

The SimplexMotion100A is an integrated motor drive unit.

It incorporates a brushless DC motor and control electronics within the same enclosure.

This makes for a simple to use and cost optimized solution to motion control applications.

Description:

The motor is of outer rotor design to optimize high torque and efficiency, thus eliminating the gearbox in many applications. The dynamic capabilities are substantially higher than continuous operation, which makes this product especially suitable for dynamic loads with high acceleration rates.

The control electronics is based on a digital signal processor to enable precise closed loop control of motor position and speed. The PID regulator also applies feed forward control to optimize performance. Ramping of position moves are supported with specified maximum speed, acceleration and deceleration. Output torque is limited to a configurable value.

Target control values can be obtained from several different interfaces; USB interface, RS485 serial bus using the Modbus RTU protocol, quadrature encoder, step/dir interface (for step motor emulation) or analog input.

There are also a number of digital and analog inputs available to connect external sensors and actuators.

The interface for control and configuration relies on the full speed USB interface or the Modbus RTU protocol with serial RS485 or RS232 physical connection. The RS485 support allows for a robust means of connecting several units to the same interface bus.

Setup and configuration is further simplified with a PC software that enables readout and setting of all configuration data, as well as easy testing of drive functions. Together with a built-in signal recorder it is possible to investigate dynamic behavior closely.

Integration of motor and electronics into the same enclosure minimizes issues with electromagnetic interference and cabling, and also simplifies configuration and initial setup. In a minimal setup for external control only 2 wires of power and 3 wires of serial communication have to be routed to the motor.



- Continuous output of 100W and 0.32Nm torque at 3000rpm
- Brushless outer rotor motor with high torque, up to 2.0Nm
- Integrated drive electronics with 4096 positions/revolution position sensor
- PID regulator for control of torque, speed or position.
- Ramp controlled moves in position with set speed and acceleration
- Protection features for current, torque, voltage and temperature
- USB interface
- Serial RS485 (or RS232) interface with Modbus RTU protocol.
- Quadrature encoder input
- Interface signals for step motor emulation (step/direction)
- Up to 8 digital inputs and 4 analog inputs
- 4 digital outputs capable of 30V/1A, with pulse, PWM or RC servo pulse output.
- PC based software for setup and testing
- API libraries for custom software control (Windows .NET, Labview, Linux)
- Low cost

1 Table of contents

1	Table of contents	2
2	Technical data.....	3
2.1	Motor output power	4
2.2	Electrical connections.....	4
2.3	Physical dimensions	5
3	Communication	5
3.1	USB communication.....	5
3.2	Modbus communication	6
3.3	Register map.....	7
4	Device operation.....	12
4.1	Operating modes.....	12
4.2	Motor data	13
4.3	PID controller	13
4.3.1	Feed forward	14
4.3.2	Target value	15
4.4	Ramping control	16
4.5	Homing	16
4.6	Events	17
4.6.1	Event trigger	18
4.6.2	Event execution.....	19
4.7	Recorder	20
4.8	External inputs and outputs	21
4.8.1	Inputs	21
4.8.2	Outputs.....	22
4.8.3	Encoder	23
4.9	Indicator LED	24
5	Protection and error handling	24
5.1	List of error codes.....	26
6	Power supply considerations and EMC	27

2 Technical data

The following table specifies important characteristics and limits for the SimplexMotion 100A product.

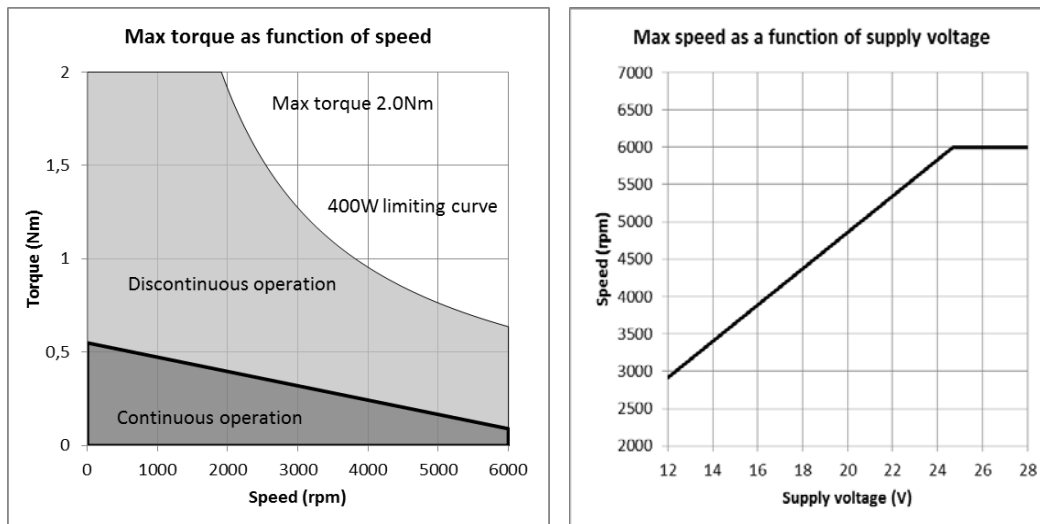
Motor specifications		
Torque	Nominal at 3000 rpm	0.32 Nm (45 oz-in)
	Continuous stall	0.55 Nm (78 oz-in)
	Peak	2.0 Nm (280 oz-in)
Speed	Nominal	3000 rpm
	Peak	6000 rpm
Power	Continuous	100 W
	Peak	400 W
Efficiency	Up to	80%
Rotor inertia		$78 \cdot 10^{-6} \text{ kgm}^2$
Electrical specifications		
Supply voltage	Min	12 V (absolute minimum 10V)
	Typical	24 V
	Max	28 V (absolute maximum 30V)
Supply Current	Idle	0.1 A
	Continuous	5 A
	Peak	25 A
Controller specifications		
Encoder	Counts per revolution	4096
	Resolution	0.09°
	Precision	+/- 0.5°
Switching frequency		32 kHz
Motor commutation	Method	space vector modulation with field orientation control
	Rate	16 kHz
PID controller	Sample rate	2 kHz
	Control	Torque, Position, Speed
Ramping control	Speed	speed limit + controlled acceleration/deceleration
	Position	controlled speed + acceleration/deceleration
Protection		overcurrent, torque, voltage, temperature, locked shaft
Status indicator		green + red light, blink pattern provides status
Interfaces	USB	Full speed 12Mbit/s
	RS485/RS232 TTL	max 115kBit/s, Modbus RTU protocol
	Step motor interface	direction/step inputs, 5V logic inputs, max 2.2MHz.
	Quadrature encoder	5V logic inputs, max 2.2MHz
	Analog control	voltage 0...+5V
Digital Inputs, IN1-4	Maximum voltage	-0.5...+30V
	Low/high threshold	Configurable 0...+5V
	Pull up/down resistor	10kOhm to +3.3V or GND, or disabled
Digital inputs, IN5-8	Maximum voltage	-0.5...+8.0V
	Low/high threshold	Low < 0.7V, high > 2.4V
	Pull up resistor	none
Analog inputs, IN1-4	Maximum voltage	-0.5...+30V
	Input range	0...+5V
	Resolution	16bits
	Accuracy	10bits
	Input impedance	300kOhm with pullup/down disabled
Digital outputs, OUT1-4	Control	Logic, single pulse, PWM, RC servo control
	Output circuit	Open collector, transistor.
	Maximum voltage	-0.5...+30V
	Maximum current	1A
	Pull up/down resistor	10kOhm to +3.3V or GND, or disabled
Mechanical specifications		
Dimensions	Body (L x W x H)	74 x 64 x 72 mm
	Shaft	D8 x 17 mm
Mounting		M4x6mm screws in front, square nut slots in bottom
Weight		650 g (23.0 oz)
Shaft loading	Radial load	200 N
	Axial load	100 N
Ambient specifications		
Protection class		IP40
Temperature	Operating	0...+40°C
	Derating of output power	1.7 W/°C above 40°C
	Thermal time constant	450 seconds
	Storage	-40...+85 °C

2.1 Motor output power

The device handles up to 100W continuous mechanical output power in normal conditions (mounted with free flowing air around the unit, ambient temperature below 40°C). But it is possible to extract several times more power during short intervals. These higher power ratings are limited by:

- Total power limited to 400W (4 times nominal continuous operating limits)
- The maximum provided torque from the motor (2.0Nm)
- The maximum rotational speed, dependent on supply voltage.

The diagram below shows the operating region of the unit.



It is possible to extract higher continuous output power levels if the cooling is optimized, for example by fixing the unit to a large metallic structure that can conduct heat away from the unit.

2.2 Electrical connections

There are two electrical connections to the device:

- USB connector, type B mini
- 12 polarity pluggable terminal with screw terminal block

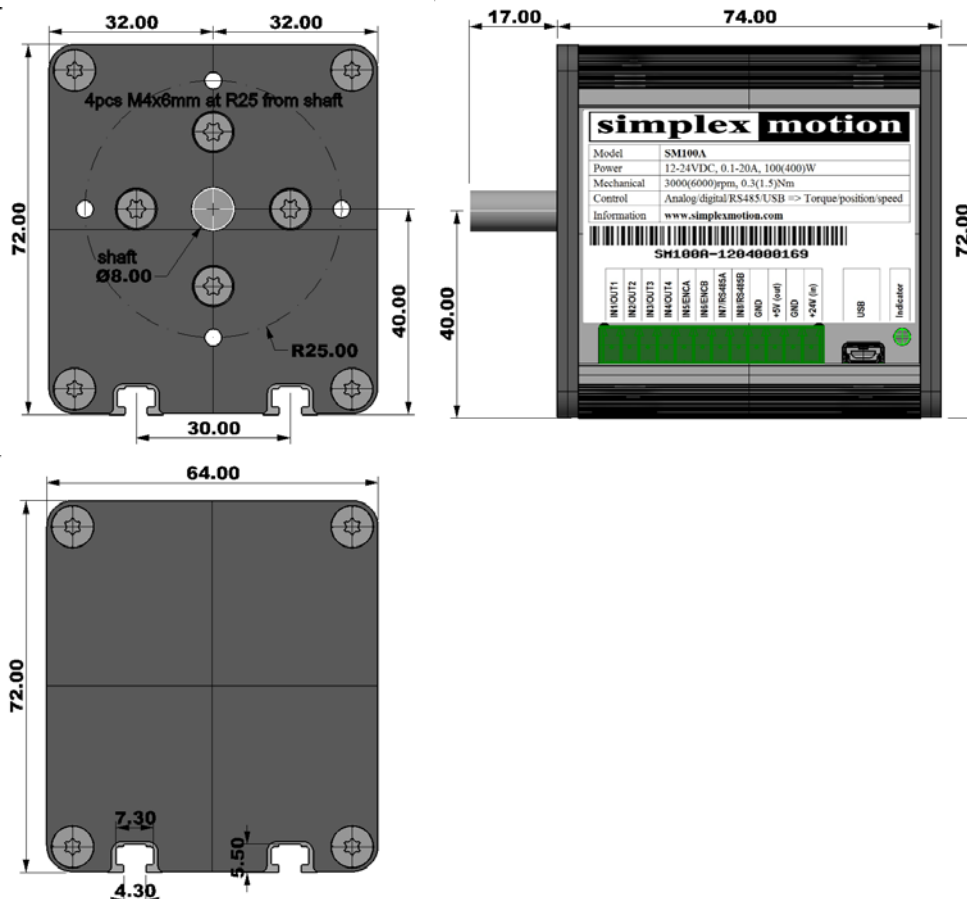
The pluggable screw terminal block is from On ShoreTechnology Inc, part number OSTTJ1211530 (Available as ED10560-ND from www.digikey.com). These accept wire sizes AWG16-26 (0.13-1.3mm²).

Pin	Name	Description
1	IN1/OUT1	Digital/Analog input and/or output (open collector type, max 30V/1A)
2	IN2/OUT2	Digital/Analog input and/or output (open collector type, max 30V/1A)
3	IN3/OUT3	Digital/Analog input and/or output (open collector type, max 30V/1A)
4	IN4/OUT4	Digital/Analog input and/or output (open collector type, max 30V/1A)
5	IN5/ENCA	Digital input or Encoder input (0...+5V)
6	IN6/ENCB	Digital input or Encoder input (0...+5V)
7	IN7/RS485A	Digital input or RS485 Modbus communication (0...+5V). RX for RS232 usage.
8	IN8/RS485B	Digital input or RS485 Modbus communication (0...+5V). TX for RS232 usage.
9	GND	Ground reference for all input/outputs
10	+5V	+5V supply voltage output, max 100mA. (Not intended as voltage input).
11	GND	Power supply ground
12	+24V	Power supply input +24V

2.3 Physical dimensions

The enclosure is made of black anodized aluminum. Mounting should be done to facilitate free air moving around the unit to allow sufficient cooling. Thermal properties can also be enhanced by mounting the unit onto a large metallic structure that can conduct heat away from the drive. Specified technical data has been verified with minimal heat conduction and free air flowing around the drive. With efficient conduction of heat from the drive it is possible to extract higher output power ratings.

