

VXM Stepping Motor Controller **Quick Start**

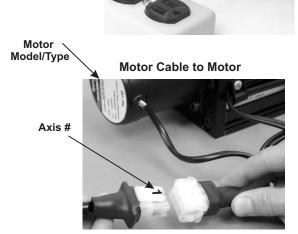
AC Power Cord to AC

AC Power Cord to DC Power Supply



DC Power Supply to VXM





Limit Switch Cable to Limit Switches



Bus Cable VXM to VXM for 3 or 4 Motors



NOTE: Tab aiming down,
make sure tab locks into connector



From the COSMOS Terminal you can type and send commands directly to the VXM.

These commands are the most common:

ImMx Set steps to incremental Index motor CW (positive), m= motor# (1,2,3,4), x=1 to 16,777,215 SmMx Set Speed of motor (70% power), m= motor# (1,2,3,4), x=1 to 6000 steps/sec. Default=2000

Clear all commands from currently selected program

Enable On-Line mode with echo "off"

Q Quit On-Line mode (return to Local/Jog mode)

R Run currently selected program

Run save memory (saves setup/ program values to nonvolatile memory)

Typical command sequence to first time run motor 1 one revolution:

F C I1M400, R

To clear the previous index from the VXM and move the motor back 2 revolutions: C I1M-800, R

To get the VXM back to Jog mode:

Q

For more information on programming the VXM refer to the other side of this document, and the documentation included on the CD, or visit www.velmexcontrols.com

VXM Program Stored Commands

Motor commands: Set steps to incremental Index motor CW (positive), m= motor# (1,2,3,4), x=1 to 16,777,215 Set steps to incremental Index motor CCW (negative), m= motor# (1,2,3,4), to 16,777,215 |AmMx Set Absolute Index distance, m=motor# (1,2,3,4), x= ±1 to ±16,777,215 steps IAmM0 Index motor to Absolute zero position, m=motor# (1,2,3,4)
Zero motor position for motor# m, m= 1,2,3,4
Index motor until positive limit is encountered, m=motor# (1,2,3,4)
Index motor until negative limit is encountered, m=motor# (1,2,3,4) IAmM-0 ImM0 (i3,i1...) Combine Index commands to run simultaneously on two VXM controllers connected by VXM bus
Set Speed of motor (70% power), m= motor# (1,2,3,4), x=1 to 6000 steps/sec. SAmMx Set Speed of motor (100% power), m= motor# (1,2,3,4), x=1 to 6000 Read and assign analog input value to motor m speed (70% power), x= SmM-x SAmM-x Read and assign analog input value to motor m speed (100% power), x= range ΔmMs Acceleration/deceleration, m= motor# (1,2,3,4), x=1 to 127. Looping/branching commands:
Loop continually from Loop continually from the beginning or Loop-to-marker of the current Sets the Loop-to-marker at the current location in the program LM-0 Resets the Loop-to-marker to the beginning of the current program Loop from beginning or Loop-to-marker x-1 times (x=2 to 65,535), when the loop reaches its last count the non-loop command directly preceding will be Lx Loop from beginning or Loop-to-marker x-1 times, alternating direction of motor 1, when the loop reaches its last count the non-loop command L-x directly preceding will be ignored Loop Always from beginning or Loop-to-marker x-1 times (x=2 to 65,535) Loop Always from beginning or Loop-to-marker x-1 times, alternating ΙΔχ direction of motor 1 Loop once from beginning or Loop-to-marker reversing index direction of motor 2 LM-2 LM-3 Loop once from beginning or Loop-to-marker reversing index direction of motor 1 and motor 2

Jump to the beginning of program number x, x= 0 to 4 Jx JMx Jump to the beginning of program number x and come back for More after program x ends, x = 0 to 4
Similar to JMx except automatically moves back from absolute indexes after JM-x program x ends: For pick-and-place within matrix looping patterns Pausing commands: Pause x tenths of a second, (x=0 to 65,535) Pause x tenths of a millisecond, (x=1 to 65,535)

Pause x tenths of a second (x=0 to 65,535, 10 µsec pause when x=0)

Altering output 1 high for duration of the pause, tenths of a millisecond when PAx x is negative Pause x tenths of a millisecond (x=1 to 65,535) Altering output 1 high for PA-x duration of the pause Input/output commands:

