

按键：

ST : setting

B1 : Button 1. Go to next setting item when in setting menu

B2 : Button 2. Toggle ON/OFF of setting item

OK : confirm new settings

CL : Clear. clear settings items setting value

0 .. 9 : input number of setting item

X+/-, Y+/-, Z+/-, A+/- : drive motors directly

界面操作：

Main:

There are the name and logo of this board layered on the left. Right hands are the position information of each axes (x, y, z, a). One can use button X+/-, Y+/-, Z+/-, A+/- to drive the motor directly. Push ST button will enter the setting menu. Push CL button will turn on the cursor, push CL button another time means zero this axis's position information. Or one can push B2 button to let cursor jump to the next axis. Push OK button will turn off cursor. When cursor turned on, besides the above used buttons, the other button don't work at all.

System ST:

System setting. Push the ST button in Main window will enter this level.

LimT: OF/ON <1>. Suspected enable/disable (software) limit function.

LigT: 99S. Light setting. "99S" means 99 seconds backlight turned on and then automatically turned off.

SpiE: ON/OF. Suspected SPI (LPT port) En-/Disable?

MunL: ON/OF. Manuel drive en-/disable. If is been set disable, one can not control motors manually.

Origin ST:

Origin setting.

StaT: ON/OF <A>. Suspected state of the origin? When I turned it off. It looks like the code crashed for a while and the three motors turned for a while after I pushed the A- button. When I turn it back as On. The code looks like crashed ones more. Then after a while (only the Y axis tremble) I pushed A- button to let it stop.

RaiE: 20MM. ?

ProF: X*Y Z*. ?

DiaR: 00MM. ?

X,Y,Z,A Axis ST:

SubN: 02<2>. setting the top speed of this axis

PulE: 320L. ?

SpeD: 02/S. Speed of this axis. If I setting this value, the result of it looks very same as when I set the same value on item SubN.

Mode: → § / 1. Setting the button mode. § means when pressing button motor continuously turning, 1 means on each time press the button, motor go only 1 step (0.1 unit which on main windows displayed).

PC:

REC = 0001. B1 button turn on the cursor. When cursor at REC item, push B2 button to change '=' into a play triangle (Is that mean right now the controller will record all the G-code sendet by the computer?). When finish record, push B2 button again. Push the B1 button let cursor jump to next item run. Push B2 button, than I can see the X axis permanently running and the item above (REC=) will constantly

changing setting value (All are G-code like codes). Than push A- to stop the process.

MLST:

REC = 0001. Record G-code defined movement which can be input in this window. Push B1 button one time to turn on the cursor. When cursor in REC item, push B2 button in order to let the '=' change to a small triangle, than one can use X+/-,Y+/- and Z+/- move the motor and after that push the B2 button to increase the number of the G-code. If finished, push the B1 button again to move the cursor to the next item - run. If you push B2 button at this place. The predefined movement will be replayed again.