Make sure to use the thermal protection feature to not damage the drive when running close to its limits.



Positive rotational direction is clockwise rotation when looking at the motor front plate (as shown above in the top left picture).

Mounting of the unit can be done in two ways:

1. Mounting by M4 screws in the front. There are 4pcs of M4 threaded holes of depth 6mm for this purpose.
2. Mounting by slots in the bottom of the unit. These slots accommodate M4 nuts (preferable square nuts) in two slots that run along the unit length at a separation distance of 30mm (+/-15mm from the unit centerline).

3 Communication

The following part describes means of communication to the unit.

3.1 USB communication

The hardware has a USB interface using the USB type B mini connector. The interface has full speed (12Mbit/s) and utilized the USB HID protocol (this does not require a custom driver when connecting the device to a PC computer since the operating system provides default support for HID devices).

The device is partly powered by the USB connection; It is possible to communicate with the device and perform configuration without additional power supply. But to start the motor the external power supply of 24VDC is necessary. If several SimplexMotion devices are connected to the same PC computer, via a USB hub for example, they are separated with unique addresses. This address is the same used for RS485 Modbus communication, and is set in register <Address>.

Please note that the USB interface is not very robust for use in harsh environments and high levels of electrical noise. It is very important that the USB bus and the 24VDC motor power supply share the same ground potential, as the USB interface is not isolated. The USB cable length is limited to 5 meters. For applications that require long cables and harsh environments the Modbus interface is recommended.

The SimplexMotionTool PC software supports use of the USB interface for configuration and testing of the device.

3.2 Modbus communication

The RS485 Modbus RTU interface is a half duplex master-slave protocol. Up to 32 devices can be connected on the same RS485 lines so that one single master can control up to 31 drive devices. Each device has a unique address 1...126. The default setting is address 1, but it is easily changed by writing to register <Address>.

Modbus ASCII mode is not supported at the moment, as it is less efficient.

Baud-rate and parity settings are available through the <ModbusControl> register. The Modbus communication is completely reset when this register is written. Default settings are 57600 baud and even parity.

All registers accessed through the Modbus protocol have 16 bits, but can be both unsigned and signed. Those registers that have 32 bits datatypes need dual reads or writes to be accessed. The most significant 16 bits are at the even register address, while the least significant 16 bits are at the odd address.

The following Modbus function codes are supported:

Value	Description
03	Read holding registers
06	Write single register
08	Diagnostics
16	Write multiple registers

For further information on the Modbus standard please consult www.modbus.org

When using a PC computer for control, there are a number of low cost USB-RS485 converters available on the market.

To allow further flexibility the interface also supports RS232 communication as it is quite common. But the signaling voltages are limited to 0/3.3V and do not support the RS232 standard +/-3..12V signaling. This is sometimes called RS232 TTL. However in most cases it is possible to connect to standard RS232 ports using a series resistor of 1kOhm between the master system TX line and the motor unit RX connection. When using RS232 the connections are according to:

Pin	Name	RS232 usage
7	IN7/RS485A	RX (receive). Connect to master system TX (transmit) signal. Use a 1kOhm series resistor if standard RS232 signal levels are used.
8	IN8/RS485B	TX. (transmit). Connect to master system RX (receive) signal.

The configuration is done using bits 8..11 in <ModbusControl> according to:

Value	Description
0	Modbus interface disabled. Connections used for digital inputs.
1	RS485 standard (default)
2	RS485 inverted. This is the same as swapping A/B connections.
3	RS232 standard. Signal level is low when idle (0VDC).
4	RS232 inverted. Signal level is high when idle (3.3VDC).

Some additional notes:

- The RS485 bus signals are denoted A and B. Unfortunately there are systems using either A or B as the positive signal, and in some cases it can be necessary to swap A and B. This product expects A to be the positive signal and B to be the negative. Swapping A and B can be used by setting interface type to RS485inverted in the <ModbusControl> register.
- Using the Modbus protocol on some systems shows register numbering with an offset of 1.
- The RS485/RS232 interface is not isolated, so the ground potential must be the same as used for the 24VDC supply.

The SimplexMotionTool PC software supports use of the Modbus interface for configuration and testing of the device.

3.3 Register map

The unit is entirely controlled by its registers that can be read and written using the USB interface or the Modbus RTU protocol.

There are 3 copies of the entire register map:

Register memory	Description
Standard (RAM memory)	At startup the contents in the 'Store' register memory is loaded into the 'Standard' register map in RAM memory. During operation it is always the Standard memory map that is used. It is read and written using the communication facilities. But this memory loses all its contents if the power supply is removed. By use of the 'Store' mode setting it is possible to write this register map to the 'Store' register memory. This way the unit will wake up after next power on with these register contents.
Store (non volatile FLASH memory)	This memory holds the register contents to use at power on startup. It can be written from the 'Standard' register memory by mode 'Store', and it can be written to the 'Standard' memory by the mode 'Reload'.
Factory (non volatile FLASH memory)	This memory holds the factory default register settings. It can't be written by other means than upgrading the firmware. The register settings in this memory can be written to 'Standard' and 'Store' memory by using the 'Factory' mode.

Following is a complete register map with all possible settings.

Nr	Type	Name	Description	Range:								
1	uns16	VerParameters	Version number for the parameter structure stored internally. The most significant byte is major revision and the lower is minor.	0..65535								
2	uns16	VerFirmware	Version number of the software in the unit. The most significant byte is major revision and the lower is minor.	0..65535								
3	uns16	VerHardware	Version number of the unit hardware. The most significant byte is major revision and the lower is minor.	0..65535								
10-19	string	ModelName	Model name stored as a string. 20 character string stored in 10pcs 16 bit registers.									
20-29	string	SerialNumber	The unique serial number of this unit stored as a string. 20 character string stored in 10pcs 16 bit registers.									
30-39	string	UserString1	A user defined string. 20 character string stored in 10pcs 16 bit registers.									
40-49	string	UserString2	A user defined string. 20 character string stored in 10pcs 16 bit registers.									
50	uns16	Address	Unit address used for communication. This address selects correct unit when there are several units connected to the same host computer (via USB hub or several units on the same Modbus data bus). When this value is changed it does not take effect until a reset operation has been performed (setting <Mode> register to 1).	1..126								
51	uns16	Identification	Used for secure identification of SimplexMotion units	0..65535								
52	uns16	ModbusControl	Sets bauderate and parity settings of the Modbus RTU interface. The interface is directly reinitialized with the new settings when this register is written. <div><table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Baude rate setting: 0 = 4800 1 = 9600 (Modbus default) 2 = 19200 (Modbus required support) 3 = 38400 4 = 57600 (SimplexMotion default) 5 = 115200</td></tr><tr><td>4..5</td><td>Parity settings 0 = Even parity bit (Modbus standard, Default) 1 = Odd parity bit 2 = No parity bit</td></tr><tr><td>8..11</td><td>Interface type 0 = Interface disabled 1 = RS485 standard (default) 2 = RS485 inverted 3 = RS232 standard (idle = low) 4 = RS232 inverted (idle = high)</td></tr></table></div>	Bits	Description	0..3	Baude rate setting: 0 = 4800 1 = 9600 (Modbus default) 2 = 19200 (Modbus required support) 3 = 38400 4 = 57600 (SimplexMotion default) 5 = 115200	4..5	Parity settings 0 = Even parity bit (Modbus standard, Default) 1 = Odd parity bit 2 = No parity bit	8..11	Interface type 0 = Interface disabled 1 = RS485 standard (default) 2 = RS485 inverted 3 = RS232 standard (idle = low) 4 = RS232 inverted (idle = high)	0..65535
Bits	Description											
0..3	Baude rate setting: 0 = 4800 1 = 9600 (Modbus default) 2 = 19200 (Modbus required support) 3 = 38400 4 = 57600 (SimplexMotion default) 5 = 115200											
4..5	Parity settings 0 = Even parity bit (Modbus standard, Default) 1 = Odd parity bit 2 = No parity bit											
8..11	Interface type 0 = Interface disabled 1 = RS485 standard (default) 2 = RS485 inverted 3 = RS232 standard (idle = low) 4 = RS232 inverted (idle = high)											
100	uns16	Supply	Measured supply voltage. Unit is 0.01V.	0..3000								
101	uns16	TempElectronics	Measured temperature of the electronics. Unit is 0.01°C	0..12500								
102	uns16	TempMotor	Estimated temperature of the motor winding. Unit is 0.01°C	0..12500								
120	uns16	SpreadSpectrum	Control of the spread spectrum feature, used to minimize conducted	0..3								

			switching noise on the power supply lines. This is accomplished by continuously varying the switching frequency.																													
			<table><tr><th>Value</th><th>Description</th></tr><tr><td>0</td><td>Turned off</td></tr><tr><td>1</td><td>Frequency variation +/-1.25%</td></tr><tr><td>2</td><td>Frequency variation +/-2.5%</td></tr><tr><td>3</td><td>Frequency variation +/-5%</td></tr><tr><td>4</td><td>Frequency variation +/-10%, Default setting</td></tr><tr><td>5</td><td>Frequency variation +/-20%</td></tr></table>	Value	Description	0	Turned off	1	Frequency variation +/-1.25%	2	Frequency variation +/-2.5%	3	Frequency variation +/-5%	4	Frequency variation +/-10%, Default setting	5	Frequency variation +/-20%															
Value	Description																															
0	Turned off																															
1	Frequency variation +/-1.25%																															
2	Frequency variation +/-2.5%																															
3	Frequency variation +/-5%																															
4	Frequency variation +/-10%, Default setting																															
5	Frequency variation +/-20%																															
121	uns16	SpeedFilter	Control of motor speed measurement filter. 0 = no filtering. 4 = normal filtering. Increasing value is equal to more filtering.	0..15																												
140	uns16	InputPolarity	The 8 lower bits control input polarity on the inputs IN1-IN7. When set to 0 the corresponding input is active high, while it is active low if set to 1.	0..255																												
141	uns16	InputThreshold	Threshold level for low/high for the inputs IN5-8. The 16bit value represents the range 0..+5V. A typical setting at 1.0V is the value 13107.	0..65535																												
145	uns16	Input	8 bits hold states for digital inputs IN1..7, IN1 in least significant bit. 1 = active input.	0..255																												
150-153	uns16	OutputControl[4]	This register controls the mode of a digital output, allowing simple, pulse, PWM or RC servo pulse output. See section 4.8.2.	0..65535																												
160-163	uns16	Output[4]	The 4 output values. These are interpreted differently depending on the output modes set in the respective OutputControl register.	0..65535																												
170-173	uns16	Analog[4]	Values from analog inputs AIN1..4. The values are full 16 bits that represent 0..+5V inputs. <table><tr><th>Nr</th><th>Description</th></tr><tr><td>170</td><td>AIN1</td></tr><tr><td>171</td><td>AIN2</td></tr><tr><td>172</td><td>AIN3</td></tr><tr><td>173</td><td>AIN4</td></tr></table>	Nr	Description	170	AIN1	171	AIN2	172	AIN3	173	AIN4	0..65535																		
Nr	Description																															
170	AIN1																															
171	AIN2																															
172	AIN3																															
173	AIN4																															
180	uns16	EncoderControl	Controls function of quadrature encoder inputs. <table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Encoder mode 0 = disabled 1 = quadrature encoder 2 = step/direction interface</td></tr><tr><td>4..7</td><td>Encoder filter Sets encoder signal filtering 0..7. Default is 4.</td></tr><tr><td>8</td><td>Invert direction if set to 1</td></tr><tr><td>9</td><td>Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).</td></tr></table> Encoder filter values: <table><tr><th>Value</th><th>Max pulse frequency</th></tr><tr><td>0</td><td>10 MHz</td></tr><tr><td>1</td><td>5 MHz</td></tr><tr><td>2</td><td>2.5 MHz</td></tr><tr><td>3</td><td>1.25 MHz</td></tr><tr><td>4</td><td>625 kHz</td></tr><tr><td>5</td><td>312 kHz</td></tr><tr><td>6</td><td>156 kHz</td></tr><tr><td>7</td><td>78 kHz</td></tr></table>	Bits	Description	0..3	Encoder mode 0 = disabled 1 = quadrature encoder 2 = step/direction interface	4..7	Encoder filter Sets encoder signal filtering 0..7. Default is 4.	8	Invert direction if set to 1	9	Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).	Value	Max pulse frequency	0	10 MHz	1	5 MHz	2	2.5 MHz	3	1.25 MHz	4	625 kHz	5	312 kHz	6	156 kHz	7	78 kHz	0..65535
Bits	Description																															
0..3	Encoder mode 0 = disabled 1 = quadrature encoder 2 = step/direction interface																															
4..7	Encoder filter Sets encoder signal filtering 0..7. Default is 4.																															
8	Invert direction if set to 1																															
9	Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).																															
Value	Max pulse frequency																															
0	10 MHz																															
1	5 MHz																															
2	2.5 MHz																															
3	1.25 MHz																															
4	625 kHz																															
5	312 kHz																															
6	156 kHz																															
7	78 kHz																															
184/185	int32	Encoder	Value from quadrature encoder interface. Counts 4 * pulse frequency from encoder when using the quadrature encoder mode. In the step/direction mode this register holds the pulse count.	-2147483648 .. 2147483647																												
200/201	int32	MotorPosition	Current motor position. 4096 positions per revolution.	-2147483648 .. 2147483647																												
202	int16	MotorSpeed	Measured motor speed. Unit is positions/second / 16. Value in unit RPM = 60 * MotorSpeed / 256.	0..25600																												
203	int16	MotorTorque	Measured motor torque. Unit is 1mNm.	0..2000																												
204	int16	MotorTorqueMax	Setting of torque limit value. Unit is 1mNm.	0..2000																												
205	int16	MotorTorqueStop	Maximum torque to use for quickstop of motor in case of error.	0..2000																												
206	int16	MotorVd	Motor flux voltage. Only for debugging purposes	-32768..32767																												
207	int16	MotorVq	Motor torque generating voltage. Only for debugging purposes.	-32768..32767																												
208	uns16	MotorAngle	Motor commutation angle within electrical turn. Only for debugging	0..65535																												

