes
Can be Interrogated   Yes
Used as an Operand   Yes

OPERAND USAGE:

_\text{GN}x \text{ contains the value of the gain for the specified axis, \text{'}x\text{'.} \}

RELATED COMMANDS:

"ZR" on page 174   Zero
"KI" on page 90   Integrator
"KP" on page 91   Proportional
"KD" on page 89   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
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:  DEFAULTS:

While Moving  Yes  Default Value  0
In a Program  Yes  Default Format  3.4
Command Line  Yes
Can be Interrogated  Yes
Used as an Operand  Yes

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.
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 Default Value

Command Line Yes Default Format

Can be Interrogated No

Used as an Operand Yes

OPERAND USAGE:

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

RELATED COMMANDS:

"CN" on page 33 Configure Home

"FI" on page 69 Find Index Only

"FE" on page 68 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.
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: DEFAULTS:

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
<th>Default Value</th>
<th>n = 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td></td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 tripoint

RELATED COMMANDS:

"XQ" on page 173  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
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:                DEFAULTS:

While Moving        Yes    Default Value    0
In a Program        Yes    Default Format   3.0 (mask only)
Command Line       No
Can be Interrogated No
Used as an Operand  No

RELATED COMMANDS:

"RI" on page 129     Return from Interrupt
#ININT               Interrupt Subroutine
"AI" on page 10      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                 Stop X, print message
"INTERRUPT"
<table>
<thead>
<tr>
<th>AMX</th>
<th>After stopped</th>
</tr>
</thead>
<tbody>
<tr>
<td>#CLEAR;JP#CLEAR, @IN[1]=0</td>
<td>Check for interrupt clear</td>
</tr>
<tr>
<td>BGX</td>
<td>Begin motion</td>
</tr>
<tr>
<td>RI0</td>
<td>Return to main program, don't re-enable tripoints</td>
</tr>
</tbody>
</table>
**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  Default Value  9.9988
In a Program  Yes  Default Format  1.4
Command Line  Yes
Can be Interrogated  Yes
Used as an Operand  Yes

**RELATED COMMANDS:**

"KI" on page 90  Integrator

**EXAMPLES:**

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

<table>
<thead>
<tr>
<th></th>
<th>Default Value</th>
<th>Position Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

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
**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:**

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

**DEFAULTS:**

**RELATED COMMANDS:**

"PF" on page 119 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
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 tripoints AR and AD. The tripoints 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: DEFAULTS:

<table>
<thead>
<tr>
<th>USAGE:</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes Default Format 7.0</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

"VT" on page 170   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
**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
- In a Program
- Command Line
- Can be Interrogated
- Used as an Operand

**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" on page 19 Begin
- "ST" on page 139 Stop
- "AC" on page 6 Acceleration
- "DC" on page 43 Deceleration
- "IP" on page 83 Increment Position
- "TV" on page 155 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.
**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:**  
**DEFAULTS:**  
While Moving Yes Default Value  
In a Program Yes Default Format  
Command Line No  
Can be Interrogated No  
Used as an Operand No

**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.
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:        DEFAULTS:

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

RELATED COMMANDS:
"EN" on page 59 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)
**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  Default Value  64
In a Program  Yes  Default Format  4.2
Command Line  Yes
Can be Interrogated  Yes
Used as an Operand  Yes

**OPERAND USAGE:**

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

**RELATED COMMANDS:**
"KI" on page 90  Integrator
"KP" on page 91  Proportional

**EXAMPLES:**
KD 100,200,300,400.25  Specify KD
KD ??????  Return KD
0100.00,0200.00,0300.00,0400.25
KI

FUNCTION: Integrator

DESCRIPTION:

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

\[ D(z) = 4 \cdot KP + 4 \cdot KD(z-1)/z + KI z/(z-1) \]

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:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

"KP" on page 91   Proportional Constant
"KI" on page 90   Integrator
"IL" on page 81   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
KP

FUNCTION: Proportional Constant

DESCRIPTION:

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

\[ D(z) = 4 \cdot KP + 4 \cdot KD(z-1)/z + KI z/(z-1) \]

For further details see the section Theory of Operation.

ARGUMENTS: KP x,y,z,w KPX=x KPa,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:  

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>6</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>4.2</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

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

RELATED COMMANDS:

"KP" on page 91 Proportional Constant
"KI" on page 90 Integrator
"IL" on page 81 Integrator Limit
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:    DEFAULTS:
While Moving Yes Default Value 2
In a Program Yes Default Format 4.0
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:
_KSx contains the value of the derivative constant for the specified axis.

RELATED COMMANDS:
“MT” on page 221 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.
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: DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Value</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"LL" on page 98  List Labels
"LS" on page 102  List Program
"LV" on page 103  List Variable

EXAMPLES:

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

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_LE contains the length of the vector in counts.

