

..... 1

/ , ..... 1

/ ..... 1

RPM ..... 1

..... 2

/ ,

x / ,

- Pulse, Pulse/sec

- Pulse 가 <sup>1)</sup>
- , 가
  1. (Unit Distance)
  2. (Unit Speed)

- A 가 가 10000 Pulse가 가 <sup>2)</sup>
- , 가
- CfgSetUnitDist(<sup>3)</sup> Dist 10000 CfgSetUnitSpeed() Speed 10000 / 가
- SxMove() 3 30000 <sup>4)</sup> ,

**RPM**

- PPR<sup>5)</sup> / 60
  - 360,000 1 , UnitDistance, UnitSpeed 60,000

```
double unit = 60,000; // 360000 / 60
ec.ecmSxCfg_SetUnitDist(netID, axisID, unit, ref errorCode);
ec.ecmSxCfg_SetUnitSpeed(netID, axisID, unit, ref errorCode);
```



• Unit distance

<sup>6)</sup>

가

.

Unit distance 1

가

<sup>1)</sup>

ex - RPM, ,

<sup>2)</sup>

<sup>3)</sup>

SW

<sup>4)</sup>

3 \* ( 가 ) 10000

<sup>5)</sup>

1

<sup>6)</sup>

From:

<http://comizoa.co.kr/info/> - -

Permanent link:

[http://comizoa.co.kr/info/faq:motion:common:13\\_unit\\_speed\\_unit\\_distance?rev=1657529915](http://comizoa.co.kr/info/faq:motion:common:13_unit_speed_unit_distance?rev=1657529915)

Last update: **2022/07/11 17:58**