

Intro 1
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Info 6

State Trace

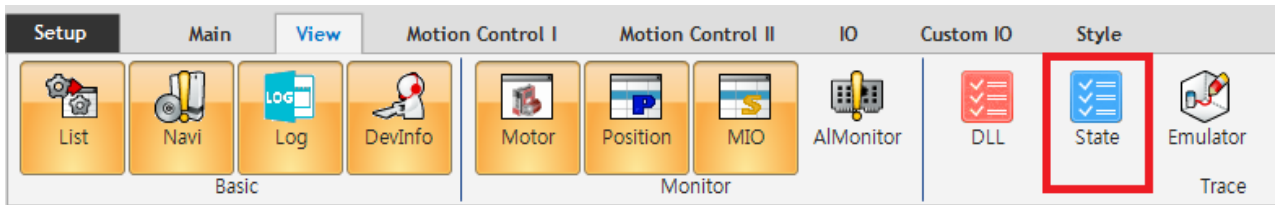
x Motion, IO State

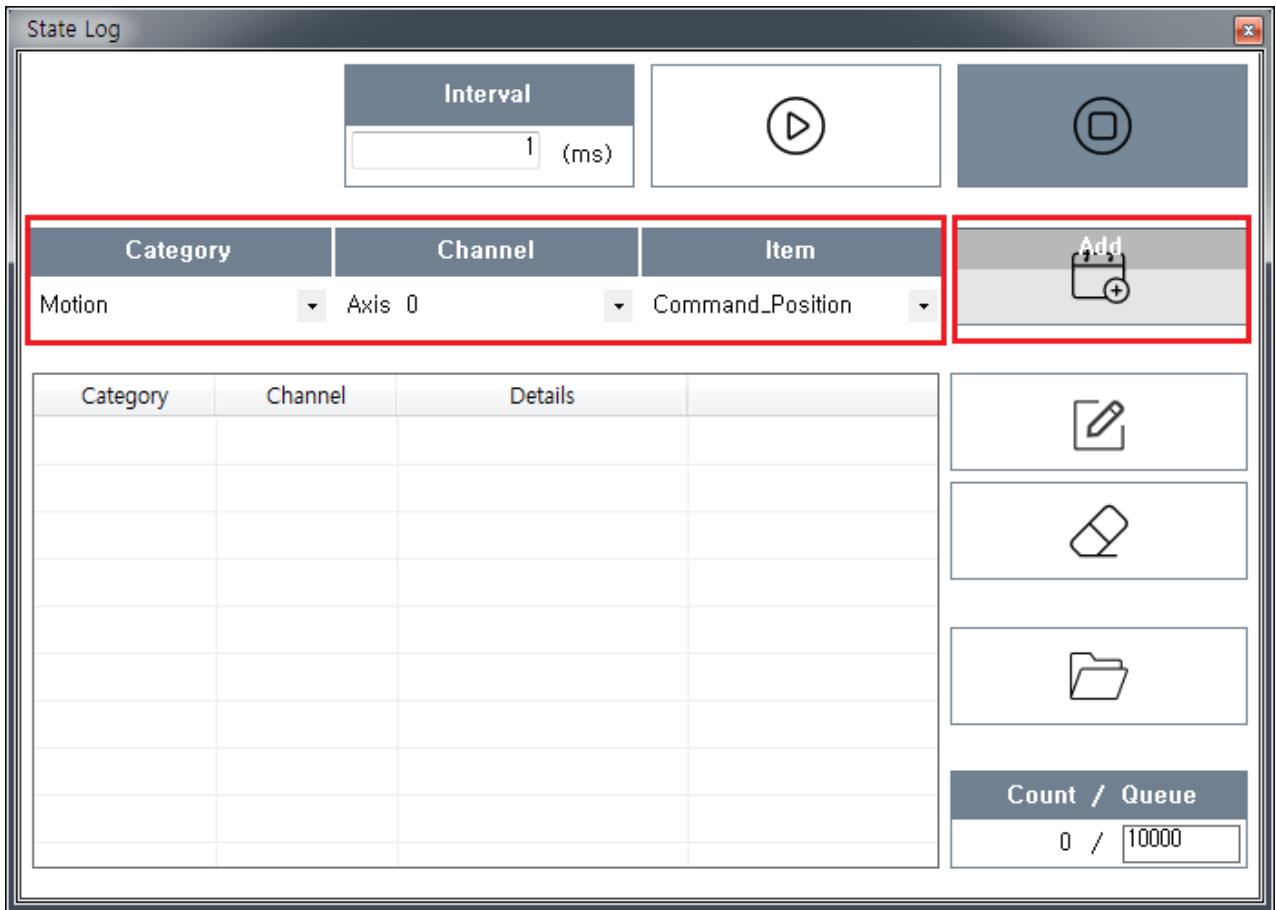