RELATED COMMANDS:

"LI" on page 96 Linear Distance
"BG" on page 19 BGS - Begin Sequence
"LM" on page 99 Linear Interpolation Mode
"VS" on page 169 Vector Speed
"VA" on page 159 Vector Acceleration
"VD" on page 160 Vector Deceleration
"PF" on page 119 Position Formatting

EXAMPLES:

LM ZW Specify linear interpolation mode
LI ,,100,200 Specify linear distance
LE End linear move
BGS Begin motion
_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  _LFX = 1 when not closed
          w/ CN 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.
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:**

$LI \, x,y,z,w \, <\, n \, > \, o \quad LI \, a,b,c,d,e,f,g,h$ where

$x,y,z,w$ and $a,b,c,d,e,f,g,h$ 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:**

**DEF涸TALS:**

| While Moving | Yes | Default Value | - |
| In a Program | Yes | Default Format | - |
| Command Line | Yes | |
| Can be Interrogated | No | |
| Used as an Operand | No | |
(LI cont.)

RELATED COMMANDS:
"LE" on page 94  Linear end
"BG" on page 19  BGS - Begin sequence
"LM" on page 99  Linear Interpolation Mode
"CS" on page 38  Clear Sequence
"VS" on page 169 Vector Speed
"VA" on page 159 Vector Acceleration
"VD" on page 160 Vector Deceleration

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

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "LA" on page 93 List Arrays
- "LS" on page 102 List Program
- "LV" on page 103 List Variables

**EXAMPLES:**

: LL
  # FIVE
  # FOUR
  # ONE
  # THREE
  # TWO
**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 $V_S^2 = XS^2 + YS^2 + ZS^2$, 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:**

<table>
<thead>
<tr>
<th>LM XYZW</th>
<th>LM ABCDEFGH where</th>
</tr>
</thead>
<tbody>
<tr>
<td>XYZW denote X, Y, Z or W axes</td>
<td></td>
</tr>
</tbody>
</table>

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

**USAGE:**

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

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

**RELATED COMMANDS:**

"LE" on page 94 Linear end
"LI" on page 96 Linear Distance
"VA" on page 159 Vector acceleration
"VS" on page 169 Vector Speed
"VD" on page 160 Vector deceleration
"AV" on page 18 Vector distance
"CS" on page 38 _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
LI 200,300,400,500 Specify linear distance
LE; BGS Last vector, then begin motion
_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  _LFX = 1 when not closed
    w/ CN 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
**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  Default Value: 0, Last Line
- In a Program: No  Default Format: -
- Command Line: Yes
- Can be Interrogated: No
- Used as an Operand: No

**RELATED COMMANDS:**
- "LA" on page 93 List Arrays
- "LL" on page 98 List Labels
- "LV" on page 103 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.
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:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

DEFAULTS:

<table>
<thead>
<tr>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default Value</td>
</tr>
<tr>
<td>Default Format</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"LA" on page 93 List Arrays
"LS" on page 102 List Program
"LL" on page 98 List Labels

EXAMPLES:

