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Generate stepper-motor speed profiles in real time

David Austin

DECEMBER 30, 2004

A new algorithm for stepper-motor acceleration allows speed profiles to be parameterized and calculated in real time. This algorithm can run on a low-end microcontroller using only simple fixed-point arithmetic operations and no data tables. It develops an accurate approximation for the timing of a linear ramp with constant acceleration and deceleration.

It's commonly thought that the timing of a linear speed ramp for a stepper motor is too complex to be calculated in real time. The exact formula for the step delay is in Equation 8. The solution has been to store the ramp data in precompiled arrays, but this method is inflexible and wastes memory. The alternative has been to use a more powerful and expensive processor than otherwise needed or a high-level stepper-control IC. This article develops an accurate approximation that has been implemented in C using 24.8 fixed-point arithmetic on a mid-range PIC microcontroller.

Motor step signals can be generated by a 16-bit timer-comparator module as commonly integrated in microcontrollers. On the PIC, the CCP (capture/compare/pwm) performs this function. It allows steps to be timed to the resolution of one timer period. Each step advances the motor by a constant increment, typically 1.8 degrees on a hybrid stepper motor.

MOST READ

06.26.2007
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12.30.2004

The timer frequency should be as high as possible while still allowing long delays as the motor is accelerated from stop. A timer frequency of 1MHz has been used. A maximum motor speed of 300rpm is then equivalent to a delay count of 1,000. It's necessary to have high timer resolution to give smooth acceleration at high speed.

Notation and basic formulas

Delay (sec) programmed by timer count c:

$$\delta t = \frac{c}{f}$$

Equation 1

f = timer frequency (Hz).
Motor speed ω (rad/sec) at fixed timer count c:

$$\omega = \frac{\alpha . f}{c}$$

Equation 2

α = motor step angle (radian).
1rad = 180/π = 57.3deg. 1rad/sec = 30/π = 9.55rpm.

Acceleration ω' (rad/sec^2) from adjacent timer counts $c1$ and $c2$:

$$\omega' = \frac{2.\alpha.f^2.(c1-c2)}{c1.c2.(c1+c2)}$$

Equation 3

Equation 3 assumes fixed-count speed (Equation 2) at the midpoint of each step interval (Equation 1), as on a linear ramp, Figure 1. Note that ω' resolution is inversely proportional to the cube of the speed.

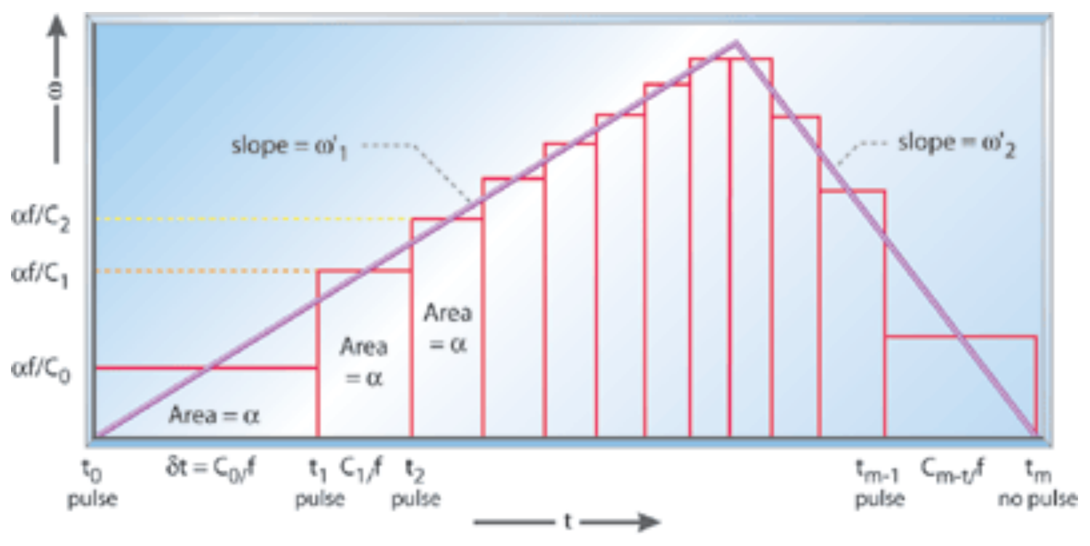

Figure 1: Ramp geometry: move of m=12 steps

Linear speed ramp—exact

On a linear ramp, acceleration ω' is constant, and speed $\omega(t) = \omega'.t$. Integration gives the motor shaft angle $\theta(t)$:

$$\theta(t) = \int_0^t \omega(\tau).d\tau = \frac{\omega' t^2}{2} = n.\alpha$$

Equation 4

$n \geq 0$ step number (real). When the shaft is at $\theta = n.\alpha$, (integer n) it's time for the nth step pulse:

$$t_n = \sqrt{\frac{2.n.\alpha}{\omega'}}$$

Equation 5

The exact timer count to program the delay between the nth and (n+1)th pulses ($n \geq 0$) is:

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10.31.2013

Altera's Stratix 10 makes Cortex-A53 an extreme performance player (/electronics-news/4423607/Altera-s-Stratix-10-makes-Cortex-A53-an-extreme-performance-player)

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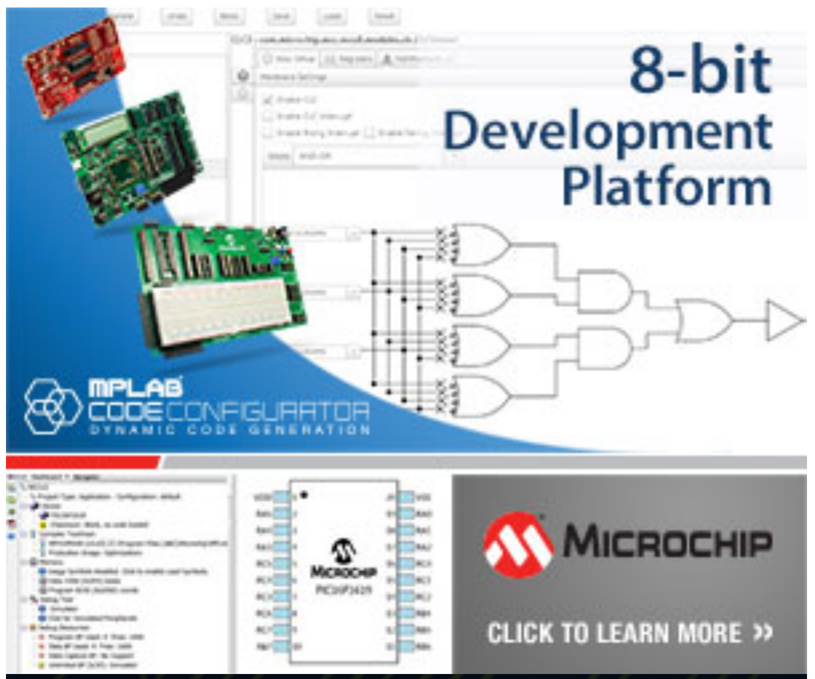

