CANID\_TST\_STEPCMD

payload layout

11/06/2020

Function that sends:

stepper:update100K (repo:branch)

DLC 5

PAYLOAD\_TYPE: U8\_FF

payload[0]

payload type: U8

#define DRBIT 0x01 // (1) Bit mask Direction output pin: 0 = low; 1 = high

#define ENBIT 0x02 // (2) Bit mask Enable output pin: 0 = low; 1 = high

#define LMBIT 0x04 // (3) Bit mask Limit switch simulation

#define IXBIT 0x08 // (4) Bit mask Indexing command

#define ZTBIT 0x10 // (5) Bit mask PB State: Zero Tension

#define ZOBIT 0x20 // (6) Bit mask PB State: Zero Odometer

#define ARBIT 0x40 // (7) Bit mask PB State: ARM

#define PRBIT 0x80 // (8) Bit Mask PB State: PREP

Notes of above bit usage--

(1) CP PB processed: Zero Odometer TOGGLES direction minus sign on LCD

(2) CP SAFE/ACTIVE: Bit sets when in CP goes into ARM state

(3) CP PB: Zero Tension PB state simulates limit switch

(4) CP PB: ARM PB state simulates CP begin indexing command

(5) CP PB state: Zero Tension (CP toggles direction)

(6) CP PB state: Zero Odometer

(7) CP PB state: ARM

(8) CP PB state: Prep (CP toggles freeze of CL setting)

payload[1-4]

payload type: FF

// Control Lever position: (0 - 100.0%)

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