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

<table>
<thead>
<tr>
<th>While Moving</th>
<th>Yes</th>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td>-</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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
```
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: DEFAULTS:

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

RELATED COMMANDS:

"BG" on page 19 Begin
"AM" on page 12 After Move
"TW" on page 156 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
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.
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: DEFAULTS:
While Moving Yes Default Value -
In a Program Yes Default Format -
Command Line Yes
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:
"AD" on page 7 Trippoint for after Relative Distances
"AP" on page 13 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 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.
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. 0 = main port, 1 = 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: DEFAULTS:

While Moving Yes Default Value -
In a Program Yes Default Format Variable Format
Command Line Yes
Can be Interrogated No
Used as an Operand No

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.
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          Default Value  0
In a Program  Yes         Default Format  1.0
Command Line  Yes
Can be Interrogated  Yes
Used as an Operand  Yes

OPERAND USAGE:

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

RELATED COMMANDS:

"SH" on page 137          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.
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:  DEFAULTS:

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"AD" on page 7  Trippoint for Relative Distances
"AP" on page 13  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.
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: DEFAULTS:
While Moving No Default Value 1,1,1,1
In a Program Yes Default Format 1
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:
_MTx contains the value of the motor type for the specified axis.

RELATED COMMANDS:
"CN" on page 33 Configure step pulse width

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.
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: DEFaulTS:

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

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
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: DEFAULTS:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

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
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  Default Value  0
In a Program Yes  Default Format  1.0
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:

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

RELATED COMMANDS:

"AB" on page 5  Abort
"ER" on page 64  Error limit
"SH" on page 137  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.
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: DEFAULTS:
While Moving  Yes  Default Value  0
In a Program  Yes  Default Format  1.0
Command Line  Yes
Can be Interrogated  Yes
Used as an Operand  Yes

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
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 Default Value 0

In a Program Yes Default Format 3.0

Command Line Yes

Can be Interrogated Yes

Used as an Operand Yes

OPERAND USAGE:

_OP0 contains the value of the first argument, m

_OP1 contains the value of the second argument, n.

RELATED COMMANDS:

"SB" on page 135 Set output bit

"CB" on page 26 Clear output bit

"OB" on page 113 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"
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:

<table>
<thead>
<tr>
<th>FIELD</th>
<th>MOST SIGNIFICANT TO LEAST SIGNIFICANT BYTE</th>
</tr>
</thead>
<tbody>
<tr>
<td>m</td>
<td>block 2 to 1</td>
</tr>
<tr>
<td>n</td>
<td>block 4 to 3</td>
</tr>
<tr>
<td>o</td>
<td>block 6 to 5</td>
</tr>
</tbody>
</table>

For example, the command, OQ .259 followed by the command MG OQ1 will have the response “259”

USAGE: DEFAULTS:

While Moving Yes Default Value 0
In a Program Yes Default Format 3.0
Command Line Yes
Can be Interrogated No
Used as an Operand Yes 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” on page 135 Set output bit
“CB” on page 26 Clear output bit
**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 | Default Value | - |
| In a Program  | Yes | Default Format | Position Format |
| Command Line  | Yes |              |              |
| Can be Interrogated | Yes |              |              |
| Used as an Operand | Yes |              |              |

**OPERAND USAGE:**

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

**RELATED COMMANDS:**

"PR" on page 121  Position relative
"SP" on page 138  Speed
"AC" on page 6   Acceleration
"DC" on page 43  Deceleration
"BG" on page 19  Begin
"PF" on page 119 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.
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 ?
DE ?
DP ?
EM ?
FL ?
IP ?
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: DEFAULTS:
While Moving Yes Default Value 10.0
In a Program Yes Default Format 10.0
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

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
**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  
  - Default Value 0
- **In a Program**
  - Yes  
  - Default Format Position Format
- **Command Line**
  - Yes
- **Can be Interrogated**
  - Yes
- **Used as an Operand**
  - No

**OPERAND USAGE:**

_ PRx contains the current incremental distance for the specified axis.

**RELATED COMMANDS:**

- "PA" on page 118 Position Absolute
- "BG" on page 19 Begin
- "AC" on page 6 Acceleration
- "DC" on page 43 Deceleration
- "SP" on page 138 Speed
- "IP" on page 83 Increment Position
- "PF" on page 119 Position Formatting

**EXAMPLES:**

- `:PR 100,200,300,400`  
  On the next move the X-axis will go 100 counts, the Y-axis will go 200 counts forward, Z-axis will go 300 counts and the W-axis will go 400 counts.

- `:PR ?,?,?,?`  
  Return relative distances

- `0000000100,0000000200,0000000300`  
  Set the relative distance for the X axis to 500

- `:PR 500`  
  The X-axis will go 500 counts on the next move while the Y-axis will go its previously set relative distance.
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:  DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
<td>0</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Position Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"QU" on page 123 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 \
**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:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>No</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td>Position Format</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

“QD” on page 122 Download array
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: DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Value</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td></td>
