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State Trace

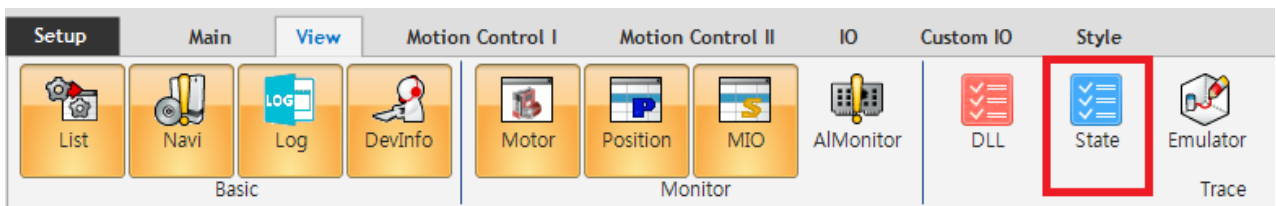
x Motion, IO State

State Tracer

Intro

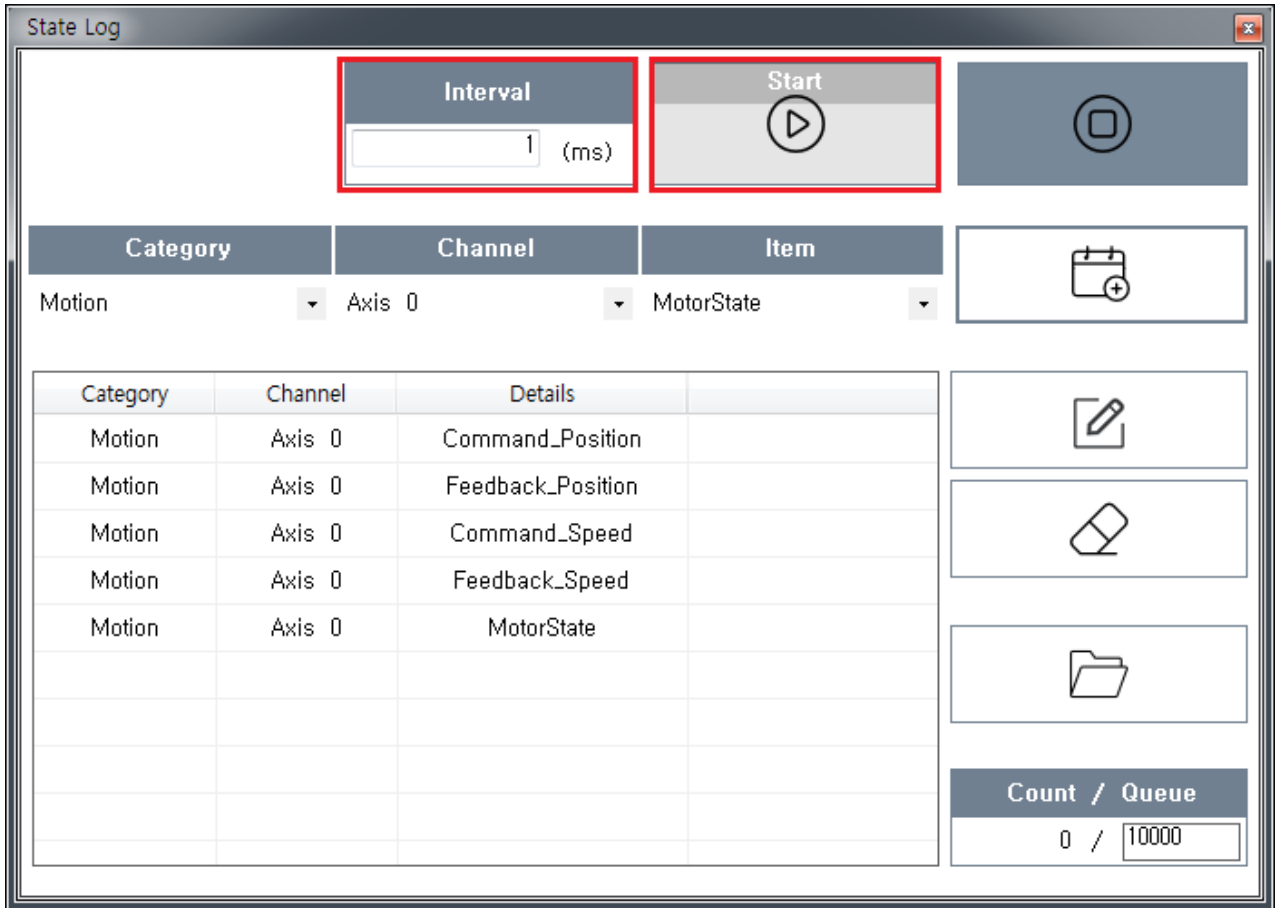
- Position, Speed state Di/Do IO State

• View - State



The screenshot shows the 'State Log' application window. At the top, there is an 'Interval' input field set to '1 (ms)', a play button, and a stop button. Below this is a table with three columns: 'Category', 'Channel', and 'Item'. The 'Category' column is set to 'Motion', 'Channel' to 'Axis 0', and 'Item' to 'Command_Position'. A red box highlights the table headers and an 'Add' button with a plus icon. To the right of the table are three buttons with icons: a pencil (edit), a paper with a slash (delete), and a folder. At the bottom right, there is a 'Count / Queue' section showing '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

The screenshot shows a 'State Log' window with the following components:

- Interval:** A text box with a dropdown arrow and '(ms)' label.
- Buttons:** A play button (start) and a stop button.
- Filters:** Three dropdown menus labeled 'Category' (set to 'Motion'), 'Channel' (set to 'Axis 0'), and 'Item' (set to 'MotorState').
- Table:** A table with columns 'Category', 'Channel', and 'Details'.

Category	Channel	Details
Motion	Axis 0	Command_Position
Motion	Axis 0	Feedback_Position
Motion	Axis 0	Command_Speed
Motion	Axis 0	Feedback_Speed
Motion	Axis 0	MotorState
- Count / Queue:** A box at the bottom right showing '2371 / 10000', highlighted with a red border.
- Icons:** A vertical stack of icons on the right side: a calendar, a notepad, a eraser, and a folder.

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

State Log

Interval: (ms)

Category: Motion Channel: Axis 0 Item: MotorState

Category	Channel	Details
Motion	Axis 0	Command_Position
Motion	Axis 0	Feedback_Position
Motion	Axis 0	Command_Speed
Motion	Axis 0	Feedback_Speed
Motion	Axis 0	MotorState

Count / Queue: 0 / 10000

- Logging open , log .

State Log

Interval: (ms)

Category: Motion Channel: Axis 0 Item: MotorState

Category	Channel	Details
Motion	Axis 0	Command_Position
Motion	Axis 0	Feedback_Position
Motion	Axis 0	Command_Speed
Motion	Axis 0	Feedback_Speed
Motion	Axis 0	MotorState

Count / Queue: 0 / 10000

- Log File "State_date_time.txt"

Info

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

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