

		1
TEST		2
CodeView		5

List Motion (Custom Velocity)

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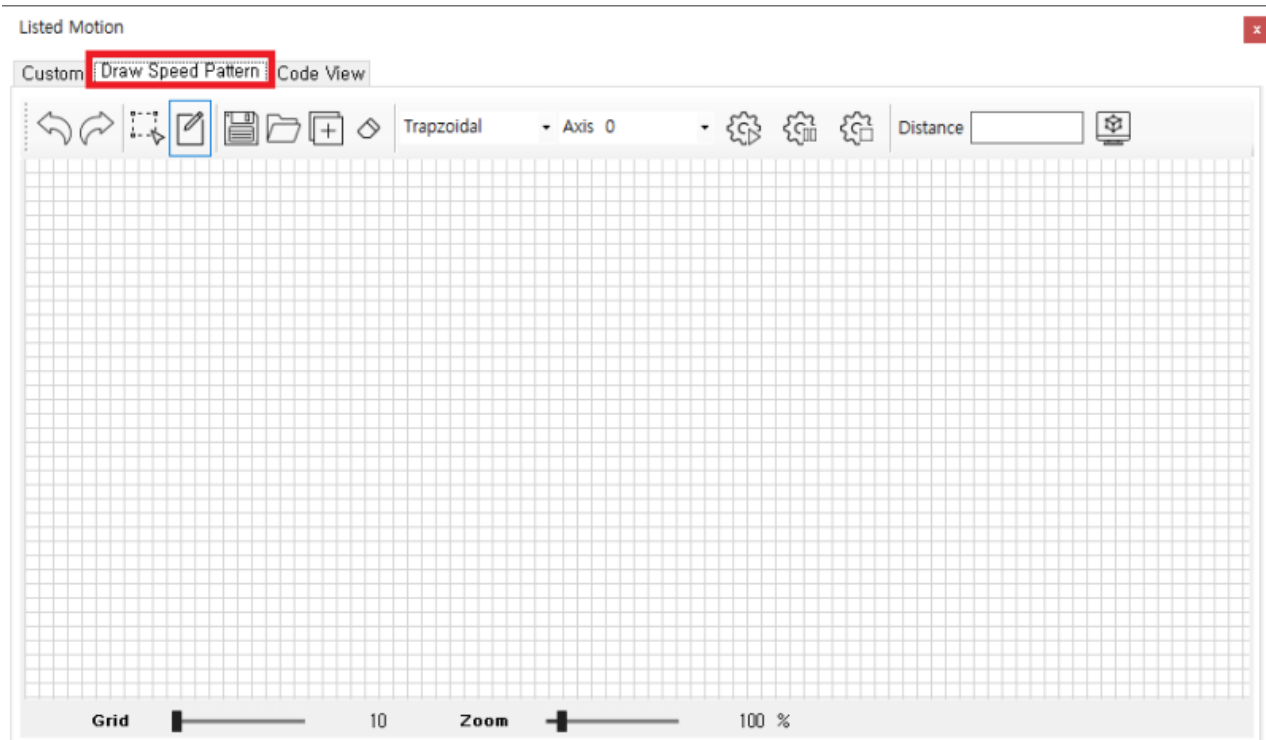


TEST

* 1.5.0.10

IDE

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- ListMotion **Draw Speed Pattern**



• Draw

Drawing

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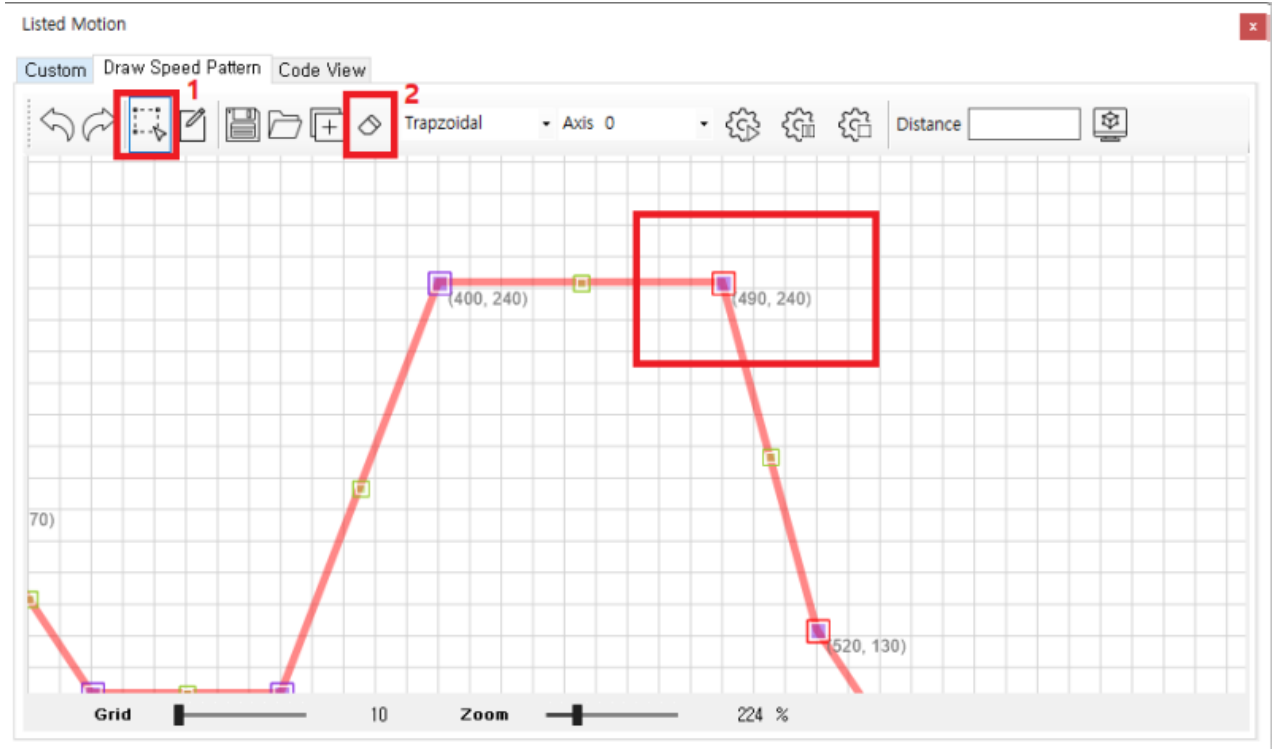
- (1)

가

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- (2)

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• Select(1)

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Remove(2)



- Grid(1)
 - () Grid , Drawing 가 가 가 Grid
 - Grid Drawing 가 ,
 - Grid
- Zoom(2)
- **Sync Distance(2)**
 - Grid



- 1 : SpeedPatternType . Trapezoidal .
- 2 :
- 3 : ListMotion .
- 4 : ListMotion .
- 5 : ListMotion .

CodeView

Listed Motion
✖

Custom Draw Speed Pattern Code View

C++ C#

```

1
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, 7272727273, 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, 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, 7777777777, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 130, 0, 130, 0, 187, 7777777777, ref errorCode);
  
```



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ListMotion

CodeView (2)

Code

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