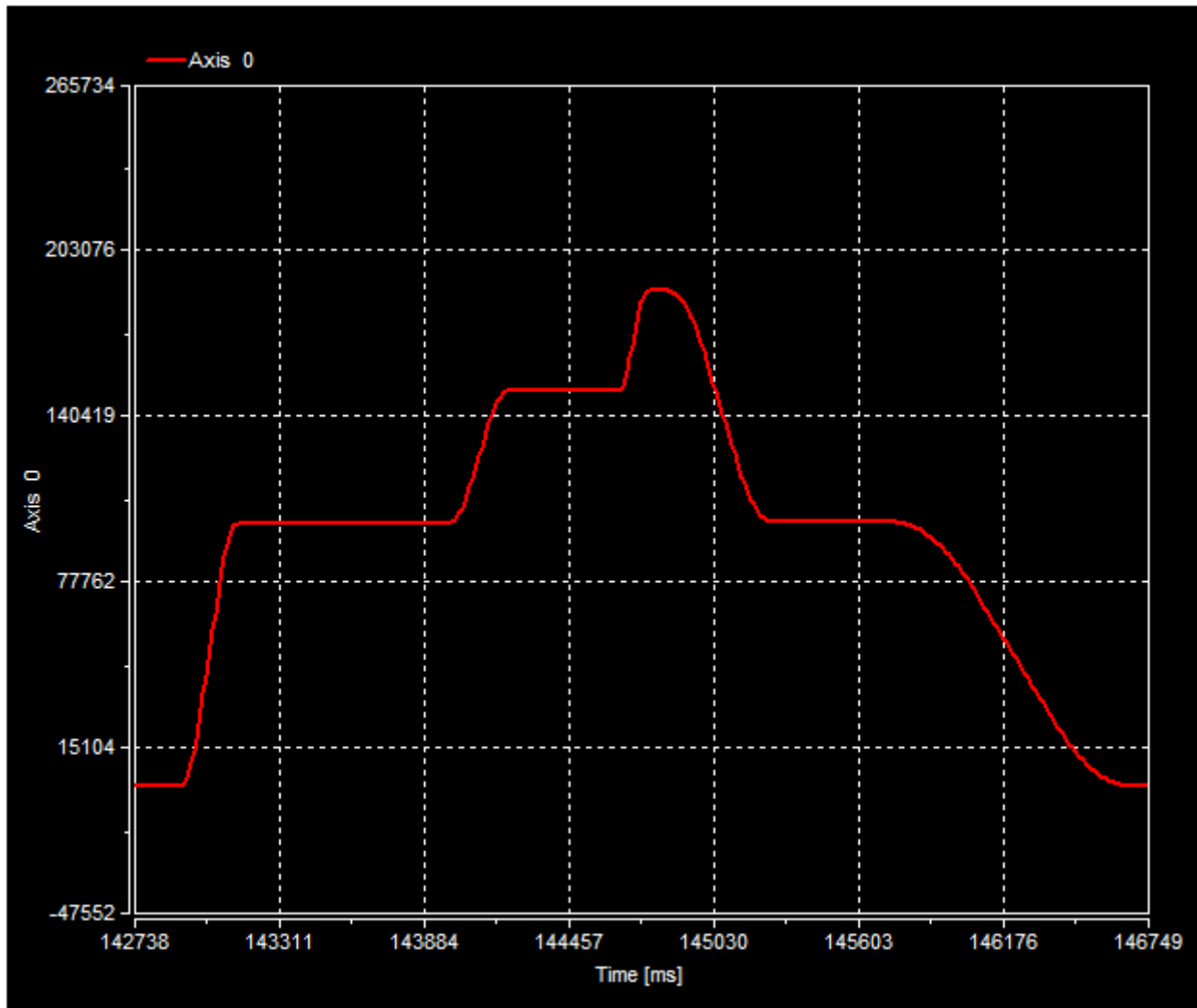


	1
TEST	1
CodeView	5

List Motion (Custom Velocity)

x

가 , .