<td>-</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td></td>
<td>-</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"DM" on page 46 Dimension Array
"RD" on page 126 Record Data
"RC" on page 125 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.
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 Default Value -
In a Program Yes Default Format -
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:

_RC contains status of recording. ‘1’ if recording, ‘0’ if not recording.

RELATED COMMANDS:

"DM" on page 46 Dimension Array
"RD" on page 126 Record Data
"RA" on page 124 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 Print message
RECORDING"
EN End program
**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:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_DEx</td>
<td>2nd encoder</td>
</tr>
<tr>
<td>_TPx</td>
<td>Position</td>
</tr>
<tr>
<td>_TEx</td>
<td>Position error</td>
</tr>
<tr>
<td>_SHx</td>
<td>Commanded position</td>
</tr>
<tr>
<td>_RLx</td>
<td>Latched position</td>
</tr>
<tr>
<td>_TI</td>
<td>Inputs</td>
</tr>
<tr>
<td>_OP</td>
<td>Outputs</td>
</tr>
<tr>
<td>_TSx</td>
<td>Switches, only 0-4 bits valid</td>
</tr>
<tr>
<td>_SCx</td>
<td>Stop code</td>
</tr>
<tr>
<td>_TTx</td>
<td>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.)</td>
</tr>
</tbody>
</table>

where ‘x’ is the axis specifier.

**ARGUMENTS:** RD m, m, m, m, m, m, m, m

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:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Yes</th>
<th>Default Value</th>
<th>-</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td></td>
<td>Default Value</td>
<td>-</td>
</tr>
<tr>
<td>In a Program</td>
<td></td>
<td>Default Format</td>
<td>-</td>
</tr>
<tr>
<td>Command Line</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

_ RD contains the address for the next array element for recording.

**RELATED COMMANDS:**

"RA" on page 124 Record Array
"RC" on page 125 Record Interval
"DM" on page 46 Dimension Array

**EXAMPLES:**

DM ERRORX[50],ERRORY[50] Define array
RA ERRORX[],ERRORY[] Specify record mode
<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RD <em>TEX</em>.TEYS</td>
<td>Specify data type</td>
</tr>
<tr>
<td>RC1</td>
<td>Begin record</td>
</tr>
<tr>
<td>JG 1000;BG</td>
<td>Begin motion</td>
</tr>
</tbody>
</table>
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:        DEFAULTS:
While Moving   No        Default Value   -
In a Program   Yes       Default Format -
Command Line   No
Can be Interrogated No
Used as an Operand No

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.
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: DEFAULTS:
While Moving No Default Value -
In a Program Yes Default Format -
Command Line No
Can be Interrogated No
Used as an Operand No

RELATED COMMANDS:
#ININT Input interrupt subroutine
"II" on page 79 Enable input interrupts

EXAMPLES:
#A;II1;JP #A;EN Program label
#ININT Begin interrupt subroutine
MG "INPUT Print Message INTERRUPT"
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.
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:    DEFAULTS:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Value</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>0</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Position Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_RLx contains the latched position of the specified axis.

RELATED COMMAND:

"AL" on page 11    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
RP

FUNCTION: Reference Position

DESCRIPTION:

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

ARGUMENTS: RP X Y Z W     RP A B C D E F G H     where

the argument specifies the axes to be affected

USAGE:        DEFAULTS:
While Moving  Yes          Default Value  0
In a Program  Yes          Default Format  Position Format
Command Line  Yes          Can be Interrogated  No
Used as an Operand  Yes

OPERAND USAGE:

_RPx contains the commanded reference position for the specified axis.

RELATED COMMAND:

"TP" on page 150    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.
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:

<table>
<thead>
<tr>
<th>Usage</th>
<th>Yes</th>
<th>No</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td></td>
<td></td>
</tr>
<tr>
<td>In a Program</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

DEFAULTS:

<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default Format</td>
<td>-</td>
</tr>
</tbody>
</table>

<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:  

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>No</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>
<control>R<control>V

FUNCTION: Revision Information

DESCRIPTION:
This command causes the controller to return firmware revision information.

USAGE:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>No</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>
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:  DEFAULTS:
While Moving  Yes  Default Value  -
In a Program  Yes  Default Format  -
Command Line  Yes
Can be Interrogated  No
Used as an Operand  No

RELATED COMMAND
"CB" on page 26  Clear Bit

EXAMPLES:
SB 5  Set output line 5
SB 1  Set output line 1
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:

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

ARGUMENTS: SC XYZW SC ABCDEFGH where the argument specifies the axes to be affected

USAGE:

.defaults:

While Moving Yes Default Value -
In a Program Yes Default Format 3.0
Command Line Yes
Can be Interrogated No
Used as an Operand Yes

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
SH

FUNCTION: Servo Here

DESCRIPTION:
The SH commands cause 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 X Y Z W     SH A B C D E F G H
where
the argument specifies the axes to be affected

USAGE: DEFAULTS:

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

RELATED COMMANDS:
“MO” on page 109 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.
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: DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>Defaults</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_SPx contains the speed for the specified axis.

RELATED COMMANDS:

"AC" on page 6  Acceleration
"DC" on page 43  Deceleration
"PA" on page 118  Position Absolute
"PR" on page 121  Position Relation
"BG" on page 19  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).
ST

FUNCTION: Stop

DESCRIPTION:

The ST command stops motion on the specified axis. Motors will come to a decelerated stop. If ST is given without an axis specification, program execution will stop in addition to XYZW. 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:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

RELATED COMMANDS:

"BG" on page 19 Begin Motion
"AB" on page 5 Abort Motion
"AM" on page 12 Wait for motion end
"DC" on page 43 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.
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):

<table>
<thead>
<tr>
<th>BIT</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 7</td>
<td>N/A</td>
</tr>
<tr>
<td>Bit 6</td>
<td>Executing program</td>
</tr>
<tr>
<td>Bit 5</td>
<td>Contouring</td>
