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State Trace

x Motion, IO

State

State Tracer

.

Intro

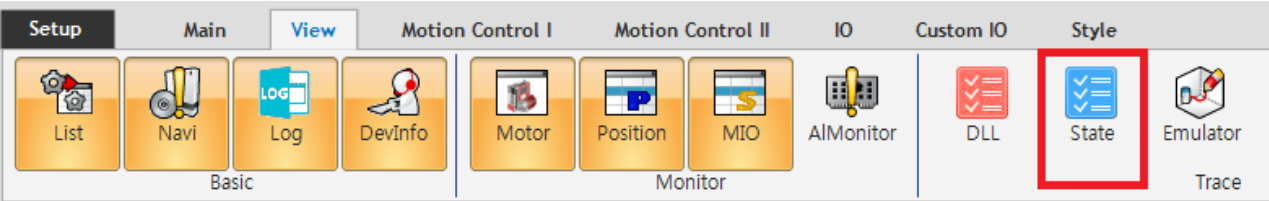
• Position, Speed

state

Di/Do

IO State

• View - State



The screenshot shows a software interface with a top menu bar containing 'Setup', 'Main', 'View', 'Motion Control I', 'Motion Control II', 'IO', 'Custom IO', and 'Style'. The 'View' tab is currently selected. Below the menu bar, there are several functional groups: 'Basic' (List, Navi, Log, DevInfo), 'Monitor' (Motor, Position, MIO), 'AI Monitor', 'Custom IO' (DLL), 'Style' (State), and 'Trace' (Emulator). The 'State' option under the 'Style' tab is highlighted with a red rectangular box.

State Log

Interval

1 (ms)

