Ring Counter

×   (Ring Counter)   .

- ·   .
- ·   0   , 0   .
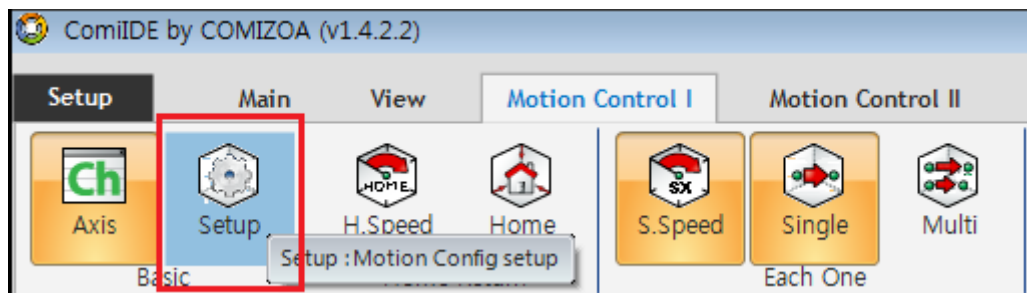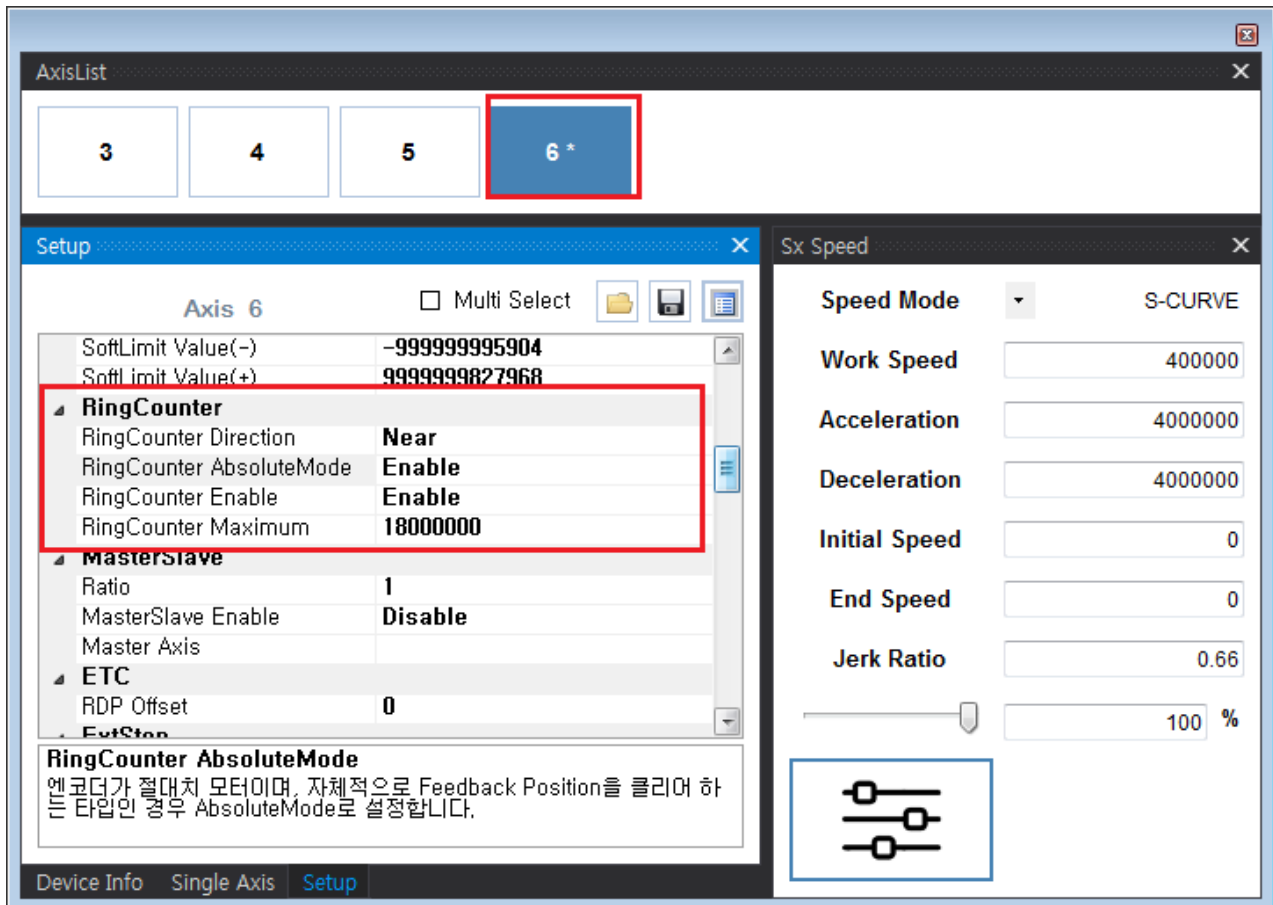 - ○ 360,000   1   RingCounter   360,000
                      360,000   0   .
  - ○   .

IDE

- **Motion Control I**   **Setup**

RingCounter **'RingCounter Enable'** **'Enable'**

- RingCounter Direction : .
    - Negative : (-) .
    - Positive : (+) .
    - Near : .
    - Far : .

- RingCounter AbsoulteMode : Motor Type .
    - Enable : Motor Type Absoulte
    - Disable : Motor Type Incremental

- RingCounter Enable
    - Enable : RingCounter .
    - Disable : RingCounter .
        - Absolute Type , Position Maximum
        .
        - Maximum

- RingCounter Maximum : RingCounter Range .
    - 0 ~ Maximum - 1 .
        - Maximum 10,000 0 ~ 9999 .
    - UnitDistance , 0 ~ (Maximum - 1) / UnitDistance .
        - Maximum 10,000 , UnitDistance 200 , 0 ~ 49.995 .

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

Permanent link:
http://comizoa.com/info/doku.php?id=application:comiide:motion_setup:ringcounter&rev=1720430606

Last update: **2024/07/08 18:23**