

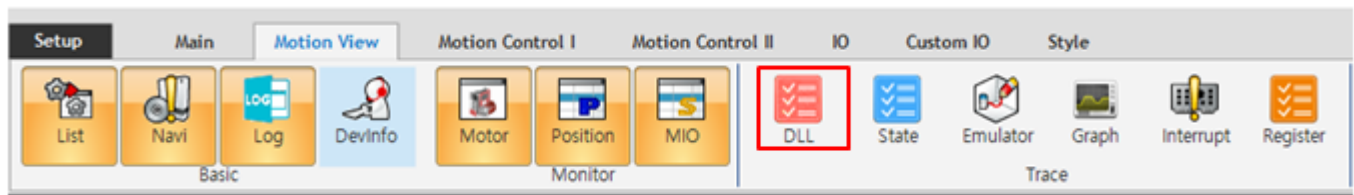
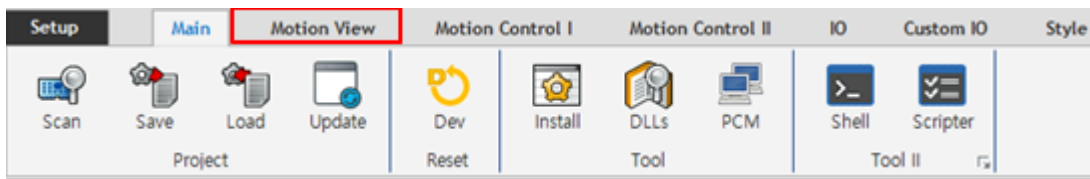


# DLL\_Logger

× DLL\_Logger

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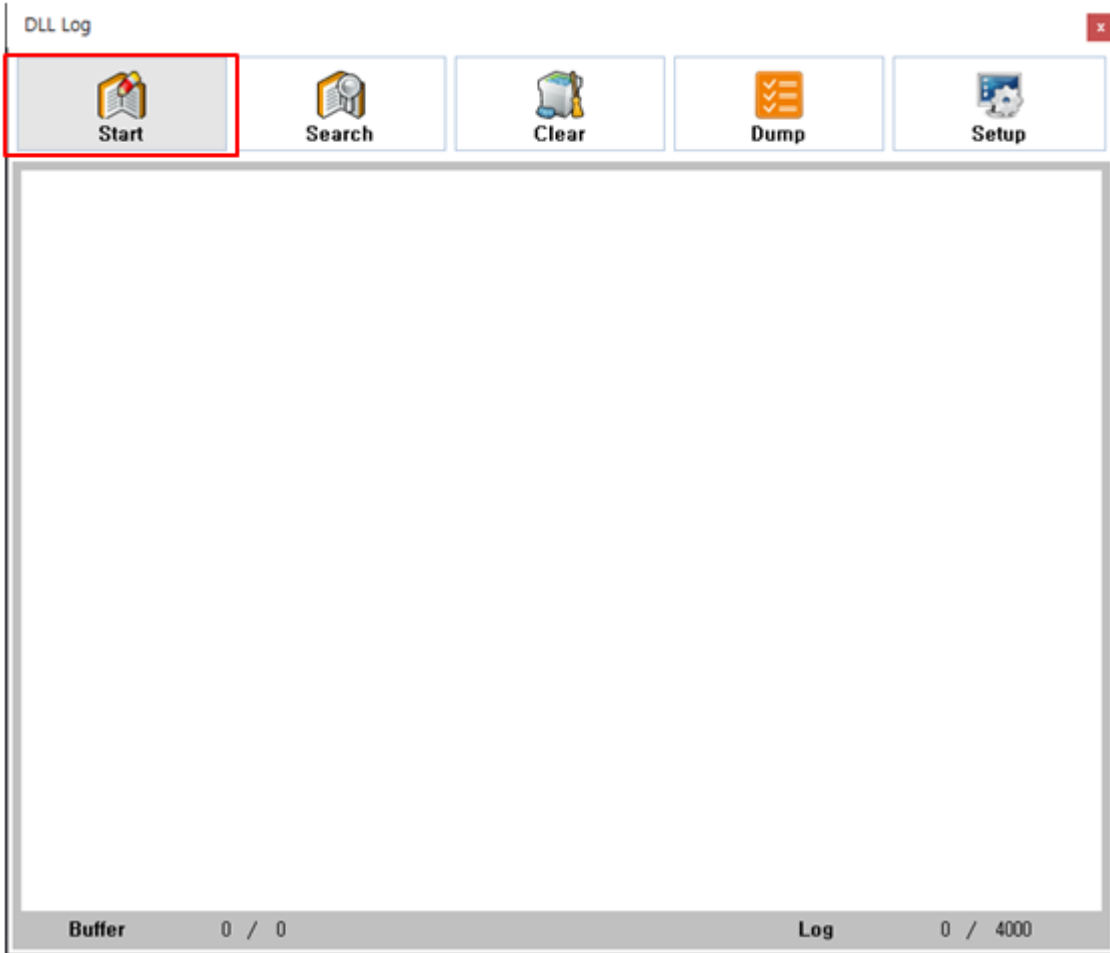
1 Comiide.exe



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Motion view

DLL



- Start DLL\_Logger .
- **Start** Logging .
- Memory **Dump** File Log 가 Viewer file
- LogType LogView , , **Stop** Log 가

The screenshot displays the DLL\_Logger application interface. On the left, a 'DLL Log' window shows a list of system commands and their return values, such as 'cmmSxSetSpeedRatio' and 'cmmSxVMoveStart'. The log entries include timestamps and coordinate data. Below the log is a 'Buffer' indicator showing '0 / 0' and a 'Log' indicator showing '0 / 4000'. Above the log are five buttons: 'Stop', 'Search', 'Clear', 'Dump', and 'Setup'. On the right, the 'SxMotion' control panel is visible, featuring a dropdown for 'Axis' (set to 'Axis0'), 'Position Monitor' fields for 'Command Position' and 'Feedback Position' (both at 0), a 'Reset Position' button, 'Jog Mode Settings' with radio buttons for 'Velocity Move (Jog)', 'Relative Position Move', and 'Absolute Position Move', and 'Speed Settings' with a 'Speed Ratio (%)' slider at 100% and a 'Set Speed Pattern...' button. At the bottom of the SxMotion panel are four buttons: 'Jog (-)', 'Stop', 'Emg Stop', and 'Jog (+)'.

### DLL\_Logger

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