MOVE TO ABSOLUTE POSITION (16-POSITION, HOME TO HARD STOP)

Available on MCPV

MODE DESCRIPTION

Command ClearPath to move to one of 16 preset positions by toggling Input B (between 1 and 16 times) to specify a target position [position index]. then toggle input A to trigger the move.

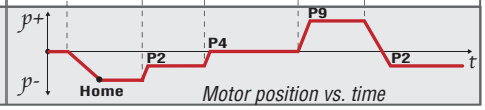
Absolute Position

An absolute position is referenced to an established "home" position. Your target positions, in this context, are defined in terms of *distance from the home position*. For example, Position 1 might be defined as 1000 encoder counts from home, while Position 2 might be defined as 2000 encoder counts from home, and so forth

Assert the Enable Input to energize the motor. Once enabled, ClearPath must be homed to a known position.

To make a move, first send between 1 and 16 pulses to Input B (this tells ClearPath which target position to move to). Then toggle Input A to trigger the move. Example: to move to target position 9, you would send 9 pulses to input B. Then you would trigger the move by sending a single pulse to Input A. ClearPath would then move to position 9 at the user-defined speed and acceleration.

Position Control **Absolute Positioning (16 Positions, HS Home)**

Signal	Function	Input Type	Example Timing
Input A	Trigger	Pulse to start move (on rising-edge)	
Input B	Position Select	Pulse input to select target position	
Enable	Enable	Logic: High=Enable Low=Disable	
Notes: ClearPath must be homed to use this mode (see text for details).			 Motor position vs. time

I/O FUNCTIONS

Enable Input - Asserting this input energizes the motor shaft.

Input A - This input triggers the motor to move to one of sixteen user-selected positions.

Input B - Pulse (assert then deassert) this input 1-16 times to select which of sixteen user-defined positions the motor will move to when Input A is asserted.

Output (HLFB) - See HLFB section for available modes.

Notes:

- While Input A is asserted pulses on Input B will be ignored and the motor will remain at its current position.

- Deasserting Input A resets the position selection index to 0.
- Asserting Input A (to move) after pulsing Input B more than 16 times generates a shutdown because an invalid index was selected. The shutdown can be cleared by toggling the Enable input.
- An executing move can be superseded by sending a new move index number command.
- Disable time = 10mS

MODE CONTROLS