			purposes.																																																													
222	int16	CurrId	Motor flux current for debugging.	-32768..32767																																																												
223	int16	CurrIq	Motor torque current for debugging.	-32768..32767																																																												
300	int16	RegKp	Regulator proportional parameter. Normal values 500..2000.	0..10000																																																												
301	int16	RegKi	Regulator integrative parameter. Normal values 500..2000.	0..10000																																																												
302	int16	RegKd	Regulator derivative parameter. Normal values 500..2000.	0..10000																																																												
303	int16	RegLimit	Limit value for regulator integration. Normal values 100..500.	0..65535																																																												
304	int16	RegDelay	Controls derivative calculation filtering by setting time delay. Normal values 2..4 Larger values limit the noise, but introduces some time lag.	0..8																																																												
305	int16	RegFriction	Speed feedforward term. Used when friction increases with speed. Unit is Nm/rpm * 10E-6	0..200																																																												
306	int16	RegInertia	Acceleration feedforward term. Used for high inertia loads. Unit is load inertia, kgm2 * 10E-6	0..1000																																																												
307	uns16	RegDeadband	Deadband on regulator input error. Typical values 0..20. Higher values reduce motor noise when stationary (regulator hunting) but degrades positioning precision.	0..100																																																												
308	int16	RegError	Regulator error, sometimes called following error. The actual difference between present and target values that are inputs to the regulator. The resolution is 16 times larger than the actual position difference, so the maximum value 32767 corresponds to 2048 positions, or one half shaft revolution.	-32768 .. 32767																																																												
309	uns16	RegErrorMax	Maximum allowed regulator error. Sets status bit when the error gets beyond this value. Same unit as the RegError register.	0..65535																																																												
310	int16	RegOutput	Regulator output (Torque request). Value is relative to the model maximum torque. Useful for debugging purposes.	0..65535																																																												
350	int16	RampSpeed	Current speed command. Unit is positions/second / 16.	0..25600																																																												
351	int16	RampSpeedMax	Setting of maximum speed. Unit is positions/second / 16.	0..25600																																																												
352	int16	RampAcc	Current acceleration command. Unit is positions/second^2 / 256. Multiply this value by 3.75 to get the unit RPM/s.	0..20000																																																												
353	int16	RampAccMax	Setting of acceleration value. Unit is positions/second^2 / 256.	0..20000																																																												
354	int16	RampDecMax	Setting of deceleration value. Unit is positions/second^2 / 256.	0..20000																																																												
355	Int16	RampJerk	Not used at the moment. Will later be implemented to control 3 rd derivative of position during ramp control.																																																													
400	uns16	Mode	Controls mode of drive, according to: <table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Off</td><td>Stop mode, motor is off</td></tr><tr><td>1</td><td>Reset</td><td>Resets all running data and then enters Off mode.</td></tr><tr><td>4</td><td>Shutdown</td><td>When the driver has been shutdown because of an error. Motor is off.</td></tr><tr><td>5</td><td>Quickstop</td><td>Motor stopped in a controlled manner, then turned off.</td></tr><tr><td>6</td><td>Firmware</td><td>Firmware upgrade mode. Causes control to be passed to a bootloader to receive new firmware through the USB connection.</td></tr><tr><td>7</td><td>Factory</td><td>Resets all parameters to factory default settings.</td></tr><tr><td>8</td><td>Reload</td><td>Reloads parameters from non volatile memory and then enters Reset mode.</td></tr><tr><td>9</td><td>Store</td><td>Store current registers to non volatile memory. Then jumps to Off mode.</td></tr><tr><td>10</td><td>Pwm</td><td>PWM mode, open loop control.</td></tr><tr><td>20</td><td>Position</td><td>Closed loop control of position.</td></tr><tr><td>21</td><td>PositionRamp</td><td>Closed control of position with ramp control.</td></tr><tr><td>32</td><td>Speed</td><td>Speed control mode. Position is generated from a set speed and position regulation is done. This ensures a more precise speed control and a wider speed range.</td></tr><tr><td>33</td><td>SpeedRamp</td><td>Speed control mode with ramp control.</td></tr><tr><td>34</td><td>SpeedLow</td><td>A special low speed mode for higher resolution at low speed. The supplied target is divided by 256 before generating the actual speed value.</td></tr><tr><td>35</td><td>SpeedLowRamp</td><td>Low speed mode with ramping control.</td></tr><tr><td>40</td><td>Torque</td><td>Control of motor torque.</td></tr><tr><td>60</td><td>Beep</td><td>Motor produces sound at 500Hz.</td></tr><tr><td>70</td><td>Homing</td><td>Implements motor homing.</td></tr><tr><td>200</td><td>DemoOn</td><td>Starts demo mode. Uses a</td></tr></table>	Value	Name	Description	0	Off	Stop mode, motor is off	1	Reset	Resets all running data and then enters Off mode.	4	Shutdown	When the driver has been shutdown because of an error. Motor is off.	5	Quickstop	Motor stopped in a controlled manner, then turned off.	6	Firmware	Firmware upgrade mode. Causes control to be passed to a bootloader to receive new firmware through the USB connection.	7	Factory	Resets all parameters to factory default settings.	8	Reload	Reloads parameters from non volatile memory and then enters Reset mode.	9	Store	Store current registers to non volatile memory. Then jumps to Off mode.	10	Pwm	PWM mode, open loop control.	20	Position	Closed loop control of position.	21	PositionRamp	Closed control of position with ramp control.	32	Speed	Speed control mode. Position is generated from a set speed and position regulation is done. This ensures a more precise speed control and a wider speed range.	33	SpeedRamp	Speed control mode with ramp control.	34	SpeedLow	A special low speed mode for higher resolution at low speed. The supplied target is divided by 256 before generating the actual speed value.	35	SpeedLowRamp	Low speed mode with ramping control.	40	Torque	Control of motor torque.	60	Beep	Motor produces sound at 500Hz.	70	Homing	Implements motor homing.	200	DemoOn	Starts demo mode. Uses a	0..201
Value	Name	Description																																																														
0	Off	Stop mode, motor is off																																																														
1	Reset	Resets all running data and then enters Off mode.																																																														
4	Shutdown	When the driver has been shutdown because of an error. Motor is off.																																																														
5	Quickstop	Motor stopped in a controlled manner, then turned off.																																																														
6	Firmware	Firmware upgrade mode. Causes control to be passed to a bootloader to receive new firmware through the USB connection.																																																														
7	Factory	Resets all parameters to factory default settings.																																																														
8	Reload	Reloads parameters from non volatile memory and then enters Reset mode.																																																														
9	Store	Store current registers to non volatile memory. Then jumps to Off mode.																																																														
10	Pwm	PWM mode, open loop control.																																																														
20	Position	Closed loop control of position.																																																														
21	PositionRamp	Closed control of position with ramp control.																																																														
32	Speed	Speed control mode. Position is generated from a set speed and position regulation is done. This ensures a more precise speed control and a wider speed range.																																																														
33	SpeedRamp	Speed control mode with ramp control.																																																														
34	SpeedLow	A special low speed mode for higher resolution at low speed. The supplied target is divided by 256 before generating the actual speed value.																																																														
35	SpeedLowRamp	Low speed mode with ramping control.																																																														
40	Torque	Control of motor torque.																																																														
60	Beep	Motor produces sound at 500Hz.																																																														
70	Homing	Implements motor homing.																																																														
200	DemoOn	Starts demo mode. Uses a																																																														

			<table><tr><td></td><td></td><td>potentiometer connected to IN2 and a pushbutton connected to IN1.</td></tr><tr><td>201</td><td>DemoOff</td><td>Stops demo mode.</td></tr></table>			potentiometer connected to IN2 and a pushbutton connected to IN1.	201	DemoOff	Stops demo mode.																																														
		potentiometer connected to IN2 and a pushbutton connected to IN1.																																																					
201	DemoOff	Stops demo mode.																																																					
410	uns16	Status	<p>Drive status. Each bit has status information according to the table below. This status word is used for several things, it can trip the driver or start recording data. The bits are only active while the condition is true.</p> <table><tr><th>Bit</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Fail</td><td>Internal error in the driver.</td></tr><tr><td>1</td><td>Communication</td><td>Communication error.</td></tr><tr><td>2</td><td>Current</td><td>Hardware overcurrent protection triggered. Motor current beyond normal values.</td></tr><tr><td>3</td><td>Voltage</td><td>Input voltage is too high or low. Voltage < 10V or Voltage > 30V.</td></tr><tr><td>4</td><td>Temperature</td><td>Temperature of drive is too high, motor temp > 120°C or electronics temp > 85°C.</td></tr><tr><td>5</td><td>Torque</td><td>Motor torque limit active.</td></tr><tr><td>6</td><td>Locked</td><td>Locked shaft condition detected. Torque > 10% of rated, but speed < 1rps.</td></tr><tr><td>7</td><td>Regulator</td><td>The regulator has a large error. RegError > RegErrorMax register value.</td></tr><tr><td>8</td><td>Moving</td><td>Motor is rotating, Speed > 0.1rps.</td></tr><tr><td>9</td><td>Reverse</td><td>Motor is rotating in reverse direction.</td></tr><tr><td>10</td><td>Target</td><td>Target reached when ramping position control.</td></tr><tr><td>11</td><td>Reserved</td><td>For future use.</td></tr><tr><td>12</td><td>InputA</td><td>Digital input, specified by the <StatusInputs> register.</td></tr><tr><td>13</td><td>InputB</td><td>Digital input, specified by the <StatusInputs> register.</td></tr><tr><td>14</td><td>User1</td><td>For user application, set by event handler.</td></tr><tr><td>15</td><td>User2</td><td>For user application, set by event handler.</td></tr></table>	Bit	Name	Description	0	Fail	Internal error in the driver.	1	Communication	Communication error.	2	Current	Hardware overcurrent protection triggered. Motor current beyond normal values.	3	Voltage	Input voltage is too high or low. Voltage < 10V or Voltage > 30V.	4	Temperature	Temperature of drive is too high, motor temp > 120°C or electronics temp > 85°C.	5	Torque	Motor torque limit active.	6	Locked	Locked shaft condition detected. Torque > 10% of rated, but speed < 1rps.	7	Regulator	The regulator has a large error. RegError > RegErrorMax register value.	8	Moving	Motor is rotating, Speed > 0.1rps.	9	Reverse	Motor is rotating in reverse direction.	10	Target	Target reached when ramping position control.	11	Reserved	For future use.	12	InputA	Digital input, specified by the <StatusInputs> register.	13	InputB	Digital input, specified by the <StatusInputs> register.	14	User1	For user application, set by event handler.	15	User2	For user application, set by event handler.	0..65535
Bit	Name	Description																																																					
0	Fail	Internal error in the driver.																																																					
1	Communication	Communication error.																																																					
2	Current	Hardware overcurrent protection triggered. Motor current beyond normal values.																																																					
3	Voltage	Input voltage is too high or low. Voltage < 10V or Voltage > 30V.																																																					
4	Temperature	Temperature of drive is too high, motor temp > 120°C or electronics temp > 85°C.																																																					
5	Torque	Motor torque limit active.																																																					
6	Locked	Locked shaft condition detected. Torque > 10% of rated, but speed < 1rps.																																																					
7	Regulator	The regulator has a large error. RegError > RegErrorMax register value.																																																					
8	Moving	Motor is rotating, Speed > 0.1rps.																																																					
9	Reverse	Motor is rotating in reverse direction.																																																					
10	Target	Target reached when ramping position control.																																																					
11	Reserved	For future use.																																																					
12	InputA	Digital input, specified by the <StatusInputs> register.																																																					
13	InputB	Digital input, specified by the <StatusInputs> register.																																																					
14	User1	For user application, set by event handler.																																																					
15	User2	For user application, set by event handler.																																																					
411	uns16	StatusLatched	A latched version of the <Status> register. The corresponding bit in this register is set when it is set in the <Status> register, and then kept set until it is overwritten by the user.	0..65535																																																			
412	uns16	StatusInputs	<p>This register defines two digital inputs that are available in the status register as InputA and InputB. This is useful for Limit switches that should cause a driver shutdown. It is also possible to filter these inputs from noise.</p> <table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Input number to use for InputA</td></tr><tr><td>4..7</td><td>Input number to use for InputB</td></tr><tr><td>8..15</td><td>Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.</td></tr></table>	Bits	Description	0..3	Input number to use for InputA	4..7	Input number to use for InputB	8..15	Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.	0..65535																																											
Bits	Description																																																						
0..3	Input number to use for InputA																																																						
4..7	Input number to use for InputB																																																						
8..15	Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.																																																						
413	uns16	MaskQuickstop	Mask to select status bits to cause driver quickstop. A one in a bit enables the corresponding status bit as a trigger for quickstop. A quickstop event causes the motor to stop in a controlled fashion, usually by applying the <RampDecMax> setting for deceleration of the motor speed.																																																				
414	uns16	MaskShutdown	Mask to select status bits to cause a driver shutdown. A one in a bit enables the corresponding status bit as a trigger for shutdown. A shutdown event disconnects the motor from the driver immediately, causing the motor to run freely from its inertia to a stop.	0..65535																																																			
415	uns16	Error	This register holds the latest generated error code. See 5.1 for error codes.	0..65535																																																			
420/421	uns32	Time	Tracks time as 2000 counts per second. Wraps around after about 12 days. This register can also be written.	0 .. 4294967295																																																			
450/451	int32	TargetInput	Target value for regulator. Written here when <TargetSelect> = Register.	-2147483648 .. 2147483647																																																			
452	uns16	TargetSelect	<p>Sets the target source according to:</p> <table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Register</td><td>Target is set by a register content. Written to register <TargetInput>.</td></tr><tr><td>1</td><td>Analog 1</td><td>Analog value from AIN1 is used as target. Value 0..65535</td></tr><tr><td>2</td><td>Analog 2</td><td>Analog value from AIN2 is used as target.</td></tr><tr><td>3</td><td>Analog 3</td><td>Analog value from AIN3 is used as target.</td></tr><tr><td>4</td><td>Analog 4</td><td>Analog value from AIN4 is used as target.</td></tr></table>	Value	Name	Description	0	Register	Target is set by a register content. Written to register <TargetInput>.	1	Analog 1	Analog value from AIN1 is used as target. Value 0..65535	2	Analog 2	Analog value from AIN2 is used as target.	3	Analog 3	Analog value from AIN3 is used as target.	4	Analog 4	Analog value from AIN4 is used as target.	0..6																																	
Value	Name	Description																																																					
0	Register	Target is set by a register content. Written to register <TargetInput>.																																																					
1	Analog 1	Analog value from AIN1 is used as target. Value 0..65535																																																					
2	Analog 2	Analog value from AIN2 is used as target.																																																					
3	Analog 3	Analog value from AIN3 is used as target.																																																					
4	Analog 4	Analog value from AIN4 is used as target.																																																					