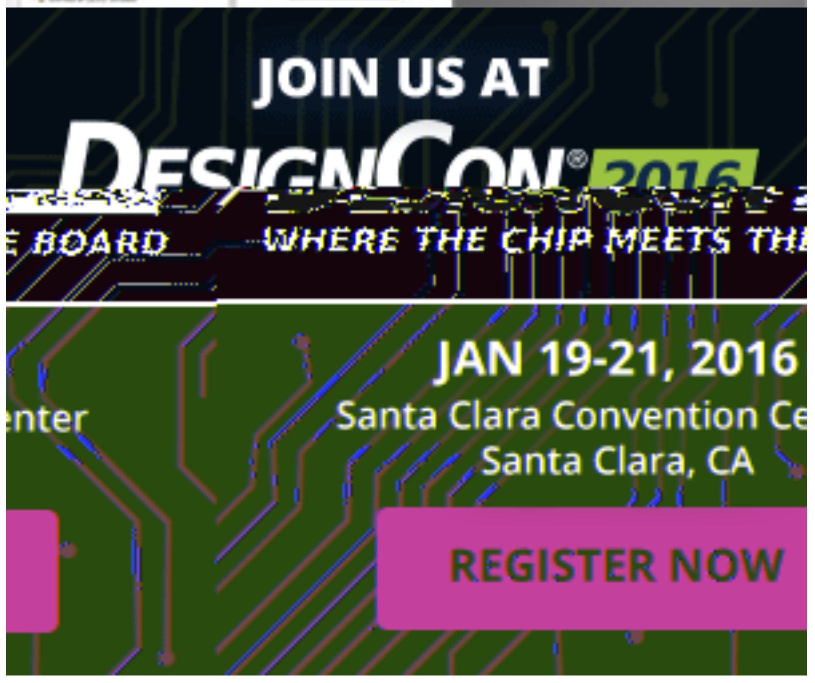

MOST COMMENTED

$$c_n = f.(t_{n+1} - t_n)$$

Equation 6

The initial count c_0 factorizes out to give Equations 7 and 8:

$$c_0 = f\sqrt{\frac{2.\alpha}{\omega'}}$$

Equation 7

$$c_n = c_0 \cdot \left(\sqrt{n+1} - \sqrt{n}\right)$$

Equation 8

Note that c_0 sets the acceleration, proportional to $(1/c_0)^2$.

In real-time, Equation 8 would require calculation of a square-root for each step, with the added problem of loss of precision by subtraction.

Approximating linear ramp

Ratio of successive exact timer counts from Equation 8:

$$\frac{c_n}{c_{n+1}} = \frac{c_0 \cdot \left(\sqrt{n+1} - \sqrt{n}\right)}{c_0 \cdot \left(\sqrt{n} - \sqrt{n-1}\right)} = \frac{\sqrt{1+1/n} - 1}{1 - \sqrt{1-1/n}}$$

Equation 9

Taylor series:

$$\sqrt{1 \pm \frac{1}{n}} = 1 \pm \frac{1}{2.n} - \frac{1}{8.n^2} + O\left(\frac{1}{n^3}\right)$$

Equation 10

Equation 11 is the second-order approximation to Equation 9 using Equation 10:

$$\frac{c_n}{c_{n-1}} = \frac{4.n-1}{4.n+1}$$

Equation 11

Equation 11 can be rearranged for faster calculation:

$$c_n = c_{n-1} - \frac{2.c_{n-1}}{4.n+1}$$

Equation 12

Finally, we can disconnect the physical step number, i, from the step number n on a ramp from zero, to give the general-purpose ramp algorithm shown in Equation 13. Here n determines the acceleration and increments with i for constant acceleration. To ramp up from stop, $n_i = i$, i=1,2, . . . :

$$c_i = c_{i-1} - \frac{2.c_{i-1}}{4.n_i+1}$$

Equation 13

Negative n-values give deceleration. In particular, Equation 14, with $n_i = i - m$, can be used to ramp any speed down to stop in the final steps of a move of m steps:

$$c_i = c_{i-1} - \frac{2.c_{i-1}}{4.(i-m)+1}, i < m$$

Equation 14

Table 1: Accuracy of the step-delay approximation

Step n	Exact (9)	Approx (11)	Relative error
1	0.4142	0.6000	0.4485
2	0.7673	0.7778	0.0136
3	0.8430	0.8462	0.00370
4	0.8810	0.8824	0.00152
5	0.9041	0.9048	7.66E-4
6	0.9196	0.9200	4.41E-4
10	0.9511	0.9512	9.42E-5
100	0.9950	0.9950	9.38E-8
1,000	0.9995	0.9995	9.37E-11

Accuracy of approximation

Table 1 shows that the approximation is accurate even at low step number n and relative error decreases with n^3. However, n=1 has a significant inaccuracy. The inaccuracy at n=1 can be handled in two ways:

- Treat n=1 as a special case. Using c1 0.4056 c0 compensates for the inaccuracies at the start of the ramp and allows Equation 7 to be used to calculate c0.
- Ignore the inaccuracy. In place of Equation 7 use Equation 15:

$$c_0 = 0.676.f\sqrt{\frac{2.\alpha}{\omega'}}$$

Equation 15

The first alternative gives an almost perfect linear ramp. The second alternative starts with a fast step. This is to the good, as it helps keep the motor moving between step pulses 0 and 1-and establishes the angle error needed to generate torque. It also allows a wider range of accelerations to be generated with a 16-bit timer and has the advantage of simplicity. It's therefore recommended to ignore the inaccuracy at n=1.