</tr>
<tr>
<td>Bit 4</td>
<td>Executing error or limit switch routine</td>
</tr>
<tr>
<td>Bit 3</td>
<td>Input interrupt enabled</td>
</tr>
<tr>
<td>Bit 2</td>
<td>Executing input interrupt routine</td>
</tr>
<tr>
<td>Bit 1</td>
<td>0 (Reserved)</td>
</tr>
<tr>
<td>Bit 0</td>
<td>Echo on</td>
</tr>
</tbody>
</table>

*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:

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:
_TB Contains the status byte

EXAMPLES:

"TB" on page 140 Tell status information from the controller
65 Executing program and Echo is on (2^6 + 2^0 = 64 + 1 = 65)
**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

- n=0 returns code only
- n=1 returns code and message

TC ? returns the error code

<table>
<thead>
<tr>
<th>CODE</th>
<th>EXPLANATION</th>
<th>CODE</th>
<th>EXPLANATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Unrecognized command</td>
<td>50</td>
<td>Not enough fields</td>
</tr>
<tr>
<td>2</td>
<td>Command only valid from program</td>
<td>51</td>
<td>Question mark not valid</td>
</tr>
<tr>
<td>3</td>
<td>Command not valid in program</td>
<td>52</td>
<td>Missing &quot; or string too long</td>
</tr>
<tr>
<td>4</td>
<td>Operand error</td>
<td>53</td>
<td>Error in {}</td>
</tr>
<tr>
<td>5</td>
<td>Input buffer full</td>
<td>54</td>
<td>Question mark part of string</td>
</tr>
<tr>
<td>6</td>
<td>Number out of range</td>
<td>55</td>
<td>Missing [ or ]</td>
</tr>
<tr>
<td>7</td>
<td>Command not valid while running</td>
<td>56</td>
<td>Array index invalid or out of range</td>
</tr>
<tr>
<td>8</td>
<td>Command not valid when not running</td>
<td>57</td>
<td>Bad function or array</td>
</tr>
<tr>
<td>9</td>
<td>Variable error</td>
<td>58</td>
<td>Unrecognized command in a command response (i.e._GNX)</td>
</tr>
<tr>
<td>10</td>
<td>Empty program line or undefined label</td>
<td>59</td>
<td>Mismatched parentheses</td>
</tr>
<tr>
<td>11</td>
<td>Invalid label or line number</td>
<td>60</td>
<td>Download error - line too long or too many lines</td>
</tr>
<tr>
<td>12</td>
<td>Subroutine more than 16 deep</td>
<td>61</td>
<td>Duplicate or bad label</td>
</tr>
<tr>
<td>13</td>
<td>JG only valid when running in jog mode</td>
<td>62</td>
<td>Too many labels</td>
</tr>
<tr>
<td>14</td>
<td>EEPROM check sum error</td>
<td>65</td>
<td>IN command must have a comma</td>
</tr>
<tr>
<td>15</td>
<td>EEPROM write error</td>
<td>66</td>
<td>Array space full</td>
</tr>
<tr>
<td>16</td>
<td>IP incorrect sign during position move or IP given during forced deceleration</td>
<td>67</td>
<td>Too many arrays or variables</td>
</tr>
<tr>
<td></td>
<td>Description</td>
<td></td>
<td>Description</td>
</tr>
<tr>
<td>---</td>
<td>------------------------------------------------------------------------------</td>
<td>---</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>17</td>
<td>ED, BN and DL not valid while program running</td>
<td>71</td>
<td>IN only valid in task #0</td>
</tr>
<tr>
<td>18</td>
<td>Command not valid when contouring</td>
<td>80</td>
<td>Record mode already running</td>
</tr>
<tr>
<td>19</td>
<td>Application strand already executing</td>
<td>81</td>
<td>No array or source specified</td>
</tr>
<tr>
<td>20</td>
<td>Begin not valid with motor off</td>
<td>82</td>
<td>Undefined Array</td>
</tr>
<tr>
<td>21</td>
<td>Begin not valid while running</td>
<td>83</td>
<td>Not a valid number</td>
</tr>
<tr>
<td>22</td>
<td>Begin not possible due to Limit Switch</td>
<td>84</td>
<td>Too many elements</td>
</tr>
<tr>
<td>24</td>
<td>Begin not valid because no sequence defined</td>
<td>90</td>
<td>Only X Y Z W valid operand</td>
</tr>
<tr>
<td>25</td>
<td>Variable not given in IN command</td>
<td>96</td>
<td>SM jumper needs to be installed for stepper motor operation</td>
</tr>
<tr>
<td>28</td>
<td>S operand not valid</td>
<td>100</td>
<td>Not valid when running ECAM</td>
</tr>
<tr>
<td>29</td>
<td>Not valid during coordinated move</td>
<td>101</td>
<td>Improper index into ET (must be 0-256)</td>
</tr>
<tr>
<td>30</td>
<td>Sequence segment too short</td>
<td>102</td>
<td>No master axis defined for ECAM</td>
</tr>
<tr>
<td>31</td>
<td>Total move distance in a sequence &gt; 2 billion</td>
<td>103</td>
<td>Master axis modulus greater than 256*EP value</td>
</tr>
<tr>
<td>32</td>
<td>More than 511 segments in a sequence</td>
<td>104</td>
<td>Not valid when axis performing ECAM</td>
</tr>
<tr>
<td>41</td>
<td>Contouring record range error</td>
<td>105</td>
<td>EB1 command must be given first</td>
</tr>
<tr>
<td>42</td>
<td>Contour data being sent too slowly</td>
<td>118</td>
<td>Controller has GL1600 not GL1800</td>
</tr>
<tr>
<td>46</td>
<td>Gear axis both master and follower</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**USAGE:**

**DEFAULTS:**

While Moving    Yes   Default Value    ---
In a Program     Yes   Default Format   3.0
Not in a Program Yes
Can be Interrogated Yes
Used in an Operand Yes

**USAGE:**

_TC contains the error code

**EXAMPLES:**

:GF32           Bad command
?TC             Tell error code
001             Unrecognized command
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 X Y Z W   TD A B C D E F G H where
the argument specifies the axes to be affected

USAGE: DEFAULTS:

- While Moving: Yes  Default Value: 0
- In a Program: Yes  Default Format: Position Format
- Not in a Program: Yes
- Can be Interrogated: No
- Used in an Operand: Yes

USAGE:

_TDX contains value of dual encoder register.

RELATED COMMANDS:

"DE" on page 44   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
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: DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>While Moving</th>
<th>Yes</th>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
<td>Position Format</td>
</tr>
<tr>
<td>Not in a Program</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Used in an Operand</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

RELATED COMMANDS:
"OE" on page 114 Off On Error
"ER" on page 64 Error Limit
#POSERR Error Subroutine
"PF" on page 119 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.
**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.

<table>
<thead>
<tr>
<th></th>
<th>TI or TI0</th>
<th>TI1</th>
<th>TI2</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSB Bit 7</td>
<td>Input 8</td>
<td>Input 16</td>
<td>Input 24</td>
</tr>
<tr>
<td>LSB Bit 6</td>
<td>Input 7</td>
<td>Input 15</td>
<td>Input 23</td>
</tr>
<tr>
<td>LSB Bit 5</td>
<td>Input 6</td>
<td>Input 14</td>
<td>Input 22</td>
</tr>
<tr>
<td>LSB Bit 4</td>
<td>Input 5</td>
<td>Input 13</td>
<td>Input 21</td>
</tr>
<tr>
<td>LSB Bit 3</td>
<td>Input 4</td>
<td>Input 12</td>
<td>Input 20</td>
</tr>
<tr>
<td>LSB Bit 2</td>
<td>Input 3</td>
<td>Input 11</td>
<td>Input 19</td>
</tr>
<tr>
<td>LSB Bit 1</td>
<td>Input 2</td>
<td>Input 10</td>
<td>Input 18</td>
</tr>
<tr>
<td>LSB Bit 0</td>
<td>Input 1</td>
<td>Input 9</td>
<td>Input 17</td>
</tr>
</tbody>
</table>

**ARGUMENTS:** TIn where
n equals 0, 1 or 2

TI ? returns the status byte of input block 0

**USAGE:**

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**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
```
TIME*

