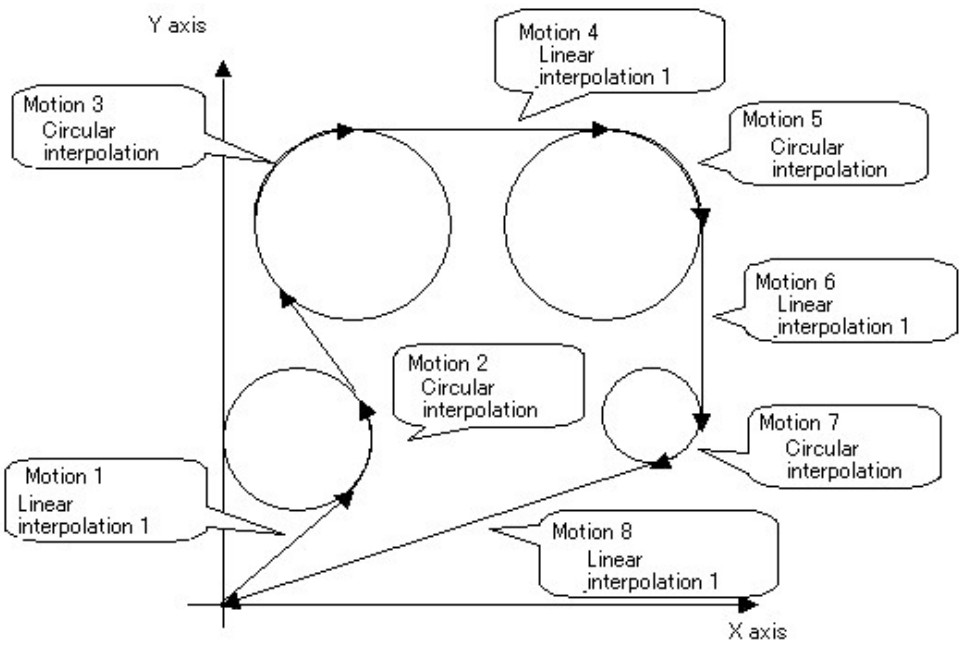
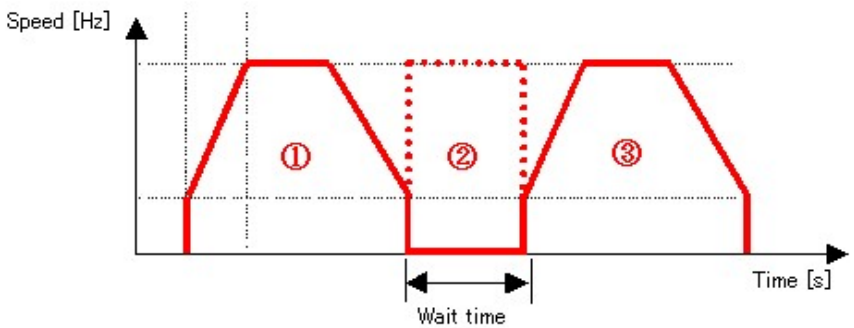
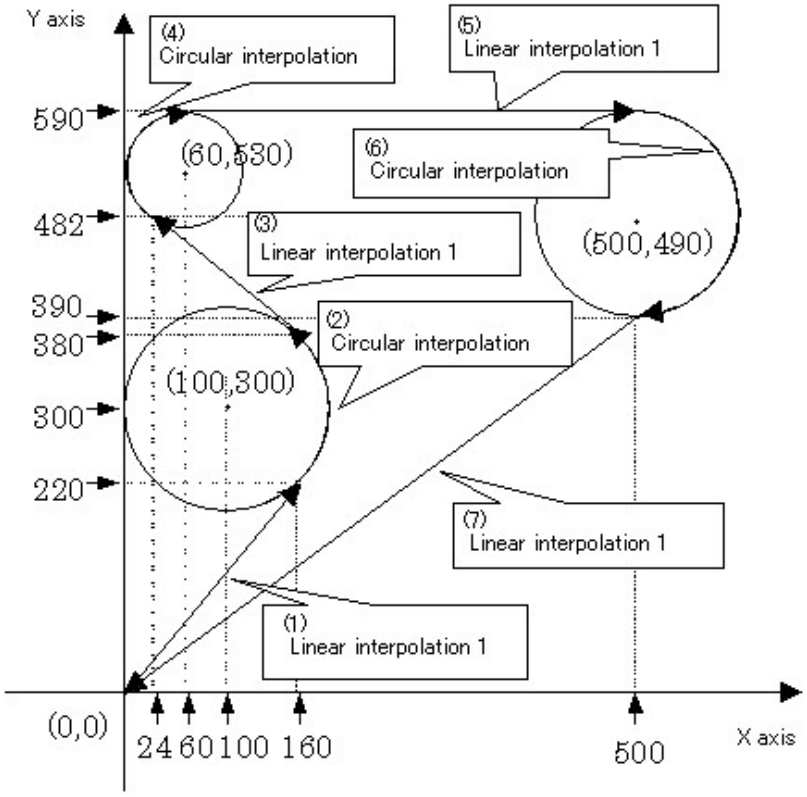
Continuous Interpolation

