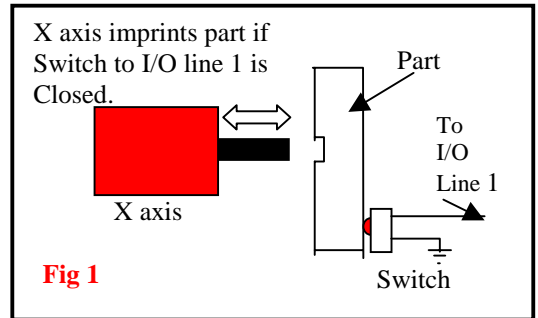


Application Example

➤ Repetitive Motion

The stamping machine in **Figure 1** requires simple **repetitive motion** on one axis. This example assigns acceleration and maximum velocity to the linear actuator attached to the X axis. The machine will stamp a part as long as the switch connected to I/O bit 1 is held low. A "While" loop encapsulates motion commands that advance and retract the stamp.

```
AX          * Address the X axis
AC100000   * Set Acceleration to 100,000 steps/sec/sec
VL25000    * Set Velocity to 25,000 steps/sec
WS1        * While I/O bit 1 is low, perform loop
  MR80000;GO * Move Relative +80,000 steps
  MR-80000;GO * Move Relative -80,000 steps
WD         * Test I/O bit 1, wait here if high
```



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