

Intro	1
.....	1
.....	1
Info	4

State Trace

x Motion, IO

State

State Tracer

.

Intro

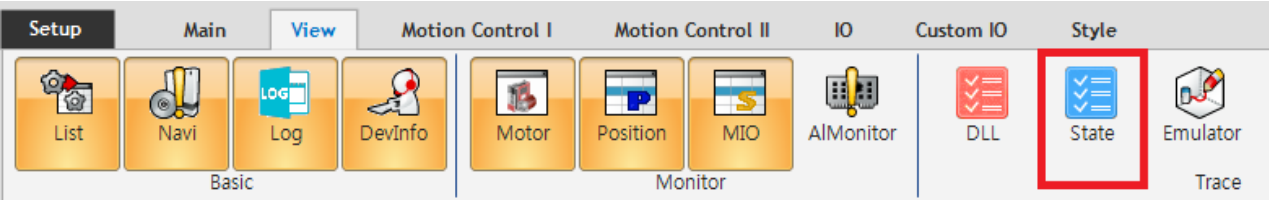
• Position, Speed

state

Di/Do

IO State

• View - State



The screenshot shows a software interface with a top menu bar containing 'Setup', 'Main', 'View', 'Motion Control I', 'Motion Control II', 'IO', 'Custom IO', and 'Style'. The 'View' tab is active. Below the menu bar, there are several icons organized into groups. The 'Style' group, located on the right, contains icons for 'List', 'Navi', 'Log', 'DevInfo', 'Motor', 'Position', 'MIO', 'AI Monitor', 'DLL', 'State', and 'Emulator'. The 'State' icon, which depicts a blue document with a checklist, is highlighted with a red rectangular border. Below the icons, the labels 'Basic', 'Monitor', and 'Trace' are visible under their respective groups.

State Log

Interval

1 (ms)