			5	Encoder	Encoder interface is used for target values. The encoder can be set for quadrature encoder input or Step/Dir interface for step motor emulation. The target value is taken from the <Encoder> register.											
			6	Pulse	A digital input pulse length is used to set target values. Compatible with RC servo pulses. Not yet implemented.											
453	int16	TargetMul	Value to multiply with input target value before used by the regulator.			-32768 .. 32767										
454	int16	TargetDiv	Value to divide the input target with before it is used by the regulator.			-32768 .. 32767										
455	int16	TargetOffset	Value to add to the input target before it is used by the regulator. The Offset is applied after <TargetMul> and <TargetDiv>.			-32768 .. 32767										
456/457	int32	TargetMin	Minimum value for target value			-2147483648 .. 2147483647										
458/459	int32	TargetMax	Maximum value for target value			-2147483648 .. 2147483647										
460	int16	TargetHysteresis	Hysteresis value to remove noise from target values. This is typically useful when the target source is an analog input. Applied after Mul/Div/Offset. Typical values 0..1000.			0..65535										
461	uns16	TargetFilter	Allows filtering of target values to reduce noise and limit rate of change. 0 = no filtering, increasing values allows more filtering. Typical values 0..7.			0..16										
462/463	int32	TargetPresent	The current target value as it is sent to the regulator. Useful for debugging.			-2147483648 .. 2147483647										
480-483	uns16	HomeSequence[4]	Sequence definition for homing sequence. 4 individual sequence steps. The homing features are used to find a position reference at system startup. See more in section 4.5.			0..65535										
490	int16	HomeOffset	Position value to set at homing point			-32768..32767										
491	uns16	HomeSpeed	Reference speed to use for homing. Unit is positions/second / 16.			0..25600										
492	uns16	HomeAcc	Homing acceleration. Unit is positions/second^2 / 256.			0..20000										
493	uns16	HomeTorque	Torque limit to use by hard stop homing. Unit is mNm.			0..2000										
494	uns16	HomeDoneMode	Mode to switch to when homing sequence is finished. This value is then written to register 400.			0..201										
495	int16	HomeChange	The amount of position change after a completed homing. Useful for debugging and basically shows how much repetitive homings deviate.			-32768..32767										
600	uns16	ApplControl	Control for custom application code loaded into firmware in the device.			0..65535										
601	uns16	ApplStatus	Status information from custom application code loaded into the firmware.			0..65535										
602	uns16	ApplRuntime	Runtime indication for custom application code. Indicates the percent of available runtime that is used up by the application code.			0..100										
603	uns16	ApplVersion	Version of the custom application code. The most significant byte is major revision and the lower is minor.			0..65535										
620-627	uns16	ApplData	8 registers of general use for the custom application.			0..65535										
640-647	uns16	Debug	8 registers used for debugging of the custom application.			0..65535										
680-699	uns16	EventControl[8]	Control register for event. Events are used to cause simple actions to happen from trigger conditions. For example to set a certain register value when a digital input is activated from a pushbutton, or activate an output when a register value is above a certain threshold. <table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Trigger operation Used to determine if trigger condition is met.</td></tr><tr><td>4..7</td><td>Trigger filter Allows filtering of trigger condition.</td></tr><tr><td>8..10</td><td>Trigger type 0 = Active, 1 = Edge, 2 = Repeat.</td></tr><tr><td>11..14</td><td>Data operation Used to manipulate register when event is executed.</td></tr></table> See section 4.6 for more information.			Bits	Description	0..3	Trigger operation Used to determine if trigger condition is met.	4..7	Trigger filter Allows filtering of trigger condition.	8..10	Trigger type 0 = Active, 1 = Edge, 2 = Repeat.	11..14	Data operation Used to manipulate register when event is executed.	0..65535
Bits	Description															
0..3	Trigger operation Used to determine if trigger condition is met.															
4..7	Trigger filter Allows filtering of trigger condition.															
8..10	Trigger type 0 = Active, 1 = Edge, 2 = Repeat.															
11..14	Data operation Used to manipulate register when event is executed.															
700-719	uns16	EventTrgReg[8]	Trigger register number.			0..65535										
720-739	uns16	EventTrgData[8]	Trigger data value. 16-bit value to use with trigger register and operator.			0..65535										
740-759	uns16	EventSrcReg[8]	Source register number.			0..65535										
760-779	uns16	EventSrcData[8]	Source data value. 16-bit value to use with source register and operator.			0..65535										
780-799	uns16	EventDstReg[8]	Destination register to write event result to.			0..65535										
900	uns16	RecState	State of the recorder. The recorder is used to store measurements in a rapid pace for debugging and inspection of dynamic behavior. There is space for 500 measurements of 4 channels, each being 16 bits wide. <table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Idle</td><td>Recorder in idle, not used.</td></tr></table>			Value	Name	Description	0	Idle	Recorder in idle, not used.	0..3				
Value	Name	Description														
0	Idle	Recorder in idle, not used.														

			<table><tr><td>1</td><td>Continuous</td><td>Recording continuously</td></tr><tr><td>2</td><td>Single</td><td>Perform one complete recording of 500 values.</td></tr><tr><td>3</td><td>Trigger</td><td>Trigger enabled, recording started when trigger condition met.</td></tr></table>	1	Continuous	Recording continuously	2	Single	Perform one complete recording of 500 values.	3	Trigger	Trigger enabled, recording started when trigger condition met.	
1	Continuous	Recording continuously											
2	Single	Perform one complete recording of 500 values.											
3	Trigger	Trigger enabled, recording started when trigger condition met.											
901	uns16	RecTrigger	Trigger word. This word is used as a mask with the status register. When an active status bit corresponding to an active <RecTrigger> bit appears the trigger condition is met.	0..65535									
902	uns16	RecPeriod	Sets the recording speed as number of regulator cycles between recordings. Setting this value to 0 provides the fastest possible recording speed, taking all 500 measurements in exactly 0.25s.	0..65535									
903	uns16	RecPreceding	Sets the number of samples to appear before trigger. This feature makes it possible to measure just prior to trigger condition.	0..1000									
904	uns16	RecOffset	Offset position into data for start. Since the data area is used as a circular buffer that runs continuously, the first data point is not always in the first memory position. Instead the first data is at the <RecOffset> position.	0..999									
905-908	uns16	RecRegister[4]	Register numbers for the 4 channels to record.	0..4999									
1000-1499	int16	RecData1[500]	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.	0..65535									
2000-2499	int16	RecData2[500]	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.	0..65535									
3000-3499	int16	RecData3[500]	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.	0..65535									
4000-4499	int16	RecData4[500]	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.	0..65535									

4 Device operation

This chapter will explain the operation of the unit and how it is controlled through the registers.

4.1 Operating modes

The <Mode> register controls the overall behavior of the motor unit. The following table describes the different modes:

Name:	Value:	Description:
Off	0	Stop mode, motor is off.
Reset	1	Resets drive All running data is reset, such as current position. Automatically changes <Mode> to Off mode.
Shutdown	4	The driver is shut down because of an error. Motor is off. This happens if any status bits enabled by the <MaskShutdown> becomes active. This is a feature to shutdown the motor in case of events such as high temperature, internal error etc.
Quickstop	5	Motor stopped in a controlled manner, then turned off. A quickstop event causes the motor to stop in a controlled fashion, usually by applying the <RampDecMax> setting for deceleration of the motor speed. This happens if a status bit enabled by the corresponding bit in the <MaskQuickstop> becomes active.
Firmware	6	Firmware upgrade mode. Causes control to be passed to a bootloader to receive new firmware through the USB connection. A special PC software is needed to download the new firmware.
Factory	7	Resets all parameters to factory default settings. Then sets <Mode> to Reset mode.
Reload	8	Reloads parameters from non volatile memory and resets all running data. This is equivalent to cycling the powersupply to restart the unit. The default register contents that are loaded decide which is the final mode setting.
Store	9	Store the current registers to non volatile memory After the registers has been stored the mode changes automatically to the previous mode.
Pwm	10	PWM mode, open loop control The <Target> value [-32768..32767] is directly converted to motor voltage, where -32768 is full speed reverse, 0 is standstill, and 32767 is full speed forwards. There is no regulator involved, and no ramping. Torque is not limited. This mode is mainly supported for testing and has limited use.
Position	20	Closed loop control of position This mode uses the PID regulator to perform closed loop regulation of the motor position. Torque limit is active.
PositionRamp	21	Closed loop control of position with ramp control Similar to the 'Position' mode but does also support ramping control of the position. This means controlled acceleration and speed according to user settings. This is the preferred mode since it typically limits torque and supply currents and causes even motions with less vibration.
Speed	32	Speed control mode. Motor position is generated from a set speed and position regulation is done. This results in a more precise speed control and the ability to control speed down to 0 rpm.
SpeedRamp	33	Speed control mode with ramp control. This is the recommended mode for general speed control applications.
SpeedLow	34	A special low speed mode for higher resolution at low speed. The supplied target is divided by 256 before generating the actual speed value.

SpeedLowRamp	35	Low speed mode with ramping control.															
Torque	40	Control of motor torque. Has a speed limit feature as well (set maximum speed in the <RampSpeedMax> register).															
Beep	60	Motor produces sound at 500Hz Target value sets amplitude. Can be used for user communication.															
Homing	70	Implements motor homing. Setting this mode starts the homing sequence. Once finished the mode register is set to the contents in the <HomeDoneMode> register.															
DemoOn	200	<p>Starts demo mode. Uses a 10k potentiometer connected to +5V/IN2/GND and a pushbutton connected from IN1 to GND for user control.</p> <p>The demo mode uses the potentiometer to set target value, and a pushbutton to change between 4 testmodes. Each press advances the testmode one step, while pressing for more than 1 second jumps to the first testmode.</p> <table border="1"> <thead> <tr> <th>Nr</th><th>Testmode</th><th>Potentiometer range</th></tr> </thead> <tbody> <tr> <td>1</td><td>Speed regulation</td><td>Speed from 0 to 5000rpm.</td></tr> <tr> <td>2</td><td>Low speed regulation</td><td>Speed from 0 to 20rpm.</td></tr> <tr> <td>3</td><td>Position regulation</td><td>Position from 0 to 8192 (2 turns)</td></tr> <tr> <td>4</td><td>Position regulation with ramping</td><td>Position from 0 to 65535 (16 turns)</td></tr> </tbody> </table>	Nr	Testmode	Potentiometer range	1	Speed regulation	Speed from 0 to 5000rpm.	2	Low speed regulation	Speed from 0 to 20rpm.	3	Position regulation	Position from 0 to 8192 (2 turns)	4	Position regulation with ramping	Position from 0 to 65535 (16 turns)
Nr	Testmode	Potentiometer range															
1	Speed regulation	Speed from 0 to 5000rpm.															
2	Low speed regulation	Speed from 0 to 20rpm.															
3	Position regulation	Position from 0 to 8192 (2 turns)															
4	Position regulation with ramping	Position from 0 to 65535 (16 turns)															
DemoOff	201	<p>Stops demo mode</p> <p>Changes <Mode> to 'Reset' mode after turning the demo mode off.</p>															

4.2 Motor data

Some registers are related to motor data, and here follows a summary of these.