Category

Channel

Item

Motion

Axis 0

Command_Position

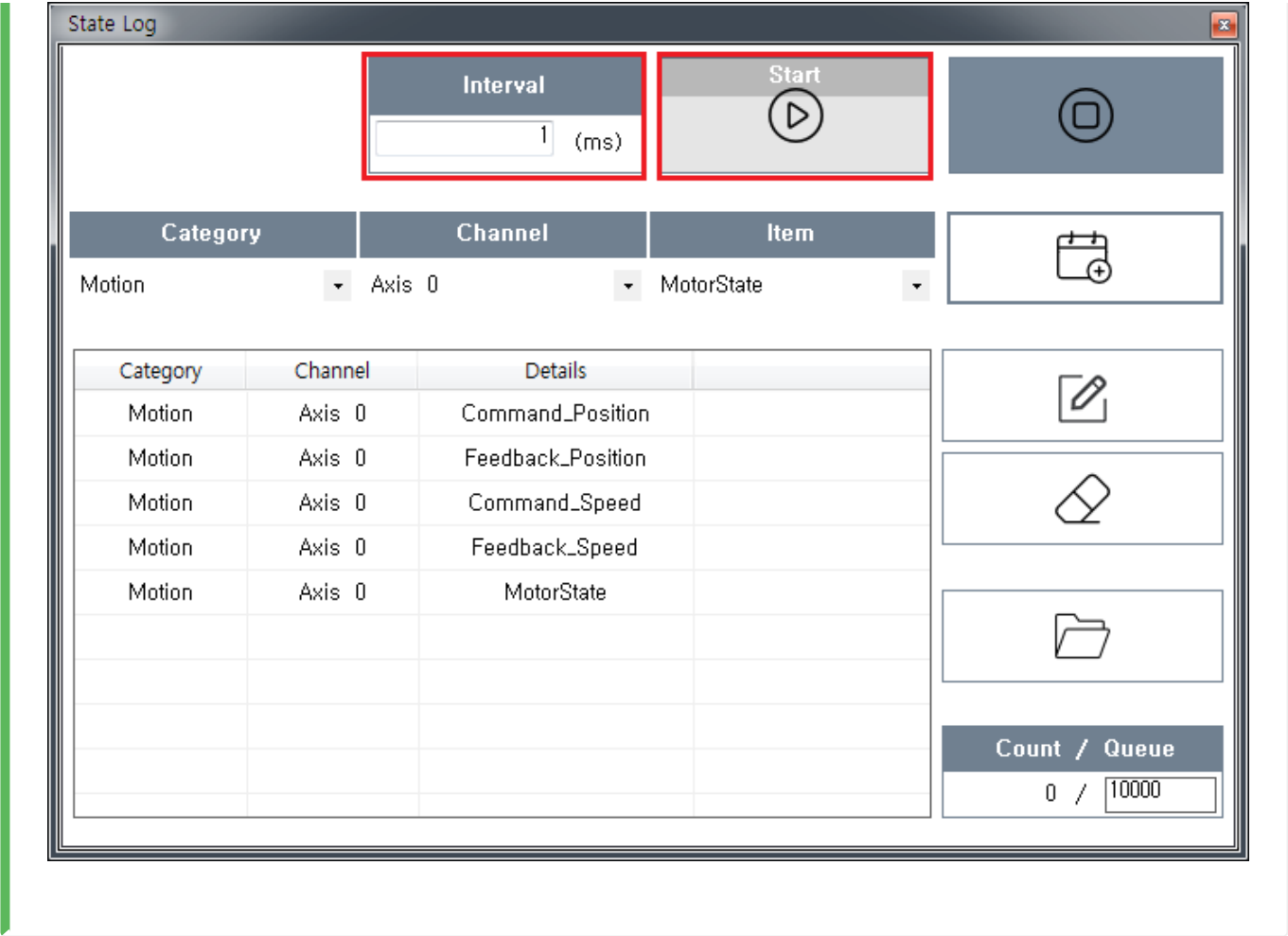
Add

Category	Channel	Details