Category

Channel

Item

Motion

Axis 0

Command_Position

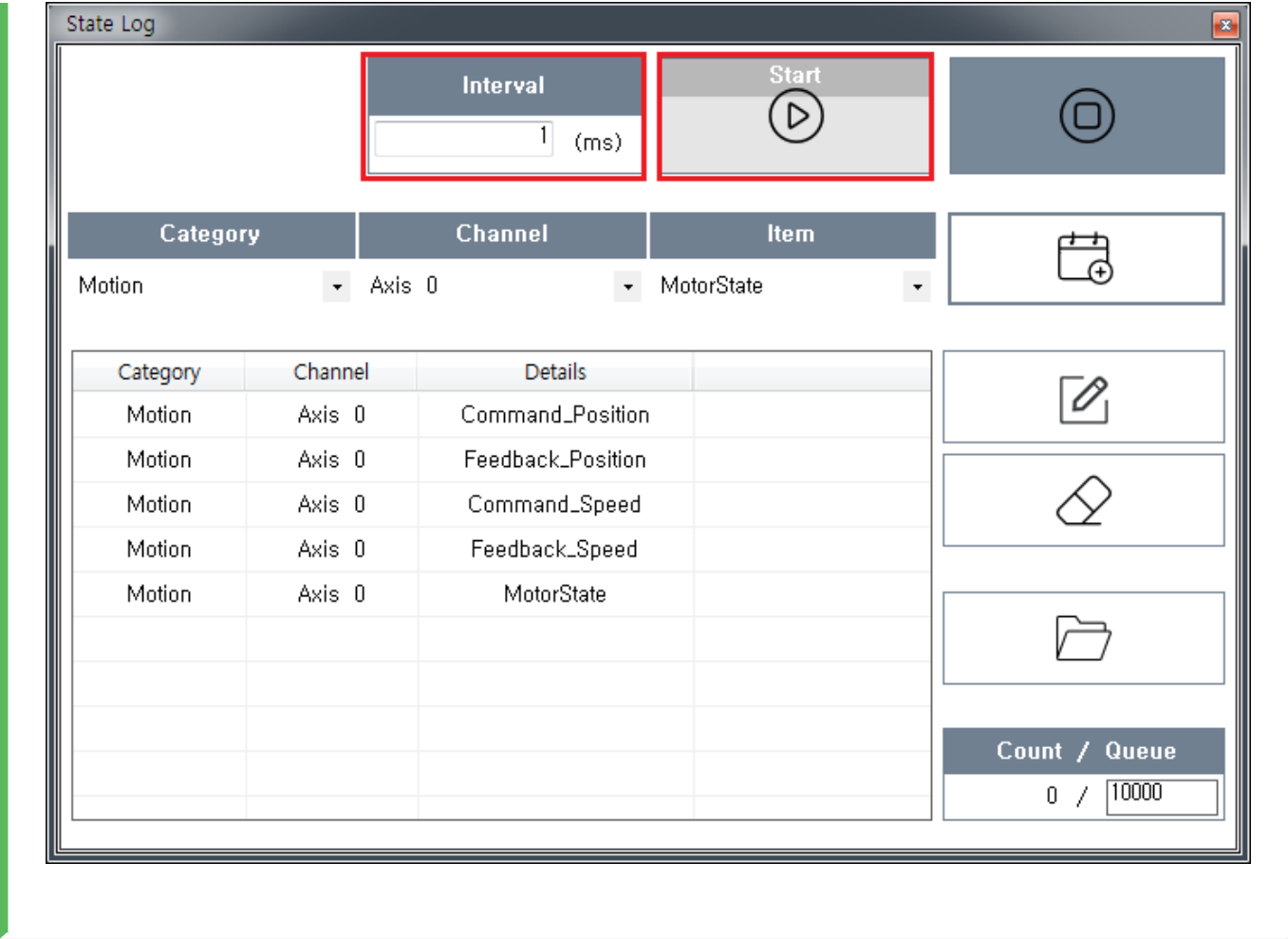
Add

Category	Channel	Details

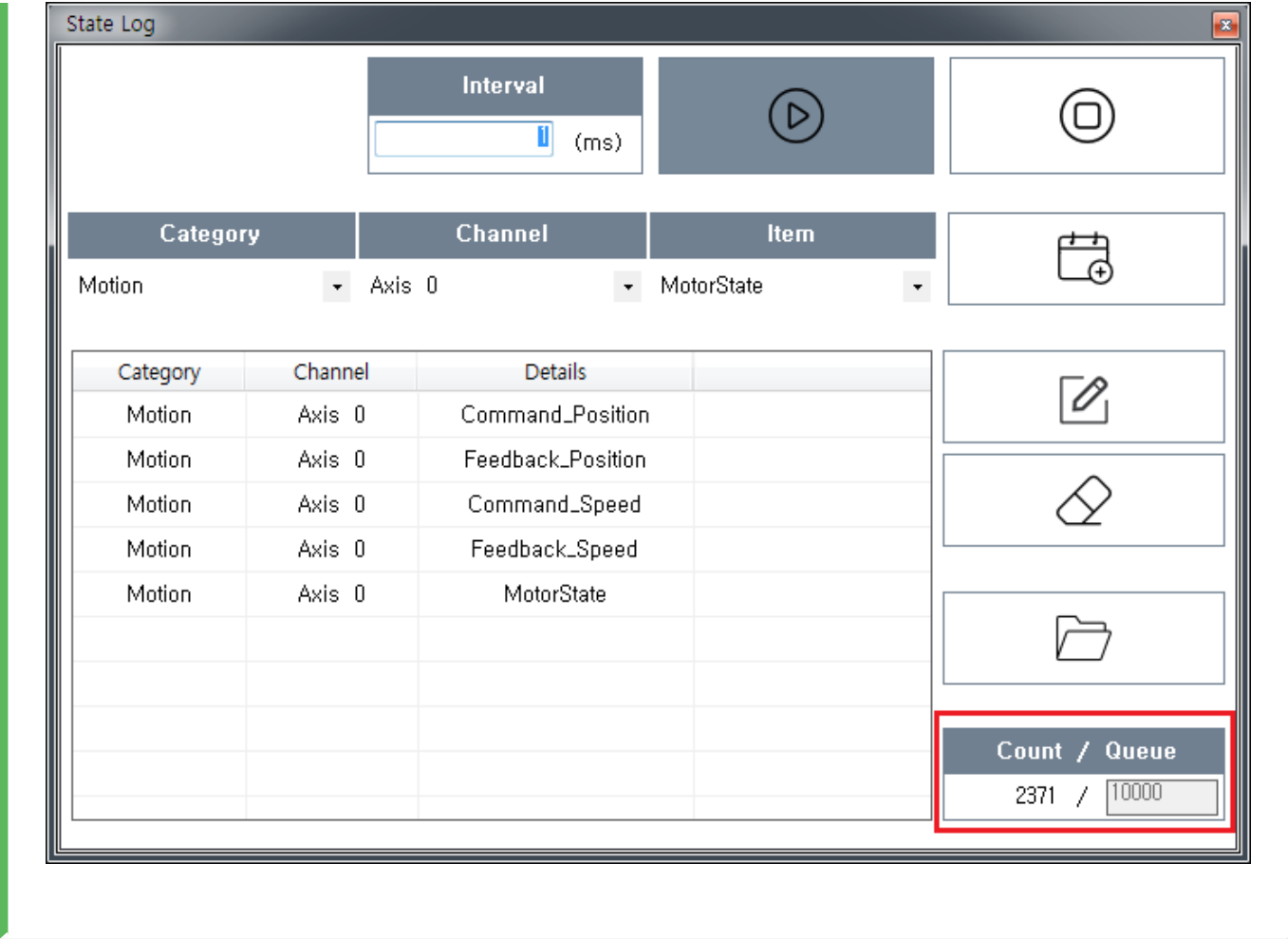
Count / Queue

0 / 10000

- Category, Channel, Item **Add** Item 가 .



- Item 가 , **Start** Trace
◦ Interval , ms . 1 1ms .
- , log queue , **Stop** Queue Data가
- log Buffer Size가 , Trace (Interval) log



- Trace가 Log , Log Buffer Size
 ◦ Log Buffer Size Stop 가

Info

- Item Logging , Shell LogMode
- Shell Memory , Shell double buffering logging

From:
<http://comizoa.com/info/> - -

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