

State	1
STM	1
Code	1
C#	1

State

STM

- State Master
- State , State

Code

C#

```
// 1 State Initial
ec.ecNet_SetEnableSTM(net, false, ref errorCode); // State
ec.ecSlv_SetAlState_A(net, slave, 1, ref errorCode); // slave State
Initial
```

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

Permanent link:
http://comizoa.com/info/doku.php?id=platform:ethercat:70_users_guide:10_howto:changeal&rev=1628660680

Last update: **2024/07/08 18:22**