U0 Wait for a "low" on user input 1

U1 Wait for a low on user input 1, holding user output 1 high while waiting

U2 Enable Jog mode while waiting for an input U1 U2 U3 Disable Jog mode while waiting for an input User output 1 "low" (reset state)
User output 1 high Send "W" to host and wait for a "G" to continue U4 U5 U6 U7 U77 U77 Start of Continuous Index with pulse on output 2 Start of Continuous Index with no output Start of Continuous Index sending "@" to the host
End of Continuous Index with auto-decel to stop
End of Continuous Index with auto-generate a deceleration Index as next U9 command End of Continuous Index using next Index for deceleration to stop End of Continuous Index with instantaneous stop U92 U99 U11 Skip next command if input 1 is high
Skip next command if input 2 is high
Wait for a front panel button to jump to a program or continue: "Motor 1 Jog
-" button to jump to program #1, "Motor 1 Jog +" button
to jump to program #2, "Run" button to proceed in current program.
User output 2 low (reset state)
User output 2 ligh
Optional Ligar output 3 low (reset state) U15 U16 U17 U18 U19 U23 Optional User output 3 low (reset state)
Optional User output 3 high
Optional User output 4 low (reset state) Optional User output 4 high Wait for a front panel button to jump to a program and come back, or continue: "Motor 1 Jog -" button to jump and return to program #1, Jog +" button to jump and return to program #2, "Run" button to proceed in current program U30 Wait for a low to high transition on user input 1 Wait for a low to high transition on user input 1, holding user output 1 high Walt for "Motor 1 Jog -" button to be pressed on front panel with debouncing Wait for "Motor 1 Jog +" button to be pressed on front panel with Wait for "Motor 1 Jog +" button to be pressed on front panel with U32 U50 Wait for a low and high on user input 1 with debouncing for a mechanical push-button switch
Wait for a low and high on user input 1 with debouncing for a mechanical U51 push-button switch, holding user output 1 high while waiting Wait for a low to high on the Run button or connection I/O,4 with debouncing for a mechanical push-button switch U90

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Lead So	rew Models								Speed	
UniSlide*			BiSlide**	Advance per turn		Advance per step		@ 1000 SPS (2.5 rev/sec)		
					Units		Units		Units	
С	P40			0.025	inch	0.0000625	inch	0.0625	inch/sec	
В	P20			0.05	inch	0.0001250	inch	0.125	inch/sec	
W1	P10		E01	0.1	inch	0.0002500	inch	0.25	inch/sec	
W2	P5			0.2	inch	0.0005000	inch	0.5	inch/sec	
W4	P2.5		E04	0.4	inch	0.0010000	inch	1	inch/sec	
K1	Q1			1	mm	0.0025	mm	2.5	mm/sec	
K2	Q2		M02	2	mm	0.0050	mm	5	mm/sec	
Rotary 1	ables	Gear Ratio)							
B4872		72:1		5	degree	0.0125	degree	12.5	degree/sec	
B4836		36:1		10	degree	0.0250	degree	25	degree/sec	
B4818		18:1		20	degree	0.0500	degree	50	degree/sec	
B5990		90:1		4	degree	0.0100	degree	10	degree/sec	
Typics	Junislid	o modo	(whore	v ic fro	m above	table). N	1B1021	v I Q1		

** Typical Bislide model (where x is from above table): MN10-0100-x-21

To convert from "real" units to steps, divide the distance

desired to move by the Advance per step. (Distance ÷ Advance per step = Steps)

VXM Set Commands

setMmM <i>x</i> setDMx	Set axis m for motor type/size x (see table below for value for x) Set VXM/VP9000 or NF90 emulation modes, and other operating parameters
setDAx setjmM setJAmM setJAmM setLmMx	Set Analog Joystick Deadband value Set first Jog Speed setting for motor m Set first Analog Joystick range setting for motor m Set second Jog Speed setting for motor m Set second Analog Joystick range setting for motor m Set limit switch mode for axis m
setPmMx setPAx setIx setBx	Set "Pulse Every x # Steps" on output 2 for axis m Set Pulse width used by $\textbf{setPmMx}$ and $\textbf{U7},$ x=1 to 255 (10 μsec increments) Set operating mode of inputs Set RS-232 Baud rate (9=9600, 19=19200, 38=38400)
Bx Ox	Backlash compensation, $x=0$ to 255, $0=$ off (default), $1=20$ steps Indicate limit switch Over-travel to host, off when $x=0$, VXM sends "O" when $x=1$ and hit limit, $x=3$ program stops too
PMAx	Program Associate program x in Master to program x in Slave (Linked VXMs start the same time) (255= default/disabled)

