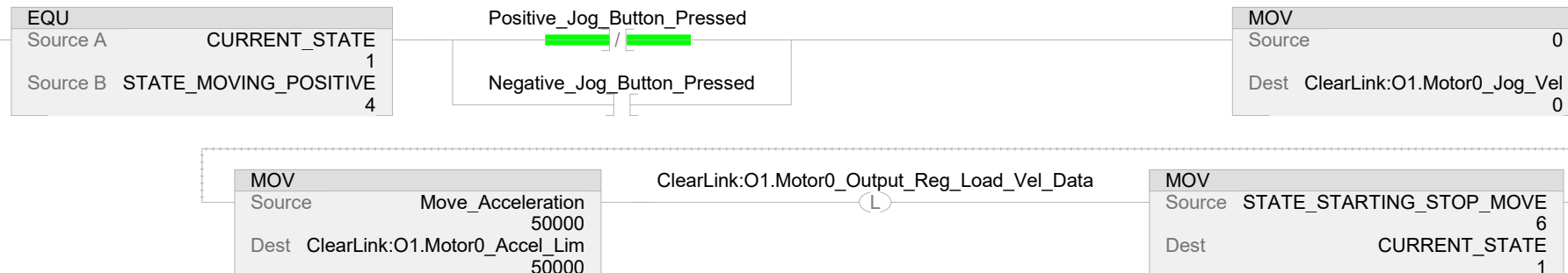
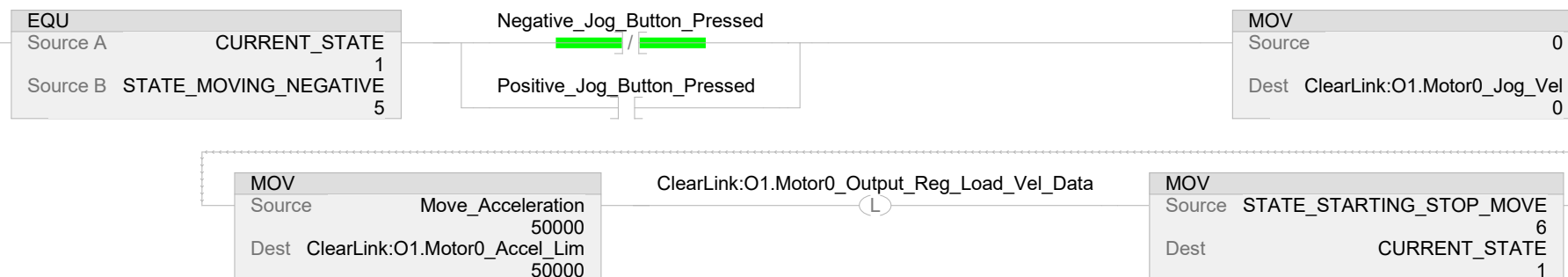




- While the motor is moving in the positive direction, check the state of the control I/O. If the Positive Move Button has been released or both control buttons have been pressed, set Move Velocity, and Move Acceleration.
  - A move is sent when the Load Velocity Data bit is set. This element remains latched until the "ack" is received by ClearLink.



- While the motor is moving in the negative direction, check the state of the control I/O. If the Negative Move Button has been released or both control buttons have been pressed, set Move Velocity, and Move Acceleration.
  - A move is sent when the Load Velocity Data bit is set. This element remains latched until the "ack" is received by ClearLink.



• When the Move ack is received, the Load Velocity Data element is UNLATCHED allowing the next move to be commanded.

9

EQU	
Source A	CURRENT_STATE
	1
Source B	STATE_STARTING_STOP_MOVE
	6

ClearLink:I1.Motor0\_Status\_Load\_Vel\_Move\_Ack

ClearLink:O1.Motor0\_Output\_Reg\_Load\_Vel\_Data

MOV	
Source	STATE_STOPPED
	1
Dest	CURRENT_STATE
	1

\*\*\*\*\*

The next section of ladder code demonstrates how to properly handle clearing motor faults and ClearLink shutdowns.

\*\*\*\*\*

• Check for motor faults. If present, attempt to clear using the Clear\_Fault instruction (Note: the Clear\_Fault instruction will rapidly cycle the motor's Enable Input).

\*\*\* NOTE TO USER: If motor faults persist (are not clearable), troubleshoot ClearPath motor using MSP software.

To make troubleshooting easier, this rung does not Clear Motor Faults by default. To enable the remainder of this rung, turn on the Block tag.

10

ClearLink:I1.Motor0\_Status\_Motor\_In\_Fault

MOV	
Source	STATE_MOTOR_SHUTDOWN
	7
Dest	CURRENT_STATE
	1

Block

ClearLink:O1.Motor0\_Output\_Reg\_Clear\_Fault

• Check that the motor is no longer in fault.

11

EQU	
Source A	CURRENT_STATE
	1
Source B	STATE_MOTOR_SHUTDOWN
	7

ClearLink:I1.Motor0\_Status\_Motor\_In\_Fault

MOV	
Source	STATE_ENABLING
	0
Dest	CURRENT_STATE
	1