Name	Type	Nr	Description
TempMotor	uns16	102	<p>Estimated temperature of the motor. Unit is 0.01°C</p> <p>The value is calculated by use of a thermal model of the device. The temperature of the electronics is directly measured, and since the electronics have a tight thermal coupling to the device enclosure, and the thermal resistance from motor winding to the enclosure can be described by a simple relationship to motor speed, it is possible to get reasonably accurate results this way.</p> <p>Overtemperature condition is also reflected in a status bit (see 5).</p>
SpeedFilter	uns16	121	Control of motor speed measurement filter. 0 = no filtering. 4 = normal filtering. Values 0..15 are possible. Increasing value is equal to more filtering, which produces a less noisy speed measurement, but at the same time increases time lag in the measurement.
MotorPosition	int32	200/201	<p>Current motor position. 4096 positions per revolution.</p> <p>The value is reset to zero at start. It can be changed by the user by writing the register. The value is reset in the operating mode 'Reset'.</p>
MotorSpeed	int16	202	Measured motor speed. Unit is positions/second / 16. There are 4096 positions per revolution. The maximum speed of 6000rpm equals a speed value of 25600. Negative speed values represent rotation in the negative direction. The measured speed is filtered to minimize noise, and the filter is configurable by use of register <SpeedFilter>.
MotorTorque	int16	203	Measured motor torque. Unit is mNm. Negative values represent torque in negative rotational direction.
MotorTorqueMax	int16	204	Setting of torque limit value. Unit is mNm. Maximum value is 2000, equal to 2.0Nm. Limiting torque to a value that is suitable for the application is recommended. Torque limiting is always active, independent of operating mode. The same limiting value is used for both braking and driving, and in both rotational directions.
MotorTorqueStop	int16	205	Setting of torque limit value for motor stopping in quickstop mode. Unit is mNm. Maximum value is 2000, equal to 2.0Nm.
MotorVq	int16	207	Motor voltage value. Possible values are -32768..0 for negative voltage, and 0..32767 for positive voltage. Mainly used for debugging purposes.
CurrIq	int16	223	Motor current value. Possible values are -32768..0 for negative current, and 0..32767 for positive current. Mainly used for debugging purposes.

4.3 PID controller

For regulation of motor speed or position there is a PID controller. This controller calculates the error as the difference between the target value and the present value, and then forms the motor control value as a sum of a proportional, integral and derivative component of the error.

These 3 components have their own gain parameters that set the controller characteristics.

For general information on PID controllers, see: http://en.wikipedia.org/wiki/PID_controller

The PID regulator used here also compensates for power supply variation, which means that the same performance of the motor can be expected across the entire power supply range. An exception to this is when the unit is used at high rotational speeds, as the top speed is limited by the supply voltage.

Summary of regulator parameters:

Name	Type	Nr	Description
RegKp	int16	300	Regulator proportional parameter. Normal values 100..1000. This parameter is usually the most important contributor to controller performance, as it sets the 'stiffness' of the motor (resistance to errors). Large values can result in significant overshoot and instability. Low values causes larger positioning errors.
RegKi	int16	301	Regulator integral parameter. Normal values 100..1000. The integral part is responsible for eliminating the residual steady state error of the controller. Large values will affect stability. Low values can cause a stationary error.
RegKd	int16	302	Regulator derivative parameter. Normal values 100..1000. The derivative component slows the transient response and thus helps keep the controller stable and minimizes controller overshoot. This controller part has the largest amount of noise, using the <RegDelay> parameter can minimize this issue. Noise in the controller can show up as audible noise from the motor. Usually it is best to start tuning the PID regulator with this value set to 0.
RegLimit	int16	303	Limit value for regulator integration. Normal values 100..500. When a large error is present for some time the integral part of the controller can become very large and this can cause extreme overshoots of the controller. Therefore there is a limit to the integral of the error, adjustable by this register.
RegDelay	int16	304	Controls derivative calculation filtering, which also produces a delay. Normal values 2..4, range 0..8. Large values will decrease the noise in the derivative component of the regulator, but at the same time increase time lag.
RegFriction	int16	305	Speed feedforward term. Used when friction increases with speed. Setting this parameter correctly greatly relieves the PID controller and thus decreases the controller error. Unit is Nm/rpm * 10E-6
RegInertia	int16	306	Acceleration feedforward term. Used for high inertia loads. Setting this parameter correctly greatly relieves the PID controller and thus decreases the controller error. Unit is load inertia, kgm2 * 10E-6
RegDeadband	uns16	307	Dead band on regulator input error. When the motor is stationary in position regulation mode it is common to hear some audible motor noise. This comes from the constant regulation to stay at the target position, sometimes called 'regulator hunting'. If positioning precision can be allowed to degrade somewhat it is possible to get rid of this noise. By setting a dead band the regulator will not care about errors less than this dead band value, and thus the regulator will be idle. Typical values 0..20. 0 = turn off dead band feature.
RegError	int16	308	Regulator error, sometimes called following error. This value is the calculated controller error. Observing this value lets the user measure the performance of the motor drive unit. It is a good indicator of controller performance when tuning the regulator parameters. The resolution is 16 times larger than the actual position difference, so the maximum value 32767 corresponds to 2048 positions, or one half shaft revolution.
RegErrorMax	uns16	309	Maximum allowed regulator error. Sets status bit 'Regulator' when the error gets beyond this value. This can be used to monitor if the regulator error has been beyond a certain value during a session. Or to shut down the unit if error gets really large. Same unit as register <RegError>.
RegOutput	int16	310	Regulator output (Torque request). Value is signed 16bits relative to the model maximum torque. Useful for debugging purposes.

4.3.1 Feed forward

In some cases the motor speed and/or acceleration is known, and this makes it possible to help the PID controller by introducing feed forward components. One such case is when running ramp controlled moves, where the target acceleration and speed is continuously calculated. If characteristics of the motor load is known, it is possible to make use of this information for improved control. There are two feed forward components, one for speed and one for acceleration.

The speed feed forward term is used to compensate for loads where the torque increases with rotational speed. The register used is <RegFriction>, and the unit is Nm/rpm * 10E-6. This value is difficult to calculate, so usually experimenting will be necessary. A good start value can be 100.

The acceleration feed forward term compensates for the load inertia, as the torque needs to be increased to change the rotational speed. This is especially important in high inertia applications, such as linear positioning devices with heavy loads. This value can usually be calculated, but experimenting can also be used to find an appropriate value. The register used is <RegInertia> and the unit is load inertia (as seen on the motor shaft) kgm2 * 10E-6.

To test and trim the feed forward components one can briefly disable the regulator by setting the PID controller parameters (RegKp, RegKi, RegKd) to zero, and apply a ramp controlled position move. By observing the regulator error across the movement (by using the recorder, see 4.7) one can change the parameters until the error is minimized. There is a feature in the SimplexMotionTool PC software to aid in this tuning.

4.3.2 Target value

The target value is the PID controller setpoint value. It can be obtained from several different sources, configured by the register <TargetSelect>:

Name	Value	Description
Register	0	Target is set by a register content. Written to register <TargetInput>. This setting is typically used when the device is continuously controlled through the communication bus.
AIN1	1	Analog value from IN1 is used as target. The analog value has the range 0..65535. This makes setting of the target value by a potentiometer possible. Connect the potentiometer as a resistive divider between the supplied +5V and GND. Any other voltage source providing a 0..+5V voltage can be used.
AIN2	2	Analog value from IN2 is used as target.
AIN3	3	Analog value from IN3 is used as target.
AIN4	4	Analog value from IN4 is used as target.
Encoder	5	The encoder input is used as target. The encoder output is available in register <Encoder>, and this value is used as target value. The encoder interface can be configured both for quadrature encoder input and for step/direction signal interface. This feature makes it easy to track another motor that supplies an encoder output, or to emulate a step motor interface.
Pulse	6	A digital input pulse length is used to set target values. Compatible with 1-2ms RC servo pulses. Not implemented yet.

A few more settings are available for the handling of target values. Scaling and offsetting of target values is of great use when the target source is some external input such as an analog input. The registers <TargetMul> and <TargetDiv> is used for scaling, and the <TargetOffset> for offsetting. The offset is applied after the multiplication and division operations.

It is possible to limit target values by min and max bounds. This is done by the <TargetMin>/<TargetMax> registers. There are also features to deal with noise on the input target values. This can be done in two ways, by hysteresis or by filtering. The <TargetHysteresis> register allows the target value to change by small amounts, less than the register value, before the actual used target changes. Setting the register to zero eliminates this feature. The <TargetFilter> register allows filtering instead. A value of zero disables the filter, while an increasing value adds more filtering. For debugging, the final target value as sent to the PID regulator, can be read from the register <TargetPresent>.

A full summary of target related registers:

Name	Type	Nr	Description																								
TargetInput	int32	450/451	Target value for regulator. Written here when TargetSelect = Register.																								
TargetSelect	uns16	452	Sets the target source according to: <table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Register</td><td>Target is set by a register content. Written to register TargetInput.</td></tr><tr><td>1</td><td>Analog 1</td><td>Analog value from AIN1 is used as target.</td></tr><tr><td>2</td><td>Analog 2</td><td>Analog value from AIN2 is used as target.</td></tr><tr><td>3</td><td>Analog 3</td><td>Analog value from AIN3 is used as target.</td></tr><tr><td>4</td><td>Analog 4</td><td>Analog value from AIN4 is used as target.</td></tr><tr><td>5</td><td>Encoder</td><td>Encoder interface is used, enabling both quadrature encoder input or step/direction signals.</td></tr><tr><td>6</td><td>Pulse</td><td>A digital input pulse length is used to set target values. Compatible with RC servo pulses.</td></tr></table>	Value	Name	Description	0	Register	Target is set by a register content. Written to register TargetInput.	1	Analog 1	Analog value from AIN1 is used as target.	2	Analog 2	Analog value from AIN2 is used as target.	3	Analog 3	Analog value from AIN3 is used as target.	4	Analog 4	Analog value from AIN4 is used as target.	5	Encoder	Encoder interface is used, enabling both quadrature encoder input or step/direction signals.	6	Pulse	A digital input pulse length is used to set target values. Compatible with RC servo pulses.
Value	Name	Description																									
0	Register	Target is set by a register content. Written to register TargetInput.																									
1	Analog 1	Analog value from AIN1 is used as target.																									
2	Analog 2	Analog value from AIN2 is used as target.																									
3	Analog 3	Analog value from AIN3 is used as target.																									
4	Analog 4	Analog value from AIN4 is used as target.																									
5	Encoder	Encoder interface is used, enabling both quadrature encoder input or step/direction signals.																									
6	Pulse	A digital input pulse length is used to set target values. Compatible with RC servo pulses.																									
TargetMul	uns16	453	Value to multiply with input target value before used by the regulator.																								
TargetDiv	uns16	454	Value to divide the input target with before it is used by the regulator.																								
TargetOffset	uns16	455	Value to add to the input target before it is used by the regulator.																								
TargetMin	int32	456/457	Minimum value for target value																								
TargetMax	int32	458/459	Maximum value for target value																								
TargetHysteresis	int16	460	Hysteresis value to remove noise from target values. This is typically useful when the target source is an analog input. Applied after Mul/Div/Offset. Typical values 0..1000.																								
TargetFilter	uns16	461	Allows filtering of target values to reduce noise and limit rate of change. 0 = no filtering, increasing values allows more filtering. Typical values 0..7.																								
TargetPresent	int32	462/463	The current target value as it is sent to the regulator.																								

4.4 Ramping control

In most applications it is desirable to limit acceleration and speed values to configurable levels. This is accomplished by ramping control. It is available both for speed control and for position control. The mode setting (see 4.1) determines if it is being used or not.

Acceleration limits are divided in two registers, one for acceleration and one for deceleration. This is done since applications with large inertia loads may need to keep low deceleration rates to limit the overvoltage created when the energy from the mechanical load is transferred to the power supply (the motor acts as a generator).