VXM In	nmediate Commands	
Operation	commands:	
C C	Clear all commands from currently selected program	
D	Decelerate to a stop (interrupts current index/ program in progress)	
i E I F	Enable On-Line mode with echo "on"	
G	Enable On-Line mode with echo "off" Enable On-Line mode with echo off Grouping a <cr> with "A", ":", "W", "O"</cr>	
Ĭ	responses; Also Go after waiting or holding	
Н	Put Controller on Hold (stop after each command and wait for go)	
K	Kill operation/program in progress and reset user outputs	
N Q	Null (zero) motors 1,2,3,4 absolute position registers Quit On-Line mode (return to Local mode)	
Ř	Run currently selected program	
!	Record motor positions for later recall with "x","y" commands	
rsm res	Run save memory (saves setup/ program values to nonvolatile memory)	
res del	Software reset controller Delete last command	
[i1,i2]	Send data to Slave through Master (two VXM controllers	
!	connected by VXM bus)	
setD0	Set VXM back to factory defaults (All programs, settings, motor selections will be erased)	
PMx	Select Program number x, x= 0 to 4	
PM-x	Select and clear all commands from Program number x, x= 0 to 4	
Cénério ma		
∎ Status red ■ V	quest commands: Verify Controller's status, VXM sends "B" to host if busy, "R" if ready, "J" if in	
	the jog/slew mode, or "b" if Jog/slewing	
Х	Send current position of motor 1 to host (Motor can be in motion)	
Y Z	Send current position of motor 2 to host (Motor can be in motion)	
ч	Send current position of motor 3 to host (Motor must be stationary) Send current position of motor 4 to host (Motor must be stationary)	
М	Request Memory available for currently selected program	
lst	List current program to host (ASCII text)	
X	Send last 4 positions of motor 1 to host that were captured by the "!"	
	command or Input 4 trigger	
У	Send last 4 positions of motor 2 to host that were captured by the "!" command or Input 4 trigger	
#	Request the number of the currently selected motor	
*	Request the position when the last motor started decelerating (shows	
	position when "D" command or Stop/User input 4 used)	
?	Read state of limit switch inputs for motor 1 and 2 (8 bit binary value) Read state of User Inputs, Motor 1 and 2 Jog Inputs (8 bit binary value)	
\$	Read state of User Outputs (8 bit binary value)	
@	Read user analog input value	
В О	Read Backlash compensation setting Read Indicate limit switch setting	
D	Read/Digitize motor position (Jog Mode)	
I I DM	Degreest the number of the gument Dr.	
PM PMA	Request the number of the current Program Request the current program associate number (255= default/disabled)	
	Read motor type/size selected for axis m	
getDM getD0	Read operating mode of VXM (8 bit binary value) Gets the VXM's firmware version in the format X.XX	
getD0	Gets the VXM's firmware date code in the format XX-XX-XX	
	(month,day,year)	
getD2	Returns 2 if system is a single VXM, returns 4 if VXM is a Master	
getDA getjmM	Read Analog Joystick Deadband setting Read first Jog Speed setting for motor m	
getjiiiiii		
getJmM	Read second Jog Speed setting for motor m	
	Read second Analog Joystick range setting for motor m Read mode of limits for motor m	
getLmM	read mode of hilling for motor in	

VXM Motor Setting

getPmM

getPA

getl

x	Motor Model (Amps)
0	Default (0.4A to 0.7A)
1	Vexta PK245 (1.2A)
2	Slo-Syn M061 (3.8A)
3	Slo-Syn M062 (4.7A) Vexta PK264 (3A)
4	Slo-Syn M063 (4.6A) Vexta PK266 (3A)
5	Slo-Syn M091 (4.7A) Vexta PK268 (3A)
6	Slo-Syn M092 (4.6A)

Pin#	Name
1	0V
2	+5V
3	Ain
4	Run I/O
2 3 4 5 6	11
6	$12 \qquad \qquad \left(\begin{array}{cccccccccccccccccccccccccccccccccccc$
7 8 9	13 10 9 8 7 6
8	14
	OV 15 14 13 12 11
10	J1- 15DSUBHD Socket
11	J1+
12	J2-
13	J2+
14	01
15	O2

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Read "Pulse Every x # Steps" value for axis m
Read Pulse width used by setPmMx and U7

Read operating mode of user inputs