Configurable number of axes	Any two axes in the same controllers can be configured.

Description		Continuously operates the linear interpolation 1 and circular interpolation motions configured beforehand.
	1	Continuously operates the linear interpolation 1 and circular interpolation motions configured beforehand.
	2	These motions are operated as follows. 
	3	Configures the wait time between motions. *** Operates "timer motion" in the driver during wait time.** 
備考	1	Only the multi-function DLL supports this motion.
	2	The linear interpolation 2 motion is not supported.

Configuration Example

Executing the linear interpolation 1 and circular interpolation motions consecutively and operate the motor as illustrated below.



Use the X and Y axes. The moving velocity is 50 pps for all.
Configuring the moving pulses in the relative coordinate.

1	Linear interpolation 1 : moving quantity of X-axis 160, moving quantity of Y-axis 220
2	Circular interpolation : center point (-60, 80), end point (0, 160), rotation direction negative direction
3	Linear interpolation 1 : moving quantity of X-axis -136, moving quantity of Y-axis 102
4	Circular interpolation : center point (36, 48), end point (36, 108), rotation direction positive direction
5	Linear interpolation 1 : moving quantity of X-axis 440, moving quantity of Y-axis 0
6	Circular interpolation : center point (0, -100), end point (0, -200), rotation direction positive direction
7	Linear interpolation 1 : moving quantity of X-axis -500, moving quantity of Y-axis -390

```
HANDLE hDeviceHandle;
int nRet;
MTNLINE Line;
MTNARC Arc;

hDeviceHandle = MtnOpen("FBIMTN1", MTR_FLAG_NORMAL );
if(hDeviceHandle == INVALID_HANDLE_VALUE) return -1;

Line.wAxis = 0x03;
Line.wClock = 299;
Line.wMode = MTR_LINE;
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Line.wAccMode = MTR_ACC_NORMAL;
Line.fLowSpeed = 10;
Line.fSpeed = 100;
Line.dwAcc = 100;
Line.dwDec = 100;
Line.fSAccSpeed = 0;
Line.fSDecSpeed = 0;
Line.lStep[0] = 160;
Line.lStep[1] = 220;

nRet = MtnSetMotionLine( hDeviceHandle, MTR_LINE_REPEAT, &Line );

Arc.wAxis = 0x03;
Arc.wClock = 299;
Arc.wMode = MTR_ARC_CCW;
Arc.fSpeed = 100;
Arc.lCenterX = -60;
Arc.lCenterY = 80;
Arc.lEndX = 0;
Arc.lEndY = 160;

nRet = MtnSetMotionArc( hDeviceHandle, MTR_ARC_REPEAT, &Arc );

Line.lStep[0] = -136;
Line.lStep[1] = 102;

nRet = MtnSetMotionLine( hDeviceHandle, MTR_LINE_REPEAT, &Line );

Arc.wMode = MTR_ARC_CW;
Arc.lCenterX = 36;
Arc.lCenterY = 48;
Arc.lEndX = 36;
Arc.lEndY = 108;

nRet = MtnSetMotionArc( hDeviceHandle, MTR_ARC_REPEAT, &Arc );

Line.lStep[0] = 440;
Line.lStep[1] = 0;

nRet = MtnSetMotionLine( hDeviceHandle, MTR_LINE_REPEAT, &Line );

Arc.lCenterX = 0;
Arc.lCenterY = -100;
Arc.lEndX = 0;
Arc.lEndY = -200;

nRet = MtnSetMotionArc( hDeviceHandle, MTR_ARC_REPEAT, &Arc );

Line.lStep[0] = -390;
Line.lStep[1] = -500;

nRet = MtnSetMotionLine( hDeviceHandle, MTR_LINE_REPEAT, &Line );

nRet = MtnStartRepeat( hDeviceHandle, 0x03, MTR_ACC, MTR_IP, 0, 1 );
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