FUNCTION: Time Operand (Keyword)

DESCRIPTION:

*The TIME operand returns the value of the internal 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 1/1024 seconds. 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
**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:**

<table>
<thead>
<tr>
<th>DEFAULTS:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**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 1 volt 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
**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 internal clock allowing for an external source to be used as the time base. 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:**

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>1.0</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

**OPERAND USAGE:**

_TM contains the value of the sample time.

**EXAMPLES:**

- TM -1000 Turn off internal clock
- TM 2000 Set sample rate to 2000 [µsec (This will cut all speeds in half and all acceleration in fourths)]
- TM 1000 Return to default sample rate
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
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 Default Value -
In a Program Yes Default Format --
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

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" on page 163 Vector mode
"PF" on page 119 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
TP

FUNCTION: Tell Position

DESCRIPTION:
This command returns the current position of the motor(s).

ARGUMENTS: TP X Y Z W  TP A B C D E F G H  where
the argument specifies the axes to be affected

USAGE:  

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
<td>Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
<td>Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_TPx contains the current position value for the specified axis.

RELATED COMMANDS:

"PF" on page 119  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
$0000C8,$FFFFFF6,$0000000,$FFFFFF93
Position=_TPX  Assign the variable, Position, the value of TPX
**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:**

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>
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:

<table>
<thead>
<tr>
<th>BIT</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 7</td>
<td>Axis in motion if high</td>
</tr>
<tr>
<td>Bit 6</td>
<td>Axis error exceeds error limit if high</td>
</tr>
<tr>
<td>Bit 5</td>
<td>X motor off if high</td>
</tr>
<tr>
<td>Bit 4</td>
<td>Undefined</td>
</tr>
<tr>
<td>Bit 3</td>
<td>Forward Limit X inactive</td>
</tr>
<tr>
<td>Bit 2</td>
<td>Reverse Limit X inactive</td>
</tr>
<tr>
<td>Bit 1</td>
<td>Home X</td>
</tr>
<tr>
<td>Bit 0</td>
<td>Latched</td>
</tr>
</tbody>
</table>

ARGUMENTS: TS X Y Z W TS A B C D E F G H where the argument specifies the axes to be affected

USAGE: DEFAULTS:
While Moving Yes Default Value -
In a Program Yes Default Format 3.0
Command Line Yes
Can be Interrogated No
Used as an Operand Yes

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)
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 XZYW    TT ABCDEFGH  where
the argument specifies the axes to be affected

USAGE:            DEFAULTS:
While Moving    Yes    Default Value  -
In a Program    Yes    Default Format  1.4
Command Line    Yes
Can be Interrogated    No
Used as an Operand    Yes

OPERAND USAGE:
_TTx  contains the value of the torque for the specified axis.