The following table summarizes the available registers for ramping control:

Name	Type	Nr	Description
RampSpeed	int16	350	Current speed command. Unit is positions/second / 16. Values 0..25600. This value changes continuously during acceleration/deceleration to reflect the current target speed. It is also used to implement the speed feed forward component of the PID regulator.
RampSpeedMax	int16	351	Setting of maximum speed. Unit is positions/second / 16. This is the speed limit for speed control mode, and the top speed used for position moves in position control mode.
RampAcc	int16	352	Current acceleration command. Unit is positions/second ² / 256. This value reflects the present acceleration. Used by the acceleration feed forward component of the PID regulator.
RampAccMax	int16	353	Setting of acceleration value. Unit is positions/second ² / 256.
RampDecMax	int16	354	Setting of deceleration value. Unit is positions/second ² / 256.

4.5 Homing

In many applications the position control is in absolute terms. This requires the system to obtain a position reference at startup. This procedure is commonly termed 'homing' or 'referencing' and often operates by slowly moving the motor in one direction until a home switch is engaged. When the switch is operated the motor position is reset to some known value. There are a lot of different schemes for the homing sequence though, and therefore a flexible 4-step homing sequence is supported by the SimplexMotion motor units.

The general homing speed and acceleration is set by the HomeSpeed and HomeAcc registers.

Each of the sequence steps are configured by a 16-bit HomeSequence register.

Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Relative speed				Filter				Polarity	Direction	Condition source					

Each step runs the motor in the direction set by the 'Direction' bit, until a condition is met.

Direction	Description
0	Positive direction
1	Negative direction

The condition is defined by the 'Condition source' according to:

Value	Description
0	None, this step is disabled
1	Torque. If motor torque is above HomingTorque register value, and Polarity is set to 1, this condition becomes true.
2	Digital input IN1
3	Digital input IN2
4	Digital input IN3
5	Digital input IN4
6	Digital input IN5
7	Digital input IN6
8	Digital input IN7
9	Digital input IN8
10	The sequence runs the motor for the time specified by the 'Filter' bits

The 'Polarity' bit decides if the condition is met when then input is high or low.

Polarity	Description
0	Condition met when input is low.
1	Condition met when input is high.

There is a filtering feature as well if the condition input is noisy. This works by requiring the condition to be true a number of times in a sequence. The 'Filter' entry can be set to 0-15, which selects a number of regulator cycles according to the table below.

Setting	Cycles	Time delay
0	No filter	
1	2	0.5ms
2	4	2ms
3	8	4ms
4	16	8ms
5	32	16ms
6	64	32ms
7	128	64ms
8	256	128ms
9	512	256ms
10	1024	1.02s
11	2048	2.05s
12	4096	4.10s
13	8192	8.19s
14	16384	16.4s
15	32768	32.8s

To allow different speeds for the homing sequence steps there is also a 4-bit 'Relative speed' entry. The value 0-15 is interpreted as relative speed 0-100% of the <HomeSpeed> register value.

When all of the 4 steps have been completed (those that are not used should be set to 0) the <MotorPosition> register is reset to the value in the <HomeOffset> register. The difference between the actual <MotorPosition> value at this instant, and the <HomeOffset> value, is stored in the <HomeChange> register. This value makes it easy to check the precision of the homing sequence by performing it repeatedly and studying the <HomeChange> register contents. The <HomeDoneMode> register is used to change the <Mode> register when the homing sequence has completed. This is useful for example to jump right into position regulation mode after the homing sequence is finished. For standalone operation it might be useful to store the homing mode in the non volatile memory to make the system automatically perform homing at power on, and then entering the position regulation mode when homing is completed.

Related to homing are 'Limit switches', that are typically used to turn off the driver when the position approaches a mechanical stop to avoid damage. Support for limit switches works by using any of the digital inputs, and then specifying this input to be monitored in the status register. This enables 'Shutdown' or 'Quickstop' modes to be automatically asserted from activating these inputs. Read more in section 5 about this.

It may also be possible to avoid end switches completely in an application by carefully setting the maximum motor torque and assuring that there are mechanical stops that can withstand this torque. The homing sequence can use torque sensing to detect the reference position, and the status bit 'Torque' can be used to automatically disable the motor ('Shutdown' or 'Quickstop' modes).

The following table summarizes the available registers for homing control:

Name	Type	Nr	
HomeSequence[4]	uns16	480-483	Sequence definition for homing sequence. 4 individual sequence steps. The homing features are used to find a position reference at system startup.
HomeOffset	int16	490	Position value to set at homing point
HomeSpeed	uns16	491	Reference speed to use for homing. Unit is positions/second / 16.
HomeAcc	uns16	492	Homing acceleration. Unit is positions/second ² / 256.
HomeTorque	uns16	493	Torque limit to use by hard stop homing. Unit is mNm.
HomeDoneMode	uns16	494	Mode to switch to when homing sequence is finished. It is then written to register 400.
HomeChange	int16	495	The amount of position change after a completed homing. Useful for debugging and basically shows how much repetitive homings deviate.

4.6 Events

To make stand alone operation of the unit possible, a feature called event handling is available. It solves the task of letting digital inputs, for example connected to pushbuttons, affect registers such as increasing the speed, stopping the motor etc. Or setting digital outputs based on register contents such as 'motor position is larger than xxx'.

There are 20 separate and independent events available. Each event is evaluated each regulator cycle at 2kHz.

Events are based on trigger conditions that act on a selected register. When a trigger is activated, another register manipulation is executed. By manipulating registers it is possible to change the motor operation, set a digital output, or control any other aspect of the motor unit.

4.6.1 Event trigger

A trigger condition is met when a register content together with an operator and a data value produces a non zero result. Any register can be selected by entering the register number in the <EventTrgReg> register. There are 16 operators to choose from, and the selection is done by setting the 4 bits at bit positions 0..3 in the <EventControl> register. The data value used is entered in the <EventTrgData> register. The trigger value is calculated as follows, and the trigger becomes active when this value is nonzero.

Trigger value = <Register> OPERATOR DataValue
--

The following operators are available:

Value:	Operator:
0	Always true
1	= Equal
2	!= Not equal
3	< Less than
4	> Greater than
5	or Bitwise or
6	nor Bitwise not or
7	and Bitwise and
8	nand Bitwise not and
9	xor Bitwise exclusive or
10	nxor Bitwise not exclusive or
11	+ Add
12	- Subtract
13	* Multiply
14	/ Divide
15	Value Takes data value directly

The trigger can also be filtered to increase rejection to noise (for example pushbutton debouncing) or to create a time delay. The filter will require the trigger evaluation to be active a certain number of times in a row before it is interpreted as activated.

Together with the 'repeat' trigger type it also allows the event to be executed at a controlled repetition rate when the trigger condition is continuously true. This can for example be used to repeatedly increase the position of the motor when a pushbutton is being held pressed for a long time.

The filter is configured by the 4 bits at bit positions 4..7 in the <EventControl> register according to:

Setting	Evaluations	Time delay
0	No filter	
1	2	0.5ms
2	4	2ms
3	8	4ms
4	16	8ms
5	32	16ms
6	64	32ms
7	128	64ms
8	256	128ms
9	512	256ms
10	1024	1.02s
11	2048	2.05s
12	4096	4.10s
13	8192	8.19s
14	16384	16.4s
15	32768	32.8s

The trigger can also have different types of behavior to further expand the flexibility. See the following table for the 3 types of triggers available. The type is configured by setting the bit positions 8..11 of the <EventControl> register.

Setting	Trigger type	Description
0	Active	Event is performed each time the filtered trigger condition is true.
1	Edge	Event is only performed the first time the filtered trigger condition becomes true. The trigger condition has to become deactivated again before next trigger can occur.

2	Repeat	Event is performed repeatedly while the trigger condition is true, but the filter is reset each time so that the filter creates a time delay between event executions.
---	--------	--

4.6.2 Event execution

When a trigger condition is finally determined true, the event is executed. This is done by taking the contents from a source register, and together with an operator and a data value, create a new value that is then written to a destination register. This makes many register manipulations possible, such as setting a constant value in the register, moving one register content to another register, setting one bit in a register, increasing the value in a register etc.

The source register is specified by entering the register number in the <EventSrcReg> register. The operator is selected by the bit positions 12..15 in the <EventControl> register. The data value is taken from the <EventSrcData> register. The final value is written back to the register specified by the <EventDstReg> register.

The value is calculated by:

$$\text{Value} = \langle \text{Register} \rangle \text{ OPERATOR } \text{DataValue}$$

The available operators are (same as for triggering):

Value:	Operator:	
0		Always true
1	=	Equal
2	!=	Not equal
3	<	Less than
4	>	Greater than
5	or	Bitwise or
6	nor	Bitwise not or
7	and	Bitwise and
8	nand	Bitwise not and
9	xor	Bitwise exclusive or
10	nxor	Bitwise not exclusive or
11	+	Add
12	-	Subtract
13	*	Multiply
14	/	Divide
15	Value	Takes data value directly

To summarize the <EventControl> register contents:

Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Data operation				Trigger type				Trigger filter				Trigger operation			

The event is disabled by setting the EventControl register to 0. Setting Trigger operation to 0 makes the event executed for every regulator cycle.

Summary of registers for event handling:

Name	Type	Nr	Description										
EventControl[20]	uns16	680-699	Control register for event.										
			<table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Trigger operation Used to determine if trigger condition is met.</td></tr><tr><td>4..7</td><td>Trigger filter Allows filtering of trigger condition. Values 0..15 corresponds to filter delay times of 1, 2, 4, 8, ... 32768 regulator periods.</td></tr><tr><td>8..9</td><td>Trigger type 0 = Active, 1 = Edge, 2 = Repeat.</td></tr><tr><td>10..13</td><td>Data operation Used to manipulate register when event is executed.</td></tr></table>	Bits	Description	0..3	Trigger operation Used to determine if trigger condition is met.	4..7	Trigger filter Allows filtering of trigger condition. Values 0..15 corresponds to filter delay times of 1, 2, 4, 8, ... 32768 regulator periods.	8..9	Trigger type 0 = Active, 1 = Edge, 2 = Repeat.	10..13	Data operation Used to manipulate register when event is executed.
			Bits	Description									
			0..3	Trigger operation Used to determine if trigger condition is met.									
			4..7	Trigger filter Allows filtering of trigger condition. Values 0..15 corresponds to filter delay times of 1, 2, 4, 8, ... 32768 regulator periods.									
			8..9	Trigger type 0 = Active, 1 = Edge, 2 = Repeat.									
10..13	Data operation Used to manipulate register when event is executed.												
EventTrgReg[20]	uns16	700-719	Trigger register number.										
EventTrgData[20]	uns16	720-739	Trigger data value. 16-bit value to use with trigger register and operator.										
EventSrcReg[20]	uns16	740-759	Source register number.										
EventSrcData[20]	uns16	760-779	Source data value. 16-bit value to use with source register and operator.										
EventDstReg[20]	uns16	780-799	Destination register number to write event execution result to.										

4.7 Recorder

To facilitate measuring of the unit behavior and performance there is an internal recorder to record parameters over time. It is capable of 4 channels, 500 measurements and up to 2kHz recording speed. Each channel is 16 bits wide, so capturing full 32 bit registers is not possible.

The <RecState> register determines the recorder state, and can be both read and written. Both continuous recording and one single recording of 500 values can be started. It is also possible to set a trigger condition for recording. In that case the recorder is first run continuously while waiting for the trigger condition to be met. When the trigger occurs it continues for a number of samples equal to 500 – <RecPreceding> register. The <RecPreceding> register makes it possible to inspect what happens just prior to the trigger.

Since the recorder runs continuously in a circular buffer mode before trigger, the data can be offset in the data buffers. So a completed triggered recording has its first measurement at an offset into the data buffers specified by the register <RecOffset>.

The speed of the recorder is set in number of regulator cycles to wait between recordings. Values 0..65535 are legal, where 0 is the fastest possible at 2kHz, taking all 500 measurements at 0.25 seconds.

The trigger condition is set by the <RecTrigger> register. The register is used as a mask for the status bits (see 5). When a bit in the status register is set, and the corresponding bit in this register is set, the trigger condition is true. This allows triggering from one or more of the bits in the status register. For more advanced triggers, for example triggering on a single specific error code, the event handling feature can be used to set the available user configurable status bits.