State Tracer

Intro

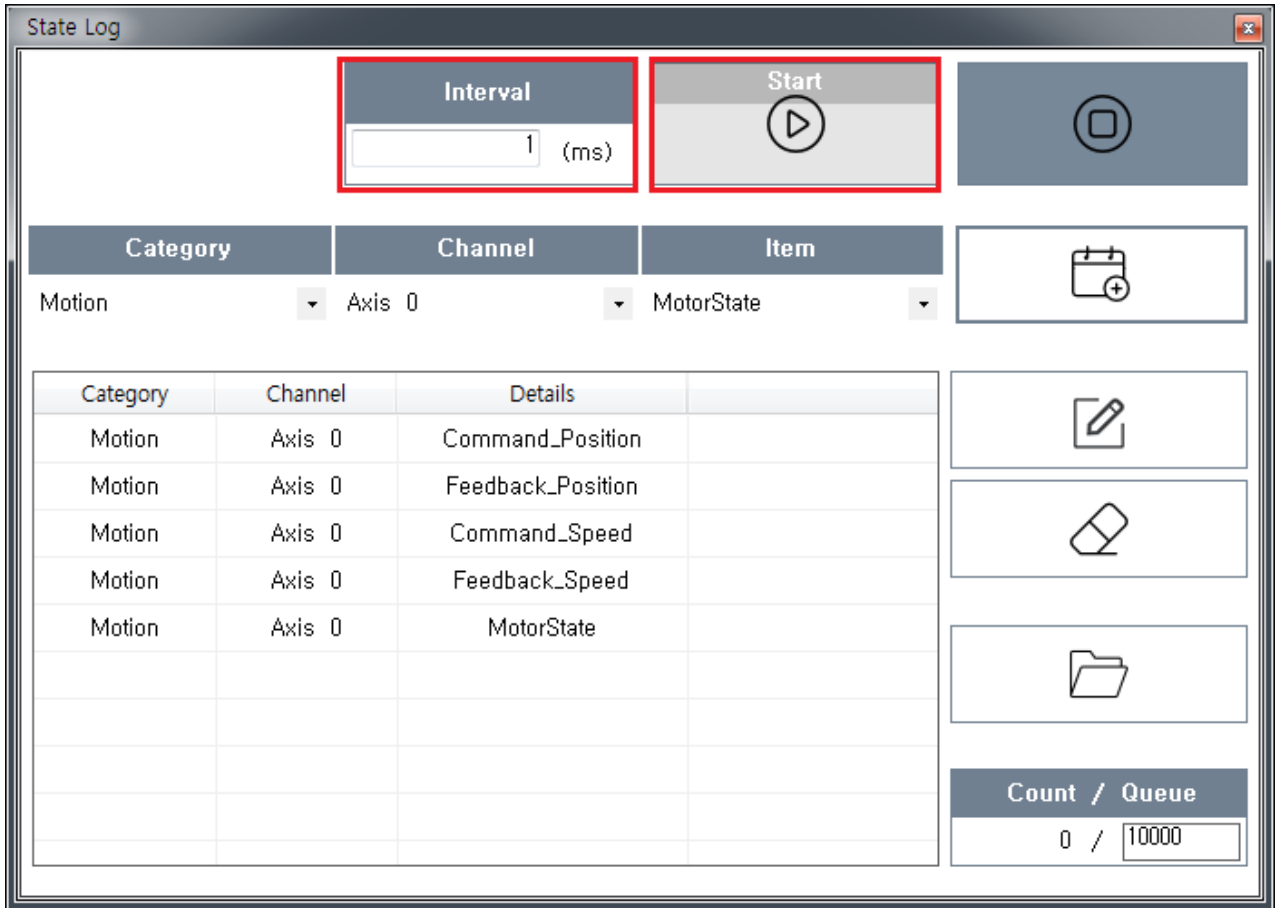
- Position, Speed state Di/Do IO State

• View - State





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