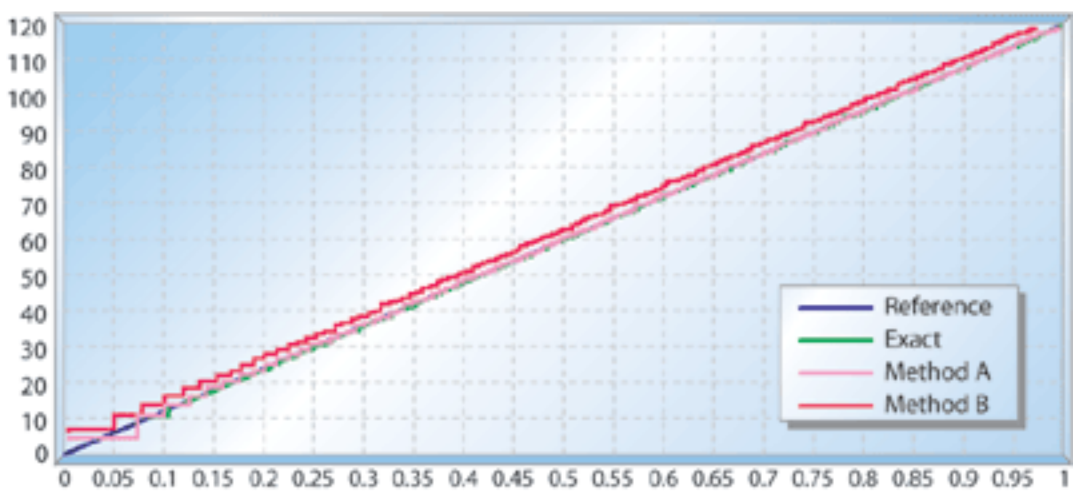

Figure 2: Stepper-motor speed ramp

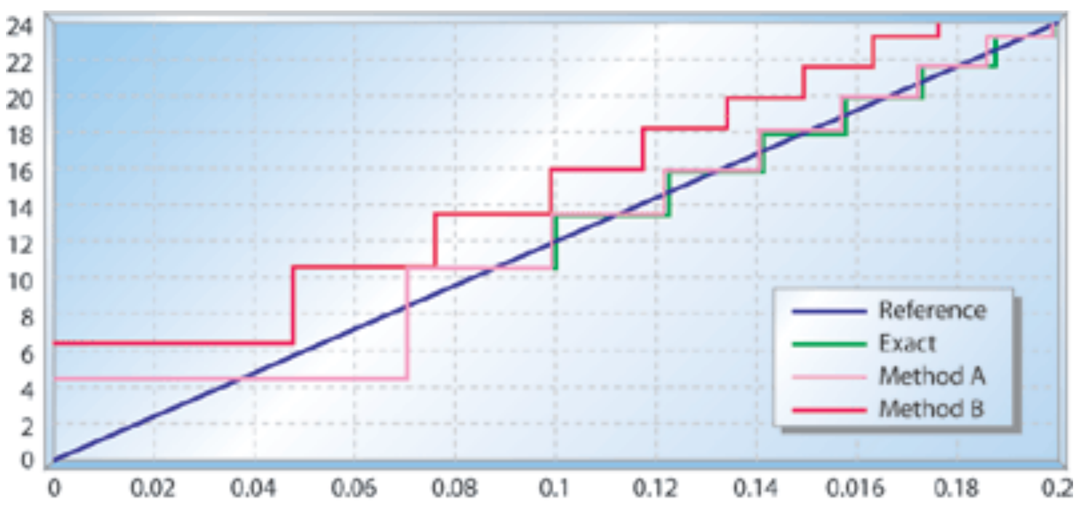

Figure 3: Start of ramp detail

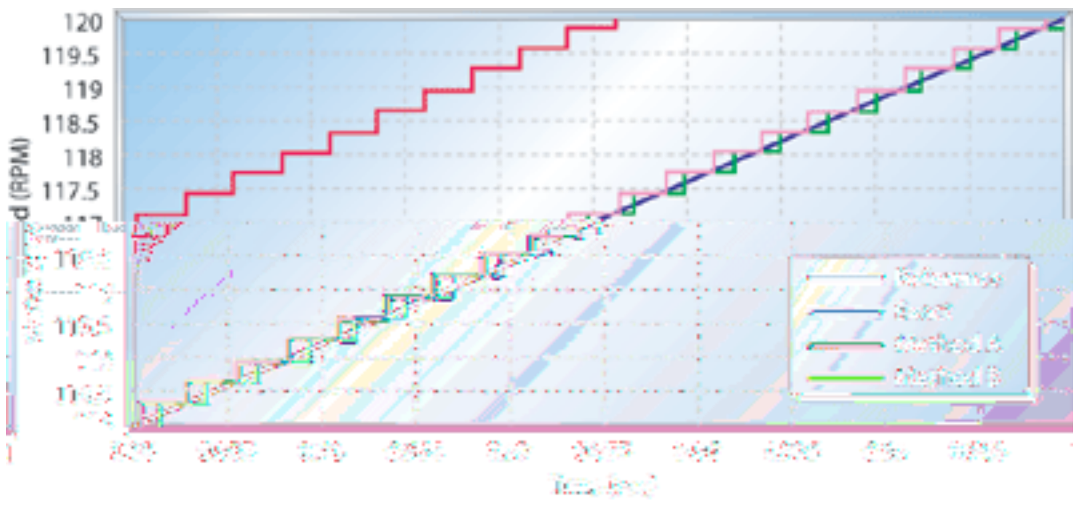

Figure 4: End of ramp detail

Figures 2 through 4 compare the options for a target ramp from 0 to 120rpm in 1sec. For clarity, step changes in speed are shown, calculated from Equation 2. The true profile should be close to a straight line.

2.c/(4.n+1) in Equation 12 could be approximated by c/2.n. Some effects would be:

- The algorithm would still produce a linear ramp.
- c_0 would be closer to the "exact" value shown in Equation 7: 88.6% instead of 67.6% for the same ramp acceleration.
- A single equation like Equation 13 could no longer be used for both acceleration and deceleration.

Changes of acceleration

From Equations 4 and 5 we can obtain an expression for the step number n as a function of speed and acceleration:

$$n = \left[\frac{\omega^2}{2.\alpha.\omega'}\right]$$

Equation 16

Thus the number of steps needed to reach a given speed is inversely proportional to the acceleration:

$$n1.\omega_1' = n2.\omega_2'$$

Equation 17

This makes it possible to change the acceleration at a point on the ramp by changing the step number n in the ramp algorithm Equation 13. Moreover, using signed ω' values results in signed n-values that behave correctly in the algorithm. Only ω' = 0 needs special handling.

