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# State Trace

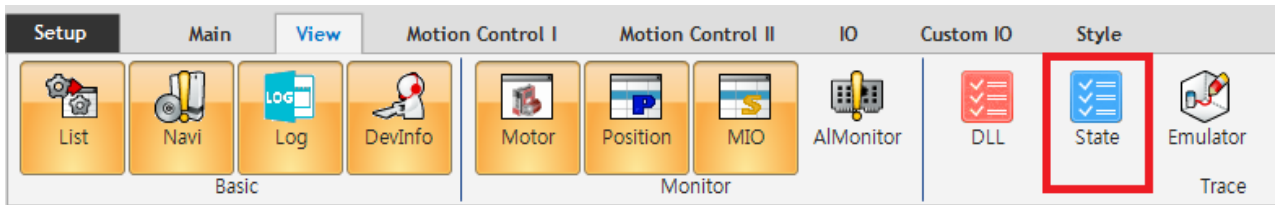
x Motion, IO State

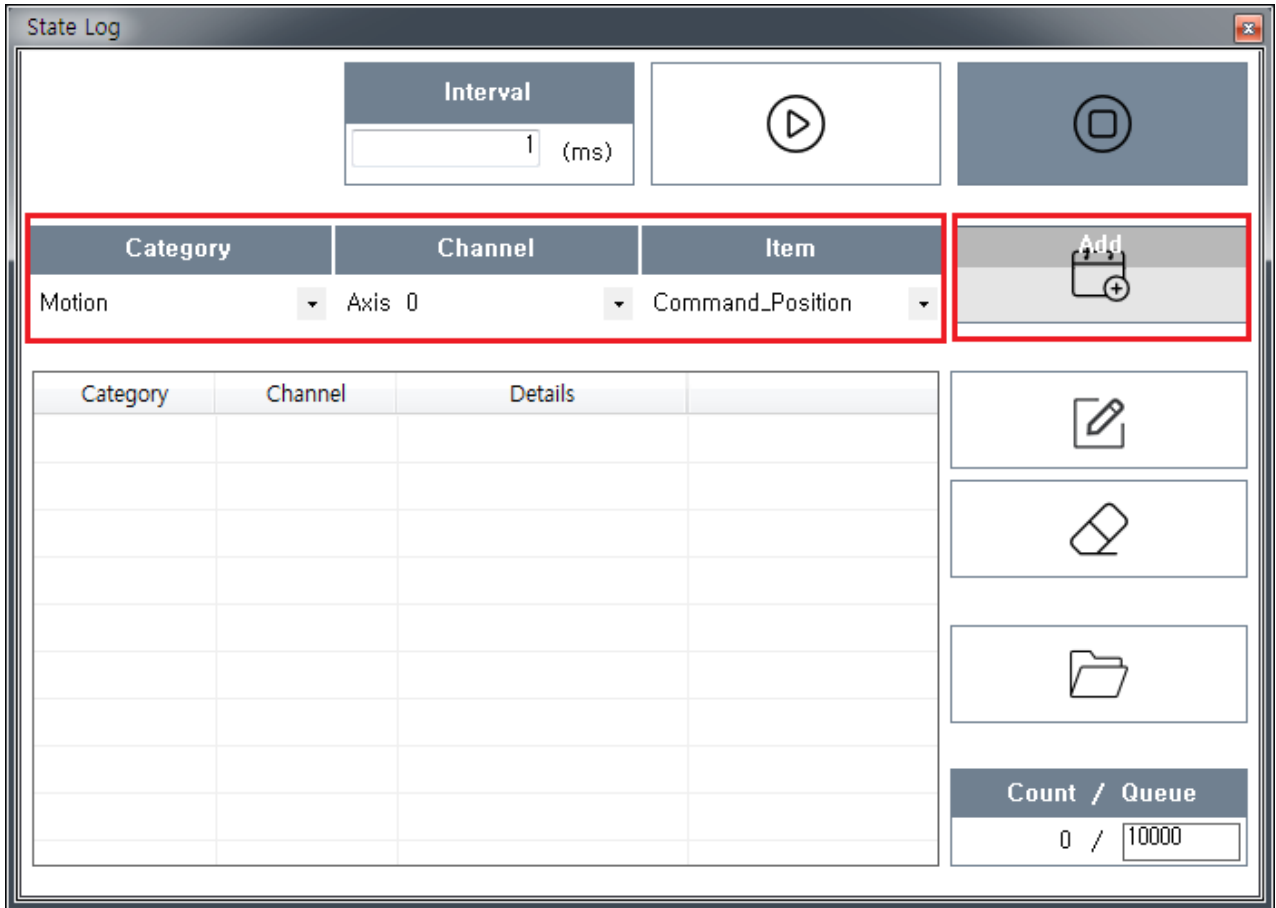
State Tracer