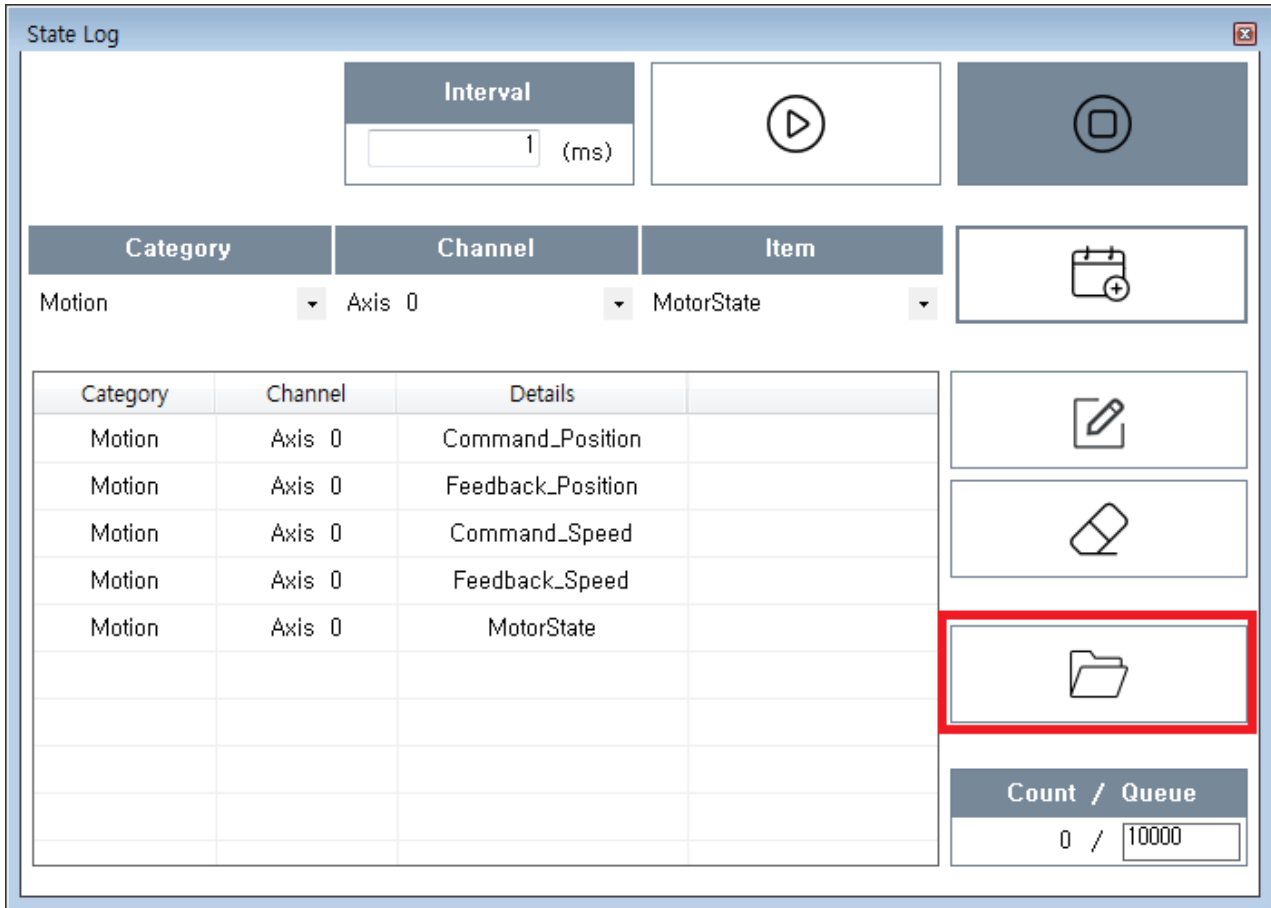
- Item 가 , **Start** Trace .
 - Interval , ms . 1 1ms .
- , log queue , **Stop** Queue Data가
- log Buffer Size가 , Trace (Interval) log