The n-value given by Equation 17 is correct for t_n. However c_n represents an average for the interval t_n .. t_{n+1}. Equation 17 is usually adequate, but it's more accurate to add a half-step to n-values for use in the ramp algorithm:

$$(n1+0.5).\omega_1' = (n2+0.5).\omega_2'$$

Equation 18

The numerical example shown in Table 2 changes acceleration from 10 to 5 and to -20rad/sec^2 from step 200. Complex speed profiles can be built up piecewise in this way.

Table 2: Acceleration changes

Step i	n_i	ci (13)	ω' (3)	notes
198	198	2,813.067		$c_{199} = c_{198} - \frac{2.c_{198}}{4.199+1}$
199	199 398.5 -100.25	2,806.008	10	10.(199+.5) = 5.(398.5+.5) = -20.(-100.25+.5)
200	399.5	2,803.498	5	$c_{200} = c_{199} - \frac{2.c_{199}}{4.399.5+1}$
201	400.5	2,799.001	5	etc.
200	-99.25	2,820.180	-20	$c_{200} = c_{199} - \frac{2.c_{199}}{4.-99.25+1}$
201	-98.25	2,834.568	-20	etc.

Deceleration ramp

For a short move of m steps, where the up-ramp at ω'_1 meets the down-ramp at ω'_2 before max speed is reached, the step number m at which to start decelerating is, from Equation 17:

$$n = \frac{m.\omega'_2}{\omega'_1 + \omega'_2}$$

Equation 19

ω'_1 = acceleration, ω'_2 = deceleration (positive). Round n to integer and calculate c_n .. c_{m-1} using Equation 14.

In other cases, Equations 17 or 18 can be used to calculate the number of steps $n2$ needed to stop at deceleration ω'_2, given that the present speed was reached at step $n1$ with acceleration ω'_1. Round $n2$ to integer and calculate c_{m-n_2} .. c_{m-1} using Equation 14.

Smooth shift to max speed

The ideal speed profile would make a smooth transition from ramp acceleration ω' to max speed ω_{max}. Higher speed is possible by reducing the acceleration near the top of the ramp, and you can avoid possible undesirable effects of a discontinuity in acceleration.

There are several ways to achieve a smooth transition while still allowing real-time computation on a low-end processor:

- Reduce ω' in stages, giving a piecewise linear transition.
- Add a power term to the denominator of the ramp algorithm.
- Scale the change from c_{i-1} to c_i by a linear factor.

Now let's compare these methods.

Piecewise linear

This method, shown in Figure 5, is very flexible. Any number of breaks can be used. A set of ω-values is chosen at which ω' is successively reduced. The ramp algorithm in Equation 13 is used. At each step, n is incremented, and if ω (or c) crosses a break value, n is recalculated.

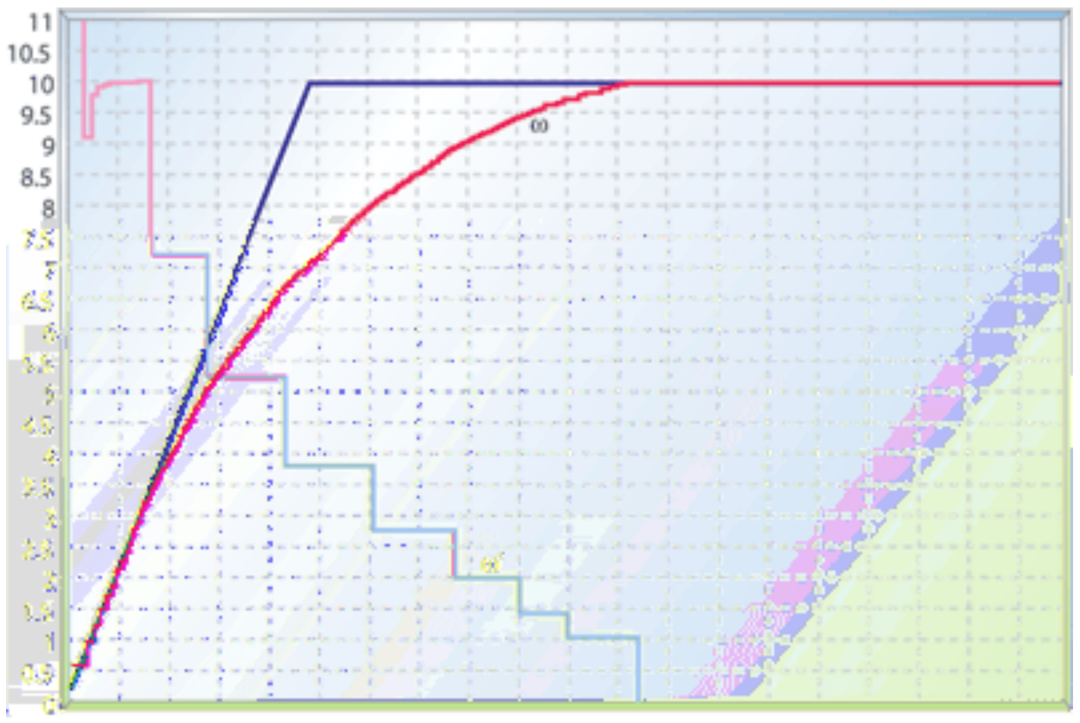

Figure 5: Piecewise

Figure 5 results from the jth break given by $(c)_{j=0} = 3.c_{min}$, $(c)_j = ((c)_{j-1}+c_{min})/2$, $(n_i)_j = 1.375.(n_{i-1}+1)$, $j = 1,2,..,7$. $(c)_j$ = delay count at jth break, c_{min}, = delay count at ω_{max}.

Power term
Equation 20 adds a power term to the denominator of the ramp algorithm (Equation 12):

$$c_n = c_{n-1} - \frac{2.c_{n-1}}{4.n+1+k.n^p}$$

Equation 20

At low speed (low step-number n), the power term $k{\cdot}n^p$ is negligible, so acceleration is constant. As speed rises, $k{\cdot}n^p$ starts to dominate, eventually reducing the acceleration to zero. A higher power p produces a sharper "knee." The approach to ω_{max} is asymptotic.

The transition occurs around $k{\cdot}n^p = 4.n$. This can be used to calculate an approximate value for the constant k from initial acceleration ω' and required max speed ω_{max}:

$$k = \frac{4}{n_{transition}^{\ p-1}} = 4.\left(\frac{2.\alpha.\omega'}{\omega_{max}^{\ 2}}\right)^{p-1}$$

Equation 21

The graphs in Figure 6 use Equation 21 to calculate k for p=2,3,4,5. The curve falls short of ω_{max} for p=2 but k is good for higher powers.