RELATED COMMANDS:
"TL" on page 147    Torque Limit

EXAMPLES:
V1=_TTX  Assigns value of TTX to variable, V1
TTX      Report torque on X
-0.2843  Torque is -.2843 volts
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 X Y Z W       TV A B C D E F G H where

the argument specifies the axes to be affected

USAGE:    DEFAULTS:

While Moving   Yes          Default Value  -
In a Program   Yes          Default Format  7.0
Command Line   Yes
Can be Interrogated No
Used as an Operand Yes

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 instantaneous velocity.
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:          DEFUALTS:

While Moving      Yes                  Default Value  32766
In a Program       Yes                  Default Format
Command Line       Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:

_TWx contains the timeout in msec for the MC command for the specified axis.

RELATED COMMANDS:

"MC" on page 104     Motion Complete trippoint
**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:**

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

**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.
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:

<table>
<thead>
<tr>
<th>DEFAULTS:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>No</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

DEFAULTS:

Default Value 0

Default Format -

OPERAND USAGE:

When used as an operand, _UL gives the number of available variables.

<table>
<thead>
<tr>
<th>CONTROLLER</th>
<th>NUMBER OF AVAILABLE VARIABLES</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMC-1500</td>
<td>254</td>
</tr>
<tr>
<td>DMC-1010 thru DMC-1040</td>
<td>126</td>
</tr>
<tr>
<td>DMC-1050 thru DMC-1080</td>
<td>254</td>
</tr>
<tr>
<td>DMC-1010-MX thru DMC-1040-MX</td>
<td>510</td>
</tr>
</tbody>
</table>

RELATED COMMAND:

"DL" on page 45 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
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: DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>While Moving</th>
<th>In a Program</th>
<th>Command Line</th>
<th>Can be Interrogated</th>
<th>Used as an Operand</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Default Value</td>
<td>262144</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Default Format</td>
<td>Position Format</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_VAx contains the value of the vector acceleration for the specified axis.

RELATED COMMANDS:

"VS" on page 169 Vector Speed
"VP" on page 165 Vector Position
"VE" on page 161 End Vector
"CR" on page 36 Circle
"VM" on page 163 Vector Mode
"BG" on page 19 Begin Sequence
"VD" on page 160 Vector Deceleration
"VT" on page 170 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
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: 

DEFAULTS:

While Moving No Default Value 262144
In a Program Yes Default Format Position Format
Command Line Yes
Can be Interrogated Yes
Used as anOperand Yes

OPERAND USAGE:

_VDx contains the value of the vector deceleration for the specified axis.

RELATED COMMANDS:

"VA" on page 159 Vector Acceleration
"VS" on page 169 Vector Speed
"VP" on page 165 Vector Position
"CR" on page 36 Circle
"VE" on page 161 Vector End
"VM" on page 163 Vector Mode
"BG" on page 19 Begin Sequence
"VT" on page 170 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
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:           DEFAULTS:
While Moving     Yes       Default Value   -
In a Program     Yes       Default Format  -
Command Line     Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:
_VE contains the length of the vector in counts.

RELATED COMMANDS:
"VM" on page 163   Vector Mode
"VS" on page 169   Vector Speed
"VA" on page 159   Vector Acceleration
"VD" on page 160   Vector Deceleration
"CR" on page 36    Circle
"VP" on page 165   Vector Position
"BG" on page 19    Begin Sequence
"CS" on page 38    Clear Sequence
"PF" on page 119   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
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:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Default Value 10.4
Default Format 2.1

OPERAND USAGE:
_VF contains the value of the format for variables and arrays.

RELATED COMMANDS:
"PF" on page 73 Vector Position

EXAMPLES:

<table>
<thead>
<tr>
<th>EXAMPLE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>VF 5.3</td>
<td>Sets 5 digits of integers and 3 digits after the decimal point</td>
</tr>
<tr>
<td>VF 8.0</td>
<td>Sets 8 digits of integers and no fractions</td>
</tr>
<tr>
<td>VF -4.0</td>
<td>Specify hexadecimal format with 4 bytes to the left of the decimal</td>
</tr>
</tbody>
</table>
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:  DEFAULTS:

<table>
<thead>
<tr>
<th></th>
<th>While Moving</th>
<th>In a Program</th>
<th>Command Line</th>
<th>Can be Interrogated</th>
<th>Used as an Operand</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Default Value</td>
<td>X,Y</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_VM contains instantaneous commanded vector velocity.