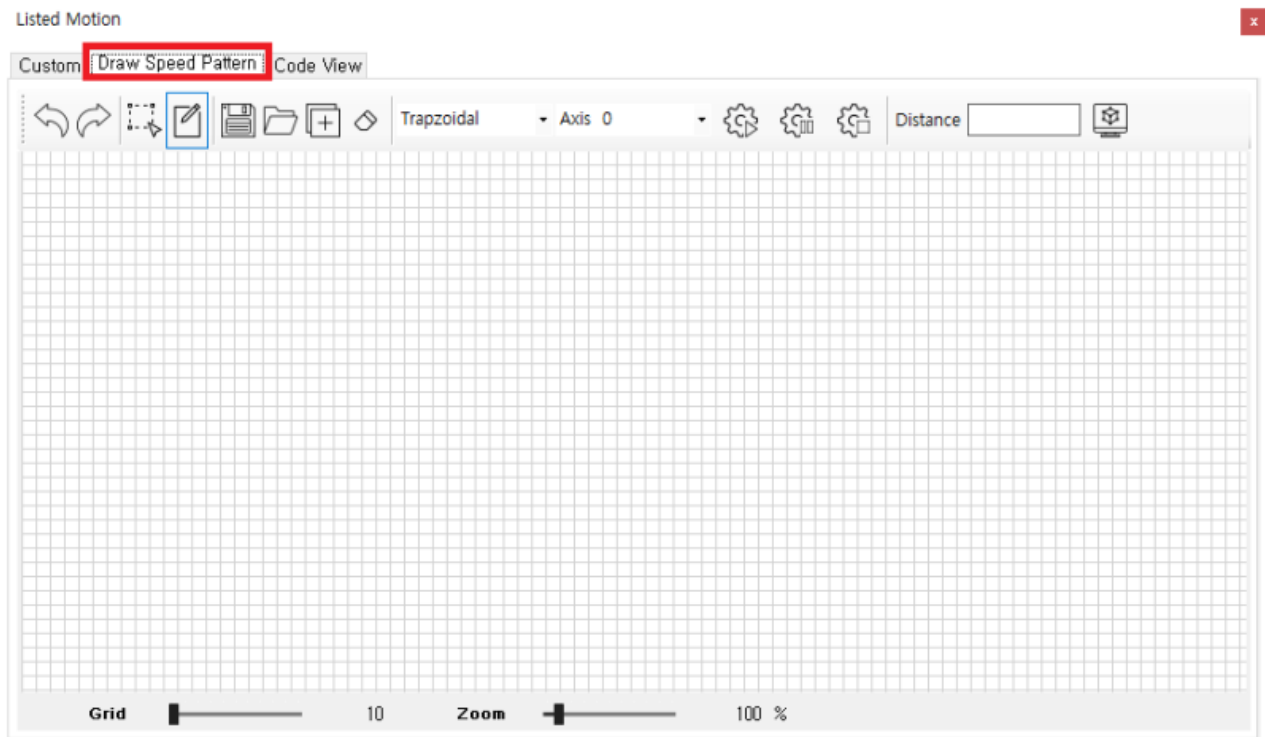


TEST

* 1.5.0.10

IDE

가



- ListMotion **Draw Speed Pattern**



- **Draw** Drawing

-
-

가

0



- (1) 가 가 .
- (2) .



• **Select(1)**

-
-
-

가
Remove(2)



• **Grid(1)**

- () Grid , Drawing 가 가 가 Grid
- Grid Drawing 가 ,
- Grid

• **Zoom(2)**

• **Sync Distance(2)**

- Grid



• 1 : SpeedPatternType

Trapzoidal

• 2 :

• 3 : ListMotion

• 4 : ListMotion

- 5 : ListMotion

<callout type="success">

CodeView

Listed Motion ✖

Custom Draw Speed Pattern **Code View**

```

C++ C#
public Void ListMotionTest()
{
    ec.ecmLmCtl_Begin(0, 0, 1, 0, ref errorCode);
    ec.ecmLmCtl_ClearQue(0, 0, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 0, 170, 170, 262,727272727273, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 0, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 93,5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 170, 170, 170, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 1, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 238, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 170, 110, 170, 0, 255, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 2, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 56, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 110, 110, 110, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 3, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 66, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 110, 240, 240, 624, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 4, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 87,5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 240, 240, 240, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 5, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 216, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 240, 130, 240, 0, 880, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 6, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 55,5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 130, 0, 130, 0, 187,777777777778, ref errorCode);
  }
}

```

- ListMotion **CodeView(2)** Code

*

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