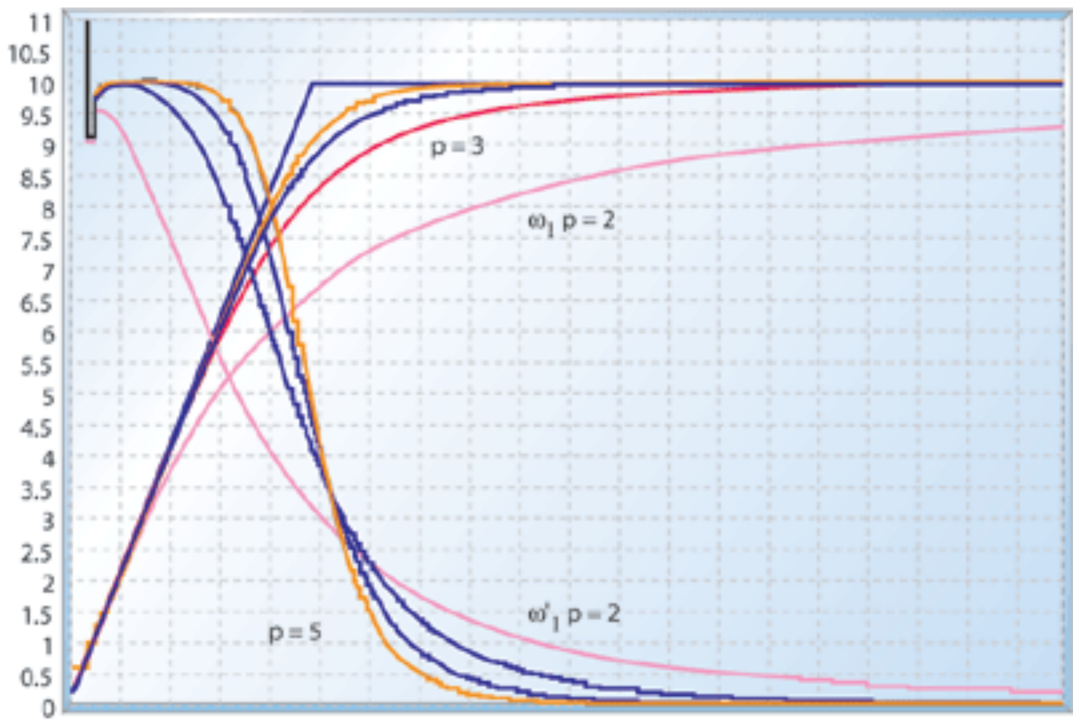

Figure 6: Power term, p=2,3,4,5

Linear factor

In this method we run the ramp algorithm (Equation 12) up to step $n1$ and then scale the changes in c by a factor that reduces from 1 at step $n1$ to 0 at step $n2$:

$$c_n = c_{n-1} - \frac{2.c_{n-1}}{4.n+1} \cdot \frac{n2-n}{n2-n1}, n1 \le n \le n2$$

Equation 22

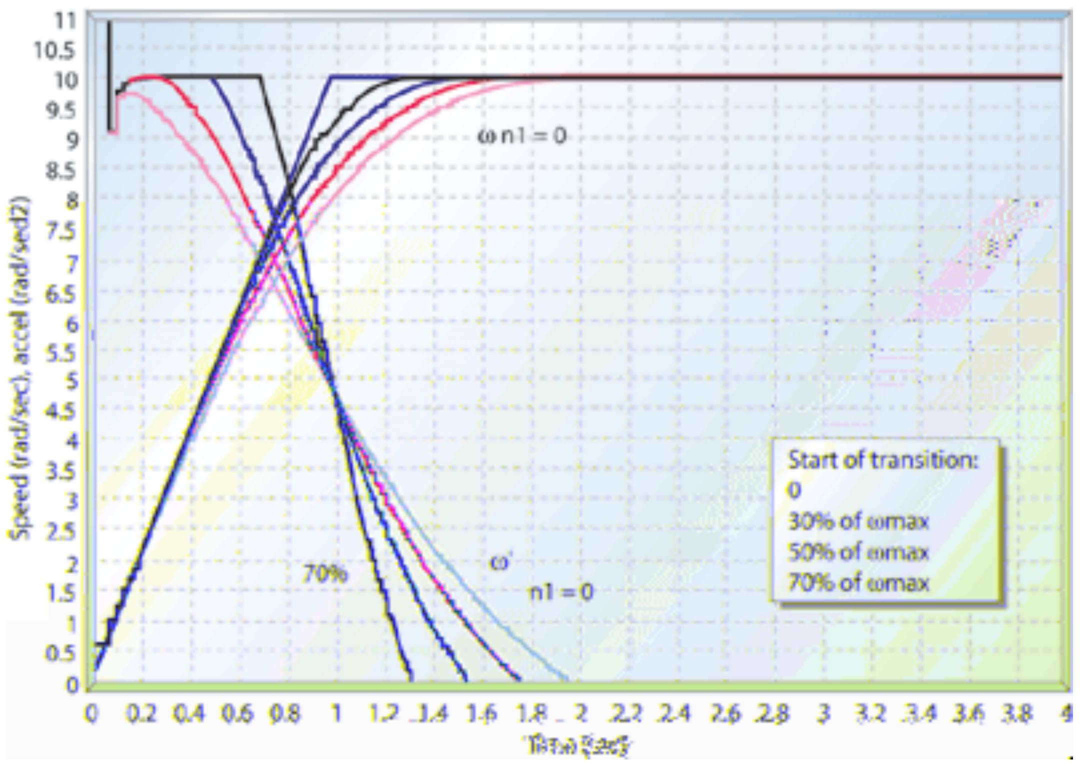

Figure 7: Linear factor

The acceleration curve is fairly linear and symmetrical over the transition. ω_{max} is reached in about twice the time taken with no transition, as shown in Figure 7. ω_{max} can be estimated by integrating a continuous version of Equation 22,

$$\frac{dc}{c} = \frac{-2}{4.n+1} \cdot \frac{n2-n}{n2-n1}.dn$$

. We obtain:

$$\omega_{max}^2 =$$

$$\frac{2}{e}.\alpha.\omega'.(n1+.5).\left(\frac{n2+.5}{n1+.5}\right)^{\frac{n2}{n2-n1}}$$

Equation 23

Equation 23 is accurate for a wide range of parameters, including $n1$=0. It then simplifies to Equation 24 (compare with Equation 16):

$$n1 = 0, n2 = \left\lfloor \frac{\omega_{max}^2}{0.736.\alpha.\omega'} \right\rfloor$$

Equation 24

In Figure 7, the linear factor method is applied with transition ranges starting at 0 and 30%, 50%, and 70% of ω_{max}.