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

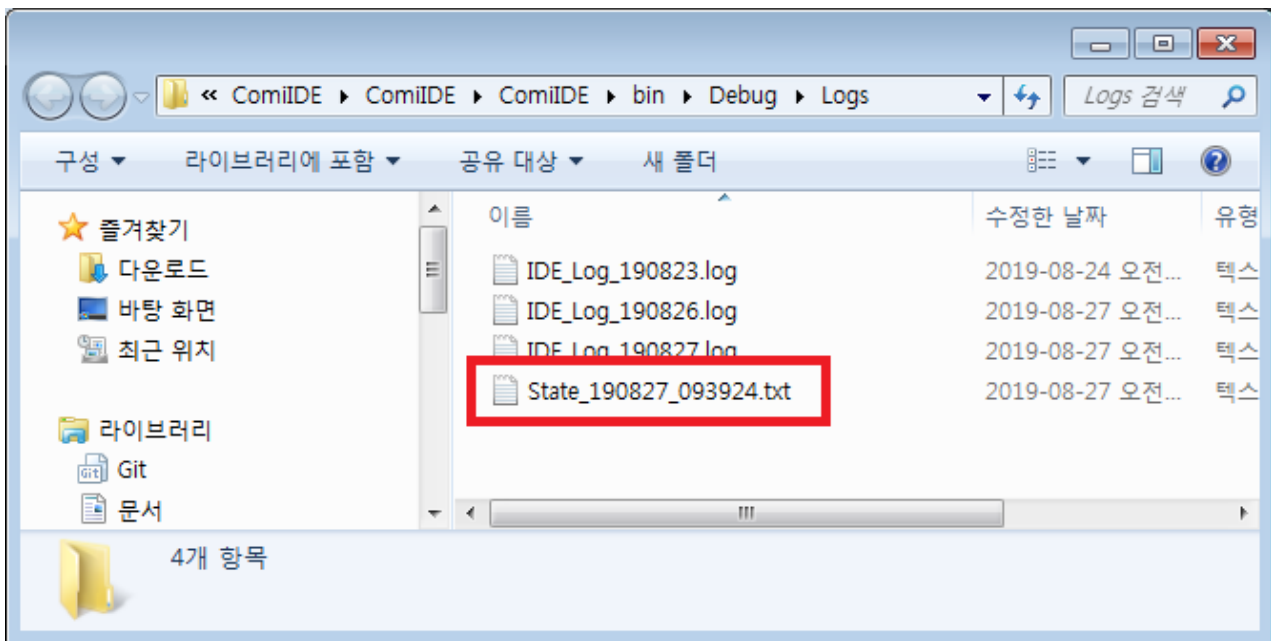
- Interval:** A control with a play button and a stop button.
- Category/Channel/Item:** Dropdown menus set to 'Motion', 'Axis 0', and 'MotorState'.
- Table:** A table with columns 'Category', 'Channel', and 'Details'.

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.

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



- Logging open , log



- Log File "State_date_time.txt"