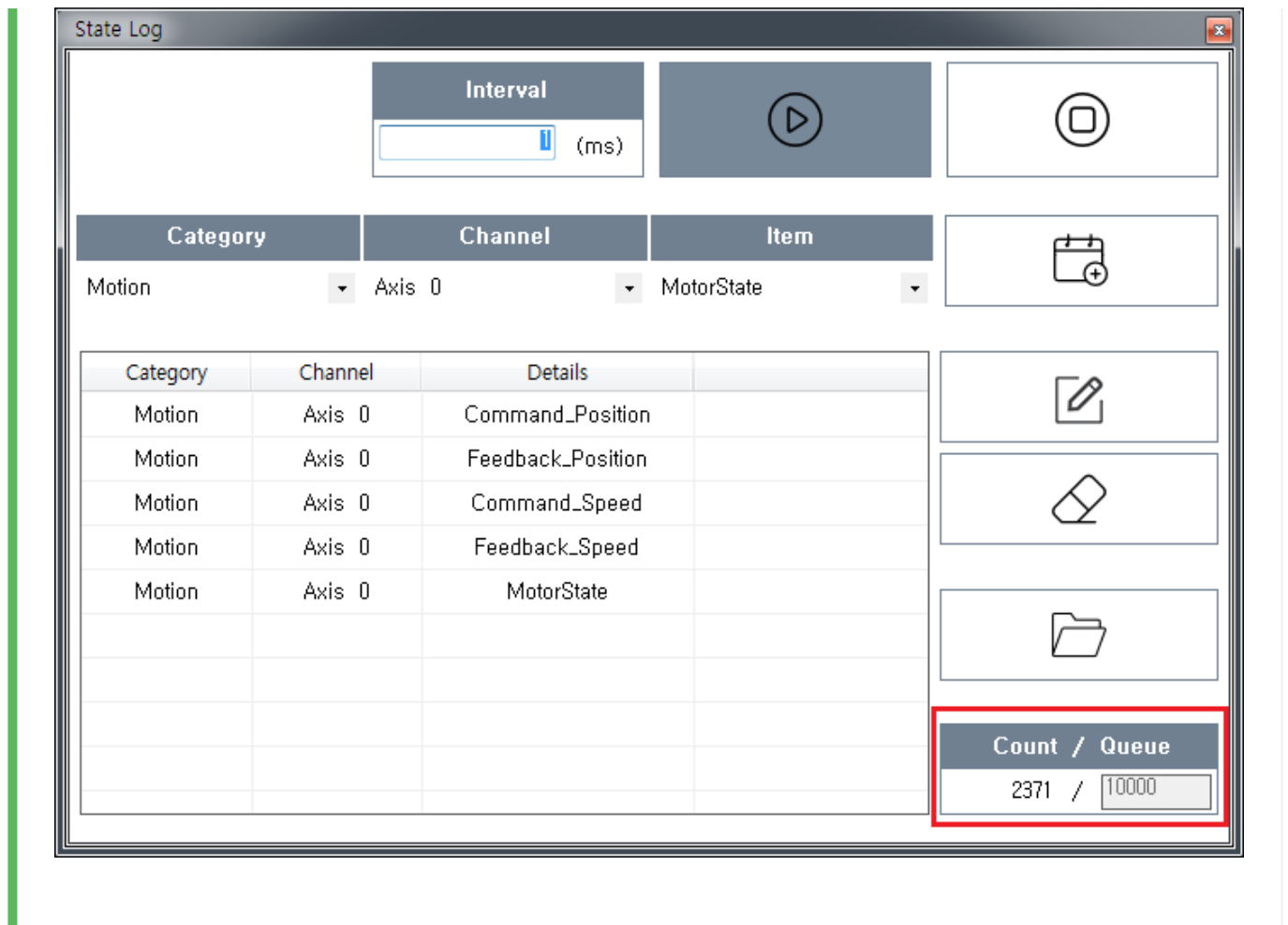
Count / Queue

0 / 10000

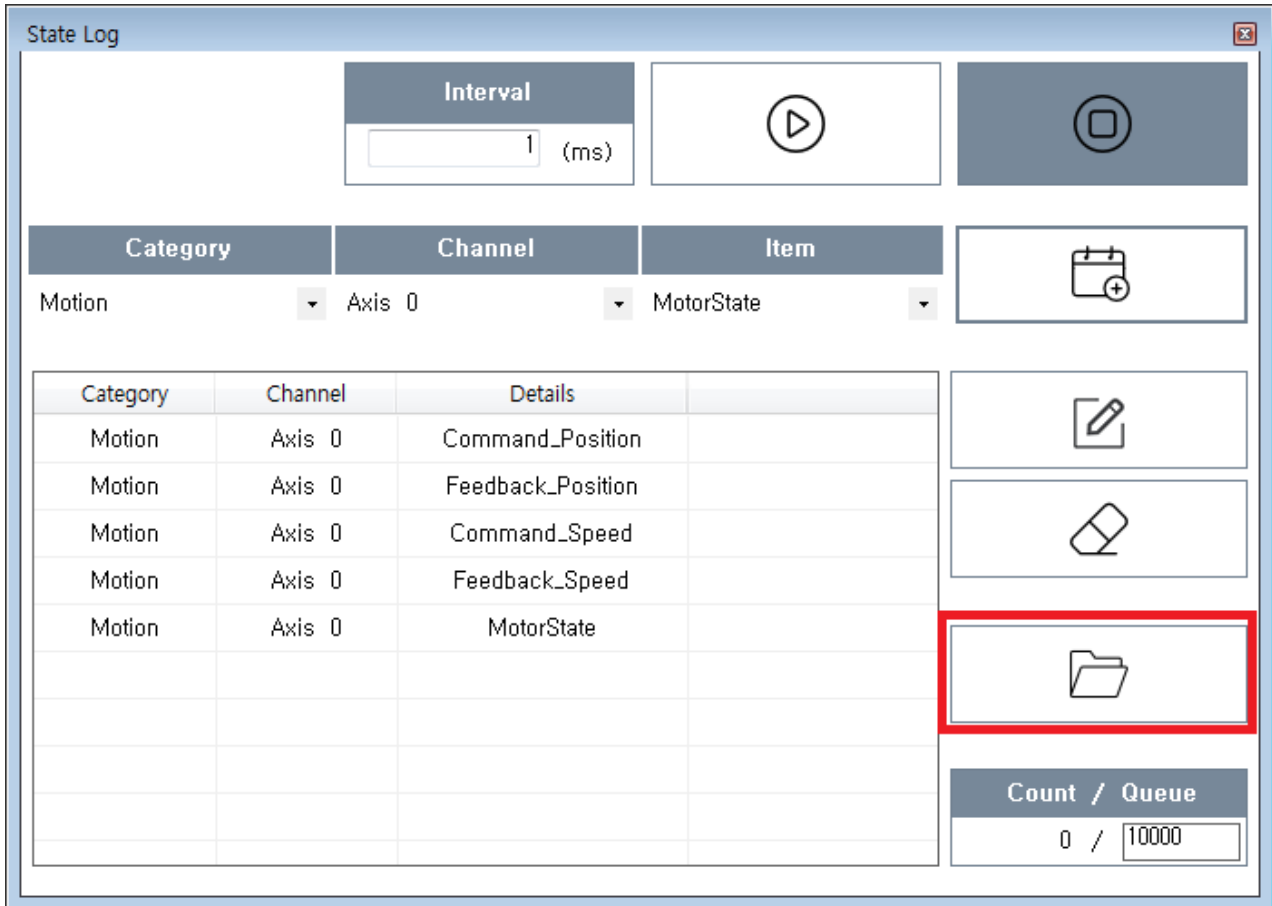
- Category, Channel, Item **Add** Item 가 .