Summary of registers for the recorder:

Name	Type	Nr	Description															
RecState	uns16	900	<div>State of the recorder. The recorder is used to store measurements in a rapid pace for debugging and inspection of dynamic behavior. There is space for 1000 measurements of 4 channels, each being 16 bits wide.</div> <table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Idle</td><td>Recorder in idle, not used.</td></tr><tr><td>1</td><td>Continuous</td><td>Recording continuously</td></tr><tr><td>2</td><td>Single</td><td>One complete recording of 1000 values done</td></tr><tr><td>3</td><td>Trigger</td><td>Trigger enabled, recording started when trigger condition met.</td></tr></table>	Value	Name	Description	0	Idle	Recorder in idle, not used.	1	Continuous	Recording continuously	2	Single	One complete recording of 1000 values done	3	Trigger	Trigger enabled, recording started when trigger condition met.
Value	Name	Description																
0	Idle	Recorder in idle, not used.																
1	Continuous	Recording continuously																
2	Single	One complete recording of 1000 values done																
3	Trigger	Trigger enabled, recording started when trigger condition met.																
RecTrigger	uns16	901	Trigger word. This word is used as a mask with the status register. When an active status bit corresponding to an active RecTrigger bit appears the trigger condition is met.															
RecPeriod	uns16	902	Sets the recording speed as number of regulator cycles between recordings. Setting this value to 0 provides the fastest possible recording speed, taking all 500 measurements in about 0.25s.															
RecPreceding	uns16	903	Sets the number of samples to appear before trigger. This feature makes it possible to measure just prior to trigger condition.															
RecOffset	uns16	904	Offset position into data for start. Since the data area is used as a circular buffer that runs continuously, the first data point is not always in the first memory position. Instead the first data is at the RecOffset position.															
RecRegister[4]	uns16	905-908	Register numbers for the 4 channels to record.															
RecData1[500]	int16	1000-1499	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.															
RecData2[500]	int16	2000-2499	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.															
RecData3[500]	int16	3000-3499	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.															
RecData4[500]	int16	4000-4499	Data for recording channel 1. Data can be uns16 or int16 depending on the source register. 500 values in consecutive register addresses.															

4.8 External inputs and outputs

There are a total of 8 external connections available for user applications. Some of these connections can have multiple uses. The following functions are available:

- QEA / QEB: for the quadrature encoder interface (or step motor emulation interface).
- RS485A / RS485B: for the Modbus interface.
- OUT1-4: Digital outputs. Open drain output with transistor that pulls output to ground.
- IN1-4: Digital or Analog Inputs 0..+5V. (Shared connections with OUT1..4).
- IN5..8: Digital inputs 0..+5V. (Shared connections with QEA/QEB and RS485A/RS485B).

4.8.1 Inputs

The digital inputs fall into two groups of 4 inputs.

The first group IN1-4 are also usable as analog inputs or open collector digital outputs. They have a configurable threshold level in the range 0..+5V by use of the register <InputThreshold>. A value of 0 equals 0V, and 65535 equals +5V. The inputs can withstand up to +30V. There is a configurable pullup/down resistor of 10kOhm (see more at the description of the digital outputs). By using the pullup resistor option it is easy to connect pushbuttons by connecting them to the input and GND.

The second group IN4-8 shares its functionality with other features. They have typical TTL logic levels, requiring the input voltage to be <0.4V for a low level and >2.4V for a high level. There is a pullup resistor to +3.3V to set the inputs high when nothing is connected. This makes pushbutton connections simple. The IN4-8 inputs have a faster time response than the IN1-4 inputs.

All 8 inputs are accessed as 8 bits from the same register <Input> according to:

Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
								IN8	IN7	IN6	IN5	IN4	IN3	IN2	IN1

The active level for the inputs can be configured by the register <InputPolarity>. By setting a bit to 1 the polarity of the respective input is inverted. Setting a bit to 0 keeps the same polarity as seen by the hardware.

The analog conversions have originally 12 bits of precision, but filtering and conversion to 16bits allow somewhat higher resolution.

Name	Type	Nr	Description										
InputPolarity	Uns16	140	The 8 lower bits control input polarity on the inputs IN1-IN7. When set to 0 the corresponding input is active high, while it is active low if set to 1.										
InputThreshold	uns16	141	Threshold level for low/high for the inputs IN1-4. The 16bit value represents the range 0..+5V.										
Input	uns16	145	8 bits hold states for digital inputs, IN1 in least significant bit. 1 = high level.										
Analog[4]	uns16	170-173	<p>Values from analog conversions. All values are full 16 bits that represent 0..+5V inputs.</p> <table border="1"> <thead> <tr> <th>Nr</th><th>Description</th></tr> </thead> <tbody> <tr> <td>170</td><td>IN1</td></tr> <tr> <td>171</td><td>IN2</td></tr> <tr> <td>172</td><td>IN3</td></tr> <tr> <td>173</td><td>IN4</td></tr> </tbody> </table>	Nr	Description	170	IN1	171	IN2	172	IN3	173	IN4
Nr	Description												
170	IN1												
171	IN2												
172	IN3												
173	IN4												

There are 4 identical digital outputs OUT1..4. These outputs are shared with digital or analog inputs. They are configured as open collector outputs, sinking up to 1A current to ground. They can withstand a voltage of up to +30V. There are resistors of 10kOhm that can be enabled as pull up resistors to +3.3V, pull down resistors to GND or disabled. For fast switching signals (such as high speed PWM) it is recommended to use an external pull up resistor of lower value, for example 1kOhm.

The configuration of each output is done by its respective <OutputControl> register:

Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
									Output mode			Pull un/down		Polarity	

Value	Description
0	Active low input. This means that the transistor is turned on when the output is active, allowing current to flow from the output to ground. The transistor is turned off when the output is deactivated.
1	Active high input. The transistor is turned off when the output is active, and a pull up resistor is needed to set the output voltage high. The transistor is turned on and conducts current to ground when the output is deactivated.

Value	Description
0	None. The pull up/down resistor is disabled.
1	10kOhm pull up resistor to +3.3V enabled.
2	10kOhm pull down resistor to GND enabled.

Value	Name	Description
0	Digital	Simple digital output. When the <Output> register is non zero the output is set active. When the <Output> register is zero, it is deactivated.
1	PulseShort	Single short output pulse Every time the <Output> register is written, a pulse will be generated. The length of the pulse is controlled by the value of the <Output> register. The time is controlled in units of 1us, so pulses from 1us..65ms are possible.
2	PulseLong	Single long output pulse Every time the <Output> register is written, a pulse will be generated. The length of the pulse is controlled by the

		value of the <Output> register. The time is controlled in units of 1ms, so pulses from 1ms..65s are possible.
3	Pwm16	The output uses pulse width modulation with 16 bits of resolution. PWM frequency is 0.92kHz.
4	Pwm14	The output uses pulse width modulation with 14 bits of resolution. PWM frequency is 3.7kHz. The Output value still uses all 16 bits.
5	Pwm16	The output uses pulse width modulation with 12 bits of resolution. PWM frequency is 15kHz. The Output value still uses all 16 bits.
6	Pwm14	The output uses pulse width modulation with 10 bits of resolution. PWM frequency is 59kHz. The Output value still uses all 16 bits.
7	RcServo	Generates a pulse length 1.0..2.0ms long every 20ms, which is appropriate to feed to an RC hobby servo device. Output value of 0 produces 1.0ms pulses, while the maximum value of 65535 produces a pulse width of 2.0ms. Set Polarity = 1 for compatibility with RC servos.

When using PWM or pulses to switch heavy inductive loads, such as solenoids or motors, it is important to cater for recirculating currents in the load. A switching diode rated at 1A or more should be connected across the load, with the anode to the digital output and the cathode to the power supply used for the load.

The PWM output mode can be used for controlling small motors, clutches, solenoids, lamps etc.

Registers for control of digital outputs:

Name	Type	Nr	Description
OutputControl[4]	uns16	150-153	This register controls the mode of a digital output, allowing simple, pulse, PWM or RC servo pulse output. It also configures the pull up/down resistor and output polarity.
Output[4]	uns16	160-163	The output value. This value is interpreted differently depending on the output modes set in the respective <OutputControl> register.

4.8.3 Encoder

The quadrature encoder feature is available as an extra input. It uses 90 degree phase shifted signals to sense both movement and direction. The ENCA and ENCB signals are TTL logic +5V inputs. Pulse frequencies up to 2.2MHz is supported, depending on filter settings. The count rate is 4 times the pulse rate from the encoder, as the interface counts all the phases. So a 500PPR encoder will produce 2000 counts per revolution.

The Encoder value can be used as a target for the PID controller, which can be useful to let this motor drive unit track another mechanical motion, such as another motor. The target value scaling feature allows electronic gearing in such applications.

The encoder interface can also be used to implement a step/direction interface. This type of interface, with a logic direction select input signal to select direction of rotation, and a step pulse input, is standard for step motor drivers. The encoder count is decremented or incremented one unit for each complete input pulse. By implementing this type of interface it is very easy to replace stepper motors in many applications, with significant improvements in performance.

The <EncoderControl> register configures the encoder interface:

Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
						Pullup	Dir	Encoder filter				Encoder mode			

Parameter																			
Encoder mode	0 = Encoder interface disabled 1 = Standard Quadratur encoder mode 2 = Step motor emulation, ENCA = Step, ENCB = Direction.																		
Encoder filter	Allows digital filtering of the ENCA/ENCB inputs. It is a common problem with electrical noise on encoder signals, and filtering minimizes these issues. But filtering also limits the maximum frequency on the signals. Values are 0..7, where 0 is minimum filtering. Default value is 4. <table border="1"> <thead> <tr> <th>Value</th><th>Max pulse frequency</th></tr> </thead> <tbody> <tr><td>0</td><td>10 MHz</td></tr> <tr><td>1</td><td>5 MHz</td></tr> <tr><td>2</td><td>2.5 MHz</td></tr> <tr><td>3</td><td>1.25 MHz</td></tr> <tr><td>4</td><td>625 kHz</td></tr> <tr><td>5</td><td>312 kHz</td></tr> <tr><td>6</td><td>156 kHz</td></tr> <tr><td>7</td><td>78 kHz</td></tr> </tbody> </table>	Value	Max pulse frequency	0	10 MHz	1	5 MHz	2	2.5 MHz	3	1.25 MHz	4	625 kHz	5	312 kHz	6	156 kHz	7	78 kHz
Value	Max pulse frequency																		
0	10 MHz																		
1	5 MHz																		
2	2.5 MHz																		
3	1.25 MHz																		
4	625 kHz																		
5	312 kHz																		
6	156 kHz																		
7	78 kHz																		
Direction	Direction control. 0 = ENCA leading ENCB equals positive direction																		

	1 = ENCB leading ENCA equals positive direction
Pullup	0 = Pull down resistor connected to the input (default and recommended) 1 = Pull up resistor connected to the input (allows operation with open collector drivers)

It is possible to both read and write to the <Encoder> register, and the value is maintained when updating the <EncoderControl> register.

The registers used for the encoder:

Name	Type	Nr	Description										
EncoderControl	uns16	180	Controls function of quadrature encoder inputs.										
			<table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Encoder mode 0 = quadrature encoder, 1 = step/direction interface</td></tr><tr><td>4..7</td><td>Encoder filter Sets encoder signal filtering 0..7. Default value is 4.</td></tr><tr><td>8</td><td>Invert direction if set to 1</td></tr><tr><td>9</td><td>Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).</td></tr></table>	Bits	Description	0..3	Encoder mode 0 = quadrature encoder, 1 = step/direction interface	4..7	Encoder filter Sets encoder signal filtering 0..7. Default value is 4.	8	Invert direction if set to 1	9	Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).
			Bits	Description									
			0..3	Encoder mode 0 = quadrature encoder, 1 = step/direction interface									
			4..7	Encoder filter Sets encoder signal filtering 0..7. Default value is 4.									
			8	Invert direction if set to 1									
9	Enable pull up resistor if set to 1. There is a weak pull down resistor when set to 0 (default).												
Encoder	int32	184/185	Value from quadrature encoder interface. Counts 4 * pulse frequency from encoder. In case Encoder mode = 1 (step motor emulation) this register holds the counter value from the step/dir interface instead.										

4.9 Indicator LED

There is an indicator light on the unit. This indicator shows the current status of the device according to:

Indicator	Status																																		
Steady Green	Power is on, motor is off or standstill.																																		
Blinking Green	Motor is moving or torque is applied. The blink frequency increases with motor speed. The color starts shifting towards yellow and red when the torque increases to high values.																																		
Short yellow blink	can be several reasons: <ul style="list-style-type: none"> ○ The mode register is changed. ○ The non volatile memory is written 																																		
Red light with yellow blinks	Error state. The number of consecutive yellow blinks indicate which status bit caused the error. This table shows the error cause: <table border="1"> <thead> <tr> <th>Nr of blinks</th><th>Description</th></tr> </thead> <tbody> <tr><td>1</td><td>Internal fault in the unit</td></tr> <tr><td>2</td><td>USB or Modbus communication error</td></tr> <tr><td>3</td><td>Motor current is too high</td></tr> <tr><td>4</td><td>Supply voltage too low or too high</td></tr> <tr><td>5</td><td>Temperature is too high</td></tr> <tr><td>6</td><td>Motor torque is above set threshold</td></tr> <tr><td>7</td><td>Shaft is locked (power applied but not moving)</td></tr> <tr><td>8</td><td>The regulator has a large error, <RegErrorMax> > <RegError></td></tr> <tr><td>9</td><td>Motor is rotating, speed > 0.1rps</td></tr> <tr><td>10</td><td>Motor is rotating in reverse direction</td></tr> <tr><td>11</td><td>Target reached when ramping position control</td></tr> <tr><td>12</td><td>For future use</td></tr> <tr><td>13</td><td>Digital input, specified by the <StatusInputs> register.</td></tr> <tr><td>14</td><td>Digital input, specified by the <StatusInputs> register.</td></tr> <tr><td>15</td><td>For user application, set by event handler.</td></tr> <tr><td>16</td><td>For user application, set by event handler.</td></tr> </tbody> </table> <p>Note that several of these cases are not typical errors, but all status bits can be configured to set the motor in error state.</p>	Nr of blinks	Description	1	Internal fault in the unit	2	USB or Modbus communication error	3	Motor current is too high	4	Supply voltage too low or too high	5	Temperature is too high	6	Motor torque is above set threshold	7	Shaft is locked (power applied but not moving)	8	The regulator has a large error, <RegErrorMax> > <RegError>	9	Motor is rotating, speed > 0.1rps	10	Motor is rotating in reverse direction	11	Target reached when ramping position control	12	For future use	13	Digital input, specified by the <StatusInputs> register.	14	Digital input, specified by the <StatusInputs> register.	15	For user application, set by event handler.	16	For user application, set by event handler.
Nr of blinks	Description																																		
1	Internal fault in the unit																																		
2	USB or Modbus communication error																																		
3	Motor current is too high																																		
4	Supply voltage too low or too high																																		
5	Temperature is too high																																		
6	Motor torque is above set threshold																																		
7	Shaft is locked (power applied but not moving)																																		
8	The regulator has a large error, <RegErrorMax> > <RegError>																																		
9	Motor is rotating, speed > 0.1rps																																		
10	Motor is rotating in reverse direction																																		
11	Target reached when ramping position control																																		
12	For future use																																		
13	Digital input, specified by the <StatusInputs> register.																																		
14	Digital input, specified by the <StatusInputs> register.																																		
15	For user application, set by event handler.																																		
16	For user application, set by event handler.																																		