RELATED COMMANDS:

"VP" on page 165 Vector Position
"VS" on page 169 Vector Speed
"VA" on page 159 Vector Acceleration
"VD" on page 160 Vector Deceleration
"CR" on page 36 Circle
"VE" on page 161 End Vector Sequence
"BG" on page 19 Begin Sequence
"CS" on page 38 Clear Sequence
"CS" on page 38 _CS - Segment counter
"VT" on page 170 Vector smoothing constant -- S-curve
"AV" on page 18 Vector distance

**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
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 Default Value -
In a Program Yes Default Format -
Command Line Yes
Can be Interrogated No
Used as an Operand Yes

OPERAND USAGE:

_\text{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” on page 36 Circle
“VM” on page 163 Vector Mode
“VA” on page 159 Vector Acceleration
“VD” on page 160 Vector Deceleration
“VE” on page 161 Vector End
“VS” on page 169 Vector Speed
“BG” on page 19 Begin Sequence
“VT” on page 170 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
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.
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: 

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_ VR contains the vector speed ratio

RELATED COMMANDS:

"VS" on page 169 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; Execute task 0 and 1 simultaneously
XQ#SPEED,1
Note: VR is useful for feedrate override, particularly when specifying the speed of individual segments using the operator '<' and '>'.

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: DEFAULTS:

While Moving Yes Default Value 8192
In a Program Yes Default Format -
Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:

_VS contains the vector speed.

RELATED COMMANDS:

"VA" on page 159 Vector Acceleration
"VP" on page 165 Vector Position
"CR" on page 36 Circle
"LM" on page 99 Linear Interpolation
"VM" on page 163 Vector Mode
"BG" on page 19 Begin Sequence
"VE" on page 161 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.
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:

<table>
<thead>
<tr>
<th>USAGE</th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>Yes</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>Yes</td>
</tr>
</tbody>
</table>

OPERAND USAGE:

_VT contains the vector time constant.

RELATED COMMANDS:

"IT" on page 85 Independent Time Constant for smoothing independent moves

EXAMPLES:

VT 0.8 Set vector time constant
VT ? Return vector time constant
0.8
**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:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

**DEFAULTS:**

<table>
<thead>
<tr>
<th>Usage</th>
<th>Default Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>1.0</td>
</tr>
<tr>
<td>In a Program</td>
<td>1.4</td>
</tr>
</tbody>
</table>

**RELATED COMMANDS:**

- "CM" on page 32 Contour Mode
- "CD" on page 28 Contour Data
- "DT" on page 48 Contour Time

**EXAMPLES:**

- CM XZYW 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 Exit mode
- WC Wait for contour data to complete
- DT 0 Stop contour
- CD 0,0,0,0 Exit mode
**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:**

<table>
<thead>
<tr>
<th></th>
<th>DEFAULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>While Moving</td>
<td>Yes Default Value</td>
</tr>
<tr>
<td>In a Program</td>
<td>Yes Default Format</td>
</tr>
<tr>
<td>Command Line</td>
<td>Yes</td>
</tr>
<tr>
<td>Can be Interrogated</td>
<td>No</td>
</tr>
<tr>
<td>Used as an Operand</td>
<td>No</td>
</tr>
</tbody>
</table>

**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.
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" on page 78 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!
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 \quad ZRX=x \quad ZR a,b,c,d,e,f,g,h \quad \text{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: DEFAULTS:

| While Moving | Yes | Default Value | .9143 |
| In a Program | Yes | Default Format | 3.0  |

Command Line Yes
Can be Interrogated Yes
Used as an Operand Yes

OPERAND USAGE:

\_ZRx contains the value of the compensating zero for the specified axis.

RELATED COMMANDS:
"GN" on page 74 Gain
"KD" on page 52 Derivative
"KP" on page 91 Proportional
"KI" on page 90 Integral Gain

EXAMPLES:

\[ \text{ZR .95,9.8,8.22} \quad \text{Set X-axis zero to 0.95, Y-axis to 0.9, Z-axis to 0.8, W-axis zero to 0.822} \]

\[ \text{ZR ?,?,?,?} \quad \text{Return all zeroes} \]

\[ 0.9527,0.8997,0.7994,0.8244 \]

\[ \text{ZR ?} \quad \text{Return X zero only} \]

\[ 0.9527 \]

\[ \text{ZR,?} \quad \text{Return Y zero only} \]

\[ 0.8997 \]
**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 _ZSn - see operand usage below.

**ARGUMENTS:** ZSn where

- 0 returns stack to original condition
- 1 eliminates one return on stack

**USAGE:**

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

**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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