Chapter

7   Quiet Mode

Several remote commands can activate Quiet Mode on certain probe stations for quiet probing. For details about Quiet Mode, see Quiet Mode and Stepping in the *Velox User Guide*.

You can use the following Velox remote commands to set Quiet Mode or read Quiet/AutoQuiet Mode status.

Status/Mode	Command	Parameter and Purpose
Read Status	ReadChuckStatus	**IsQuiet** – If true, the stage is currently quiet, either manually or by **AutoQuiet**.
	ReadProbeStatus	**IsQuiet** – If true, the stage is currently quiet, either manually or by **AutoQuiet**.
	ReadScopeStatus	**IsQuiet** – If true, the stage is currently quiet, either manually or by **AutoQuiet**.
	ReadAuxStatus	**QuietContact** (FlagsMode) – If true, the AUX site is in AutoQuiet Mode.

Status/Mode	Command	Parameter and Purpose
Set Mode	SetChuckMode	**QuietContact** – If true, activates AutoQuiet Mode.
	SetProbeMode	**AutoQuiet** – If true, activates AutoQuiet Mode.
	SetScopeMode	**QuietMode** – If true, activates AutoQuiet Mode for the Scope. Scope motors go quiet when the Chuck is in contact.
	EnableMotorQuiet	**WantQuietModeOn** – If true, activates QuietMode (the motor power is turned off for quiet probing).
	SetCameraQuiet	CM300/SUMMIT200 probe stations only: **Active** – If true, activates the camera Quiet Mode. In mode, a digital output disconnects the Chuck, Platen, and Contact View camera's firewire/USB connection to the PC. You may need to add a 10-20 second delay for this option. For more information, see Quiet Mode and SteppingQuiet Mode and Stepping in the *Velox User Guide*.

Quiet Mode Workflows

The following workflow examples use Quiet Mode with and without an eVue Digital Imaging system.

Flow for Probe Stations Without Platen/ContactView Cameras

```
MoveToNextSite()

{

StepNextDie

SetMicroLight 0 //light off

[Measure]

SetMicroLight 1 //light on

}
```

Flow for Probe Stations With Platen/ContactView Cameras

```
{

StepFirstDie

SetCameraQuiet 1

*delay 20000

SetMicroLight 0 //light off

MoveChuckContact

[Measure]

StepNextDie

}
```