5 Protection and error handling

There are a number of protection features to minimize the risks of damaging the unit while still allowing full use of the performance. The main features are:

- Hardware overcurrent protection on motor current. This is the only error that can not be masked out, it will always trip the driver and cause shutdown. This protection can be compared with a fuse – It should not be activated by normal operation.

- Torque limit. The motor output torque is always limited to a user settable value. This limit should be set according to the application.
- Over/under voltage. The hardware includes a protection diode that conducts current when the input supply voltage is above +30V to protect the circuitry from damage. If large amounts of currents are supplied the protection diode will be damaged. This can be the case when braking large inertia loads, as all the energy is then output to the power supply, raising its voltage level. Over/under voltages can also trip the driver if requested. The present supply voltage is continuously measured and available in the <Supply> register.
- Temperature. The electronics include a temperature sensor, and by use of a thermal motor model the motor winding temperature is estimated. Both these temperatures are available through registers, and can also trip the driver if requested.
- Locked shaft. If no movement on the motor shaft is detected even though it is fed with significant current, a status bit is set. This could indicate a serious fault and can trip the driver if requested.
- Regulator error. The register <RegError> continuously shows the difference between actual and target values for the regulator. If this value exceeds the value in the <RegErrorMax> register a status bit is set. This can trip the driver as well.

Status information from the unit is available through the <Status> register. Some bits indicate errors while others are more of informational use. These status bits are only active as long as the error cause is active. To ensure that no status events are missed there is also a latched version of the status register, <StatusLatched>. This register keeps status bits active until they are cleared by the user.

The <Status> register also holds the current status of two inputs. These inputs are selected from the available digital inputs by use of register <StatusInputs>. It is also possible to filter these inputs to suppress noise. This feature is useful for implementing driver shutdown from limit switches to avoid mechanical damage in a setup with limited travel.

To enable stopping of the motor driver upon errors, what is frequently termed 'driver trip', there are two mask registers that selects which status bits to monitor. If the same bit position in this mask register and the <Status> register is active at the same time the system enters the failure mode. There are two such modes:

Mode	Status mask register	Description
Quickstop	MaskQuickstop	The motor stops in a controlled fashion, usually by braking the motor with <RampDecMax> deceleration. The <Mode> register is changed to 'QuickStop'. The indicator shows a normal stop indication – A steady green light.
Shutdown	MaskShutdown	The driver turns off the motor current immediately, and if the motor was running it will continue to spin freely to a halt. The <Mode> register is set to 'Shutdown' and the indicator will show an error state where a blinking pattern indicates the source of shutdown.

The <Mode> register needs to be updated to bring the device out of the error state. Thus by setting the mask register the user can select what type of errors should trip the driver.

If more flexibility is needed, such as driver trip on a special error code, it is possible to use the User1..2 status bits that can be set using the event handler (see 4.6).

To provide further detail on error causes, the unit also generates error codes. These codes are 16bit with the top 4 bits equal to the status bit number to which they belong. So for example the error codes for communication errors are in the range hex[1001-1FFF]. A complete list of error codes can be found in section 5.1.

Nr	Type	Name	Description	Range:																											
410	uns16	Status	<div><div>Drive status. Each bit has status information according to the table below. This status word is used for several things, it can trip the driver, start recording data or enable outputs. The bits are only active while the condition is true.</div><table><tr><th>Bit</th><th>Name</th><th>Description</th></tr><tr><td>0</td><td>Fail</td><td>Internal error in the driver</td></tr><tr><td>1</td><td>Communication</td><td>Communication error</td></tr><tr><td>2</td><td>Current</td><td>Hardware overcurrent protection triggered. Input current > 40A</td></tr><tr><td>3</td><td>Voltage</td><td>Input voltage is too high or low Voltage < 15V or Voltage > 30V</td></tr><tr><td>4</td><td>Temperature</td><td>Temperature of drive is too high Temp > 100°C</td></tr><tr><td>5</td><td>Torque</td><td>Motor torque limit active</td></tr><tr><td>6</td><td>Locked</td><td>Shaft is locked (power applied but not moving)</td></tr><tr><td>7</td><td>Regulator</td><td>The regulator has a large error, <RegErrorMax> > <RegError></td></tr></table></div>	Bit	Name	Description	0	Fail	Internal error in the driver	1	Communication	Communication error	2	Current	Hardware overcurrent protection triggered. Input current > 40A	3	Voltage	Input voltage is too high or low Voltage < 15V or Voltage > 30V	4	Temperature	Temperature of drive is too high Temp > 100°C	5	Torque	Motor torque limit active	6	Locked	Shaft is locked (power applied but not moving)	7	Regulator	The regulator has a large error, <RegErrorMax> > <RegError>	0..65535
Bit	Name	Description																													
0	Fail	Internal error in the driver																													
1	Communication	Communication error																													
2	Current	Hardware overcurrent protection triggered. Input current > 40A																													
3	Voltage	Input voltage is too high or low Voltage < 15V or Voltage > 30V																													
4	Temperature	Temperature of drive is too high Temp > 100°C																													
5	Torque	Motor torque limit active																													
6	Locked	Shaft is locked (power applied but not moving)																													
7	Regulator	The regulator has a large error, <RegErrorMax> > <RegError>																													

			<table><tr><td>8</td><td>Moving</td><td>Motor is rotating Speed > 0.1rps</td></tr><tr><td>9</td><td>Reverse</td><td>Motor is rotating in reverse direction</td></tr><tr><td>10</td><td>Target</td><td>Target reached when ramping position control</td></tr><tr><td>11</td><td>Reserved</td><td>For future use</td></tr><tr><td>12</td><td>InputA</td><td>Digital input, specified by the <StatusInputs> register.</td></tr><tr><td>13</td><td>InputB</td><td>Digital input, specified by the <StatusInputs> register.</td></tr><tr><td>14</td><td>User1</td><td>For user application, set by event handler.</td></tr><tr><td>15</td><td>User2</td><td>For user application, set by event handler.</td></tr></table>	8	Moving	Motor is rotating Speed > 0.1rps	9	Reverse	Motor is rotating in reverse direction	10	Target	Target reached when ramping position control	11	Reserved	For future use	12	InputA	Digital input, specified by the <StatusInputs> register.	13	InputB	Digital input, specified by the <StatusInputs> register.	14	User1	For user application, set by event handler.	15	User2	For user application, set by event handler.	
8	Moving	Motor is rotating Speed > 0.1rps																										
9	Reverse	Motor is rotating in reverse direction																										
10	Target	Target reached when ramping position control																										
11	Reserved	For future use																										
12	InputA	Digital input, specified by the <StatusInputs> register.																										
13	InputB	Digital input, specified by the <StatusInputs> register.																										
14	User1	For user application, set by event handler.																										
15	User2	For user application, set by event handler.																										
411	uns16	StatusLatched	A latched version of the <Status> register. The corresponding bit in this register is set when it is set in the <Status> register, and then kept set until it is overwritten by the user.	0..65535																								
412	uns16	StatusInputs	<div>This register defines two digital inputs that are available in the status register as InputA and InputB. This is useful for Limit switches that should cause a driver shutdown. It is also possible to filter these inputs from noise.</div> <table><tr><th>Bits</th><th>Description</th></tr><tr><td>0..3</td><td>Input number to use for InputA. 0 = IN1, 1 = IN2 etc</td></tr><tr><td>4..7</td><td>Input number to use for InputB 0 = IN1, 1 = IN2 etc</td></tr><tr><td>8..15</td><td>Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.</td></tr></table>	Bits	Description	0..3	Input number to use for InputA. 0 = IN1, 1 = IN2 etc	4..7	Input number to use for InputB 0 = IN1, 1 = IN2 etc	8..15	Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.																	
Bits	Description																											
0..3	Input number to use for InputA. 0 = IN1, 1 = IN2 etc																											
4..7	Input number to use for InputB 0 = IN1, 1 = IN2 etc																											
8..15	Filter value. 0 = no filtering. Increasing values causes more filtering and larger delay.																											
413	uns16	MaskQuickstop	This is a 16 bit mask that defines which status bits that should cause a quick stop of the motor. A one in a bit position enables that status bit source.																									
414	uns16	MaskShutdown	This is a 16 bit mask that defines which status bits that should trip the driver (enter error mode). A one in a bit position enables that status bit source.	0..65535																								
415	uns16	Error	This register holds the latest generated error code.	0..65535																								
420/421	uns32	Time	Tracks time as 4096 counts per second. Wraps around after about 12 days.	0 .. 4294967295																								

5.1 List of error codes

These are the defined error codes that can be read from the <Error> register. The register content indicate the latest error, but the error cause may not any longer be existing when the register is read.

Error code (hexadecimal)	Description
0x0001	General internal error
0x0002	Internal software timing error
0x0003	Error in application code, not terminating.
0x1001	General communication error
0x1002	Reference to invalid register number
0x1101	Modbus parity error
0x1102	Modbus framing error
0x1103	Modbus overrun error
0x1104	Modbus checksum error
0x1105	Modbus illegal function code
0x1106	Modbus illegal diagnostics function code
0x2001	Hardware overcurrent protection triggered
0x3001	Supply voltage too low
0x3002	Supply voltage too high
0x4001	Temperature of electronics is too high
0x4002	Temperature of motor winding is too high
0x5001	Torque limiting is active
0x6001	Locked shaft condition detected
0x7001	Regulator error is large

6 Power supply considerations and EMC

The power supply used to provide the +24V supply to the unit has to be able to supply enough current for the application, not only for the continuous operation, which is typically up to 6A current, but also for the instantaneous higher output power during for example high accelerations.

For applications that use high braking deceleration rates, especially with high inertia loads, the power supply unit must also be able to sink current, since the motor then operates as a generator and outputs current to the power supply.

Failure to sink this current will raise the supply voltage, potentially to damaging levels (>30V). External protection zener diodes rated at 25-30V can be used to handle short bursts of overvoltage.

The <Supply> register contains the real time supply voltage and this can be monitored during motion to verify that the voltage level is not raised too high. There is also a status bit in the <Status> register that indicates high voltage conditions.

Also note that the grounding potential at the motor unit will change if there are long cables and high currents because of cable resistance. Since the motor input/outputs share the same grounding potential as the power supply, they are affected accordingly. This issue is handled by using thicker cables or by using the motor ground as the central grounding point (star grounding).

EMI issues are common for motor control installations. The switching of the motor currents creates fast transients in both voltage and current waveforms that typically spread out to surrounding equipment. One of the most problematic sources of noise radiation is usually the cabling between the controller and the motor. But this issue is of no concern here since the electronics and the motor are integrated into the same enclosure with a minimum of cabling. Generally EMI problems are non existent in integrated drive units. But there is one issue left even for these types of implementations. The switching motor currents propagate out on the power supply cabling as well. So there will always be some noise conducted from the device to the power supply unit, and potentially radiated from the cable. In this product that noise is suppressed by two means:

- A high order low pass filter to minimize the noise above 150kHz
- Spread spectrum techniques to spread out the noise energy across a continuous range of frequencies. This limits the energy at each individual frequency.

The SimplexMotion100A unit will pass the requirements from the IEC/EN61800-3 standard for the industrial environment . To also pass the requirements for the residential/commercial environment an external filter will have to be used on the power supply input. This can typically be a simple LC filter consisting of a 10uH inductor in series with the positive supply rail and a 100uF low ESR capacitor across the power supply feed. Both components should be located close to the SimplexMotion unit.