A linear-factor transition can also be applied to the downramp:

$$c_i = c_{i-1} - \frac{2.c_{i-1}}{4.(i-m)+1} \cdot \frac{i-n3}{m-n3-1}, n3 \le i < m$$

Equation 25

Step-number $n3$, the start of the transition from max speed to the down-ramp, is calculated as in the previous example. For a short move, $n3$=$n2$, calculated by Equation 19.

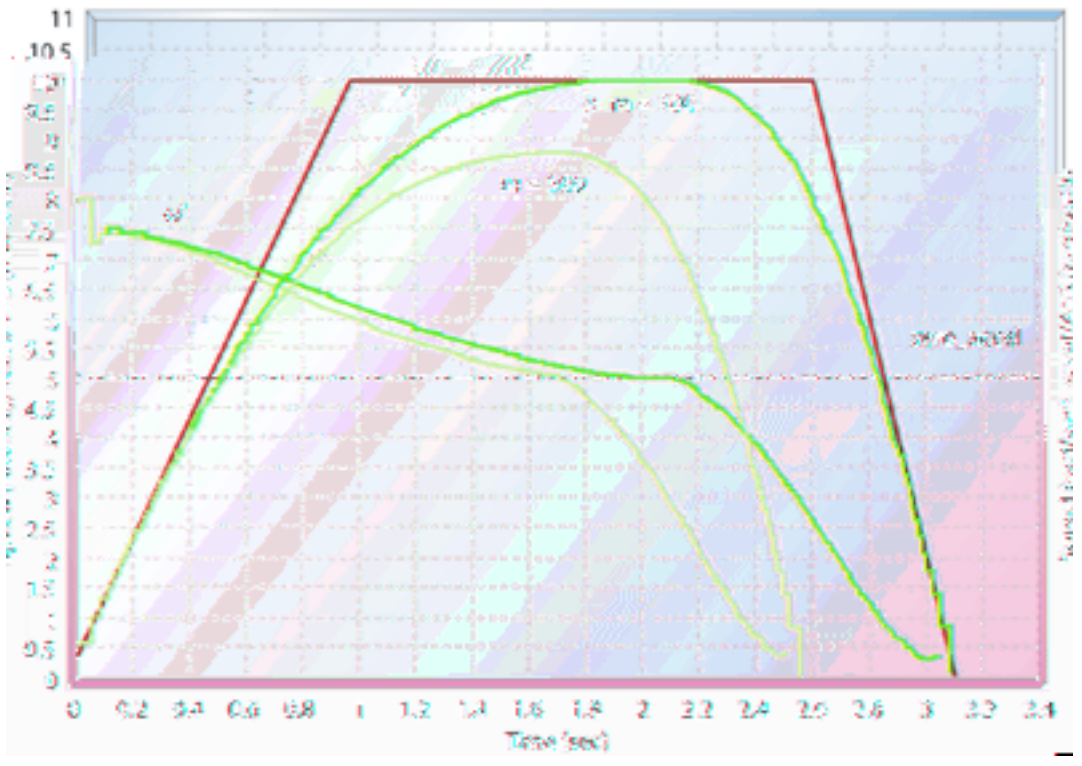
Figure 8: Linear factor: dual transitions

Figure 8 shows examples with and without a section at ω_{max}: m=700, ω'_1 =10, ω'_2 = -20, $n1$=0, $n2$=432, $n3$=484; and m=500, $n2$=$n3$=333, other parameters unchanged.

Transition methods in sum

The form of the transition curve is assumed to be less important than ease of calculation and control of parameters, particularly ω_{max} and the size of the transition region.

The piecewise-linear method is flexible and can be arranged to require no more calculation than a simple ramp, and give a visually smooth speed profile. It may not work with some sets of parameters, though.

In the power-term method, the k-parameter is easily calculated from ω_{max}. Calculating the power term creates problems in fixed-point arithmetic, as values vary over a wide range.

The linear-factor method is recommended as reliable and easy to calculate in fixed-point arithmetic. Because ω_{max} is reached at a known step number, the method is good for short moves and can transition from acceleration to deceleration with no discontinuity, as Figure 8 demonstrates. Starting the transition at $n1$=0 gives a narrow transition region, and it's straightforward to calculate $n2$ from ω_{max}.

The methods are compared in Figures 5 through 7.

Implementation

You can implement this stepper-control algorithm using a PIC18F252 and a L6219. The L6219 stepper driver IC performs the following functions:

- Provides diode-protected H-bridge drives capable of 46V/750mA to the two motor windings
- Translates digital signals from the PIC to current direction in the motor windings (PHASE1, 2 inputs)
- Limits each winding current to 0, 33%, 67%, or 100% of a preset value by chopping the drive to the H-bridge transistors (inputs I01, I11, I02, I12)

The maximum current is set by a current-sense resistor for each winding.

The L6219 doesn't have "step" and "direction" control lines like some stepper control ICs. The winding phase sequence must be provided by the PIC. This makes control slightly more complicated but gives extra flexibility and reduces cost. It also means that the phase can be restored easily on power-up.

By using the I-inputs, the L6219 can be used for half- and quarter-step operation. For full-step, they can be tied together and driven by one GPIO from the PIC.

Microchip's PIC18F252 is a 28-pin device with the same footprint as the PIC16F876. The more powerful core of the '252 makes it easier to program in C. Figure 9 shows how the internal timing resources were configured for controlling the L6219.