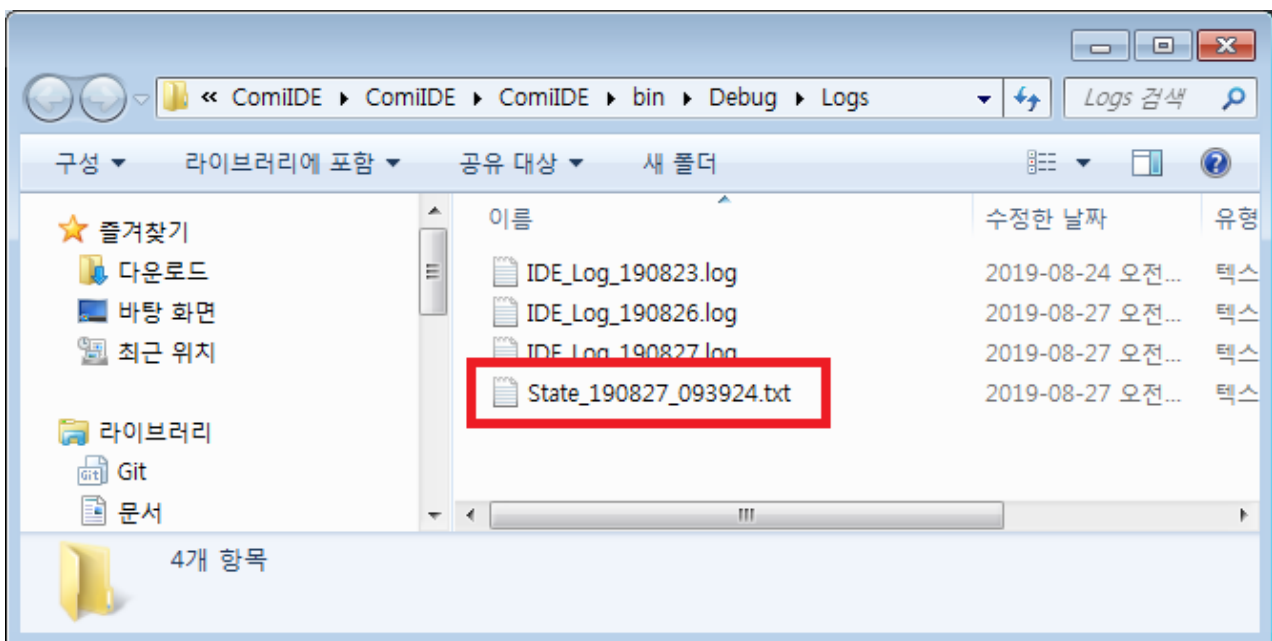
- Item 가 , **Start** Trace
◦ Interval , ms . 1 1ms .
- , log queue , **Stop** Queue Data가
- log Buffer Size가 , Trace (Interval) log



- Trace가 Log, Log Buffer Size, Stop 가 .



- Logging open , log .



- Log File "State_date_time.txt"



Info

- Item Logging , **Shell** **LogMode** .
- , **Shell**
 - Shell Memory double buffering logging .
- Graph Tool **Graph** .

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