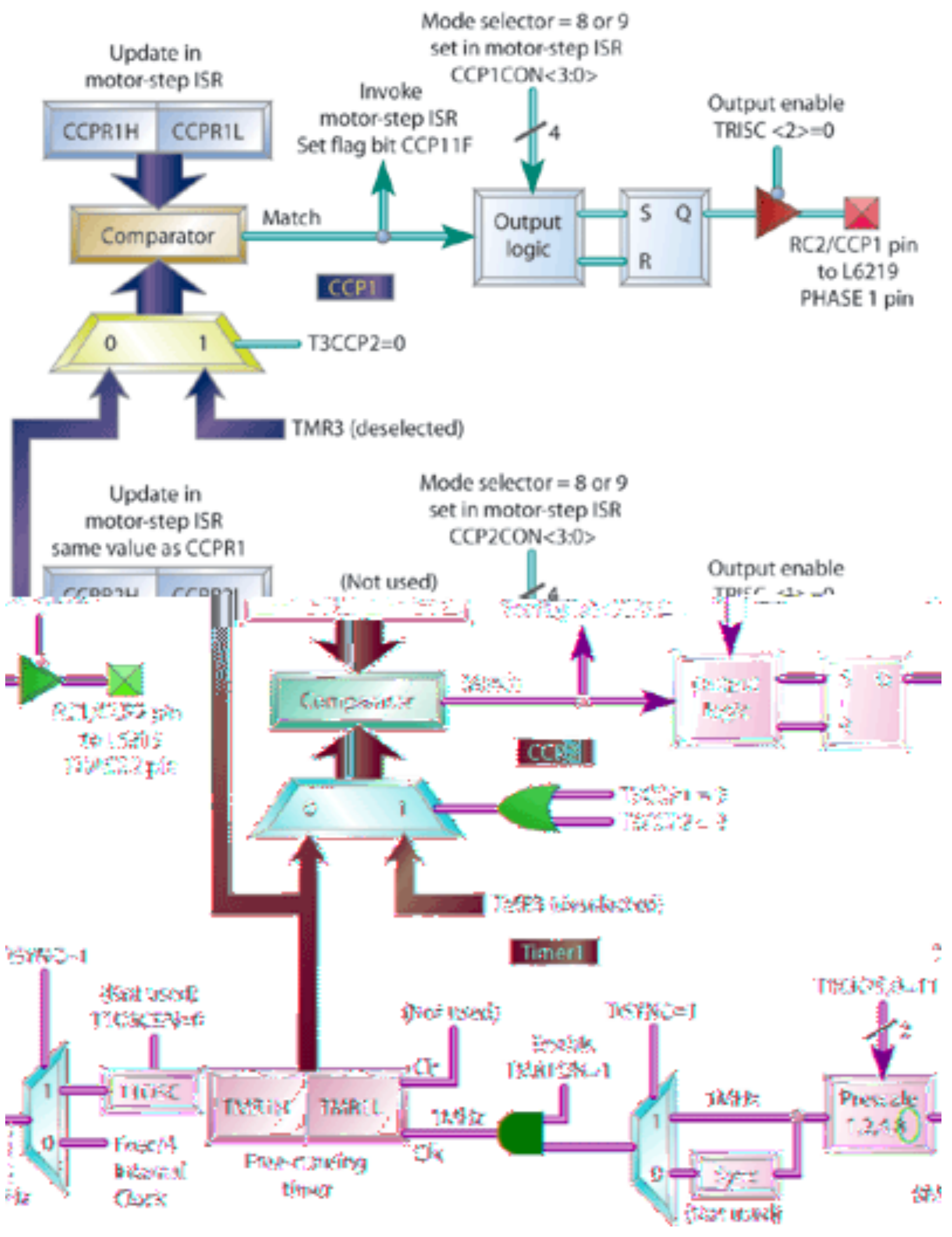
Update in motor-step ISR
CCPR1H
CCPR1L
Mode selector = 8 or 9 set in motor-step ISR CCP1CON<3:0>
Invoke motor-step ISR Set flag bit CCP11F
Output enable TRISC <2>=0
Comparator
Match
Output logic
S
Q
R
RC2/CCP1 pin to L6219 PHASE 1 pin
CCP1
T3CCP2=0
TMR3 (deselected)
Update in motor-step ISR same value as CCPR1
Mode selector = 8 or 9 set in motor-step ISR CCP2CON<3:0>
(Not used)
Output enable
Timer1
Free-running timer

Figure 9: PIC18F252 timer configuration for L6219 interface

An 8MHz crystal and the PIC's ×4 PLL frequency multiplier are used to generate a 32MHz processor clock. This is divided by four to clock the timers at 8MHz. Driving the motor involves the following sequence:

1. Get parameters: step count, direction, delay count $c0$, max speed and so forth.
2. Set up hardware: initialise CCP1 and CCP2, enable motor current, enable CCP1 interrupts.
3. Service CCP1 interrupts: count the steps and execute a state machine to reconfigure the CCPs and calculate the next timer value.
4. Clean up: after the last step, disable CCP1 interrupts, current off, flag the move done.

The listing (online at http://www.eetimes.com/design/embedded/source-code/4210291/Motor-c (http://www.eetimes.com/design/embedded/source-code/4210291/Motor-c)) is a minimal demo of these steps, with linear ramps, fixed maximum speed and accelerations. The author used the CCS compiler. Minor changes will be required for other compilers.

Stepping out

The real-time algorithms I've explained here significantly reduce the processing power needed for smooth speed control of stepper motors. The linear ramp algorithm can be adapted to piecewise linear speed profiles and smooth transitions from ramp to max speed.

David Austin is a freelance software engineer from Durham, U.K. You can reach him at dave@slotech.fsnet.co.uk (mailto:dave@slotech.fsnet.co.uk).

Resources

Acarnley, Paul. *Stepping Motors— A Guide to Theory and Practice, 4th edition*. London: Institution of Electrical Engineers, 2002.

Kenjo, Takashi and Akira Sugawara. *Stepping Motors and their Microprocessor Controls, 2nd edition*. Oxford University Press, March, 1995.

Control of Stepping Motors— A Tutorial www.cs.uiowa.edu/~jones/step/ (http://www.cs.uiowa.edu/%7Ejones/step/)

Suppliers' Web sites:
PIC18F252 www.microchip.com (http://www.microchip.com)
L6219 www.st.com (http://www.st.com)
PIC C compiler www.ccsinfo.com (http://www.ccsinfo.com)
Stepper motors www.rotalink.com (http://www.rotalink.com)
Mathcad (graphs) www.mathsoft.com (http://www.mathsoft.com)

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14 COMMENTS

WRITE A COMMENT

Deepak_K (/User/Deepak_K) POSTED: JUN 12, 2015 6:52 AM EDT

Hi,

After equation 12, I could not understand the approach. I think I veered away from the point..I failed to understand this part:

"Finally, we can disconnect the physical step number, i, from the step number n on a ramp from zero, to give the general-purpose ramp algorithm shown in Equation 13. Here n determines the acceleration and increments with i for constant acceleration. To ramp up from stop, ni = i, i=1,2, . . . :"

Can anyone please try to explain what is "i" and why did it come in?
Also what is the difference between n and i?

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Deepak_K (/User/Deepak_K) POSTED: SEPT 4, 2014 5:09 AM EDT

Hi,

What if we just modulate the frequency of the pulse train to the motor with a sine function (0 to 90 degrees)? Wouldn't that give a smooth s shaped curve?

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Jorick23 (/User/Jorick23) POSTED: AUG 14, 2014 3:56 PM EDT

My application has a very simple way of ramping quickly up to speed. Every step interrupt, I take the timer count (based on a 120 MHz clock) and shift it right (divide by power of 2) by a set amount and subtract the result from the timer count to get a new timer count for the next step. This results in a somewhat linear increase in speed. This also works for speed decreases where the shifted value is added to the timer count.

For slower ramps of over a second, I have the starting and ending rates in a 64-bit integer, something like billionths of a revolution per second. Prior to the ramp, I figure out how much of a rate increase or decrease needs to be done every millisecond (the tick count rate). Then I convert the rate to a timer count inside the tick interrupt with one divide by a precomputed constant.

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Jupiik (/User/Jupiik) POSTED: MAY 4, 2011 10:21 PM EDT

I tried it the way altronics suggested and I got nonlinear speed profile (blue line in graph) thats because (speed = distance / time) and time is below "/" so it has nonlinear function in speed but if you keep whole time in memory reversed value (1/time) and every step add constat value and

THEN reverse it and set to counter you will get nice linear speed profile (red one in graph) and i didnt have to use any hard Equations. But to be honest this article was base for whole my work/study about stepper motor speed profiles generating. (btw sorry for slovak in graph but anyway its obvious and I was lazy to translate it..)
http://dl.dropbox.com/u/545374/rychlostny%20profil.jpg
(http://dl.dropbox.com/u/545374/rychlostny%20profil.jpg)

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Sunil.Singh_#3 (/User/Sunil.Singh_%233) **POSTED: JUL 24, 2011 12:43 PM EDT**

Hi Jupiik,

I tried to understand your comment but probably don't understand it fully. I would appreciate if you may elaborate "whole time in memory reversed value (1/time) and every step add constat value and THEN reverse it and set to counter you will get nice linear speed ".

Thanks
sunil

REPLY (/LOGIN?ASSETID=203&SUCCESSFULLOGINREDIRECT=HTTP%3A%2F%2FWWW.EMBEDDED.COM%2FDESIGN%2FMCUS-PROCESSORS-AND-SOCS%2F4006438%2FGENERATE-STEPPER-MOTOR-SPEED-PROFILES-IN-REAL-TIME)

Cch1955 (/User/Cch1955) **POSTED: MAR 12, 2012 7:41 PM EDT**

Hi Jupiik,
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Susan.rambo (/User/Susan.rambo) **POSTED: NOV 1, 2010 1:40 PM EST**

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--Susan Rambo
Managing editor, ESD magazine

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Jamesyn (/User/Jamesyn) **POSTED: JAN 10, 2014 4:13 PM EST**

hi miss. your link is not working . i can't download.pls give me another link. thak you

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Greatfog (/User/Greatfog) **POSTED: NOV 1, 2010 12:39 PM EST**

Ms. Rambo, Managing Editor of Embedded Systems Design, has fixed the link to the code. Thank you, ma'm!

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Dandumit (/User/Dandumit) **POSTED: NOV 1, 2010 8:58 AM EST**

Great Info. I would like also to access the file motor.c but it seems to reject anonymous login.

Maybe someone can help ?

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Tumnao (/User/Tumnao) **POSTED: OCT 11, 2010 9:52 AM EDT**

Great article!
What are the credentials to download the example file (motor.c)?

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SUNMY (/User/SUNMY) **POSTED: OCT 11, 2009 9:49 AM EDT**

good job!

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Deepak_K (/User/Deepak_K) **POSTED: JUN 12, 2015 6:52 AM EDT**

Hi,

After equation 12, I could not understand the approach. I think I veered away from the point..I failed to understand this part:

"Finally, we can disconnect the physical step number, i, from the step number n on a ramp from zero, to give the general-purpose ramp algorithm shown in Equation 13. Here n determines the acceleration and increments with i for constant acceleration. To ramp up from stop, ni = i, i=1,2, . . . :"

Can anyone please try to explain what is "i" and why did it come in?
Also what is the difference between n and i?

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Deepak_K (/User/Deepak_K) **POSTED: SEPT 4, 2014 5:09 AM EDT**

Hi,

What if we just modulate the frequency of the pulse train to the motor with a sine function (0 to 90 degrees)? Wouldn't that give a smooth s shaped curve?

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Jorick23 (/User/Jorick23) **POSTED: AUG 14, 2014 3:56 PM EDT**

My application has a very simple way of ramping quickly up to speed. Every step interrupt, I take the timer count (based on a 120 MHz clock) and shift it right (divide by power of 2) by a set amount and subtract the result from the timer count to get a new timer count for the next step. This results in a somewhat linear increase in speed. This also works for speed decreases where the shifted value is added to the timer count.

For slower ramps of over a second, I have the starting and ending rates in a 64-bit integer, something like billionths of a revolution per second. Prior to the ramp, I figure out how much of a rate increase or decrease needs to be done every millisecond (the tick count rate). Then I convert the rate to a timer count inside the tick interrupt with one divide by a precomputed constant.

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Jupiik (/User/Jupiik) **POSTED: MAY 4, 2011 10:21 PM EDT**

I tried it the way altronics suggested and I got nonlinear speed profile (blue line in graph) thats because (speed = distance / time) and time is below "/" so it has nonlinear function in speed but if you keep whole time in memory reversed value (1/time) and every step add constat value and THEN reverse it and set to counter you will get nice linear speed profile (red one in graph) and i didnt have to use any hard Equations. But to be honest this article was base for whole my work/study about stepper motor speed profiles generating. (btw sorry for slovak in graph but anyway its obvious and I was lazy to translate it..)
http://dl.dropbox.com/u/545374/rychlostny%20profil.jpg (http://dl.dropbox.com/u/545374/rychlostny%20profil.jpg)

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Sunil.Singh_#3 (/User/Sunil.Singh_%233) **POSTED: JUL 24, 2011 12:43 PM EDT**

Hi Jupiik,

I tried to understand your comment but probably don't understand it fully. I would appreciate if you may elaborate "whole time in memory reversed value (1/time) and every step add constat value and THEN reverse it and set to counter you will get nice linear speed ".

Thanks
sunil

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Greatfog

(/development/operating-systems)

Power Optimization (/development/power-optimization)

Programming Languages & Tools (/development/programming-languages-and-tools)

Prototyping & Development (/development/prototyping-and-development)

Real-time & Performance (/development/real-time-and-performance)

Real-world Applications (/development/real-world-applications)

Safety & Security (/development/safety-and-security)

System Integration (/development/system-integration)