## Intro

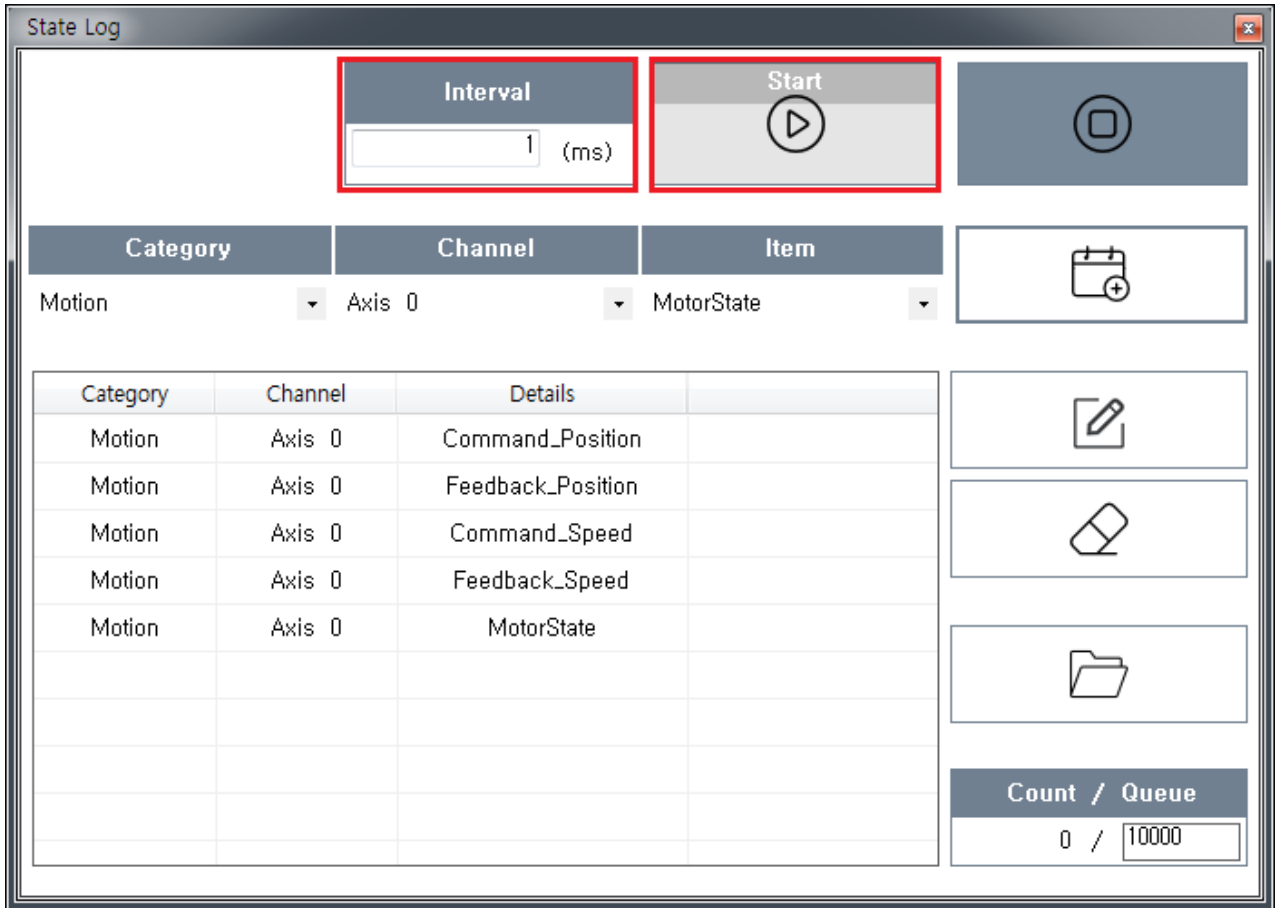
- Position, Speed state Di/Do IO State

## • View - State





- Category, Channel, Item      **Add**      Item    가    .



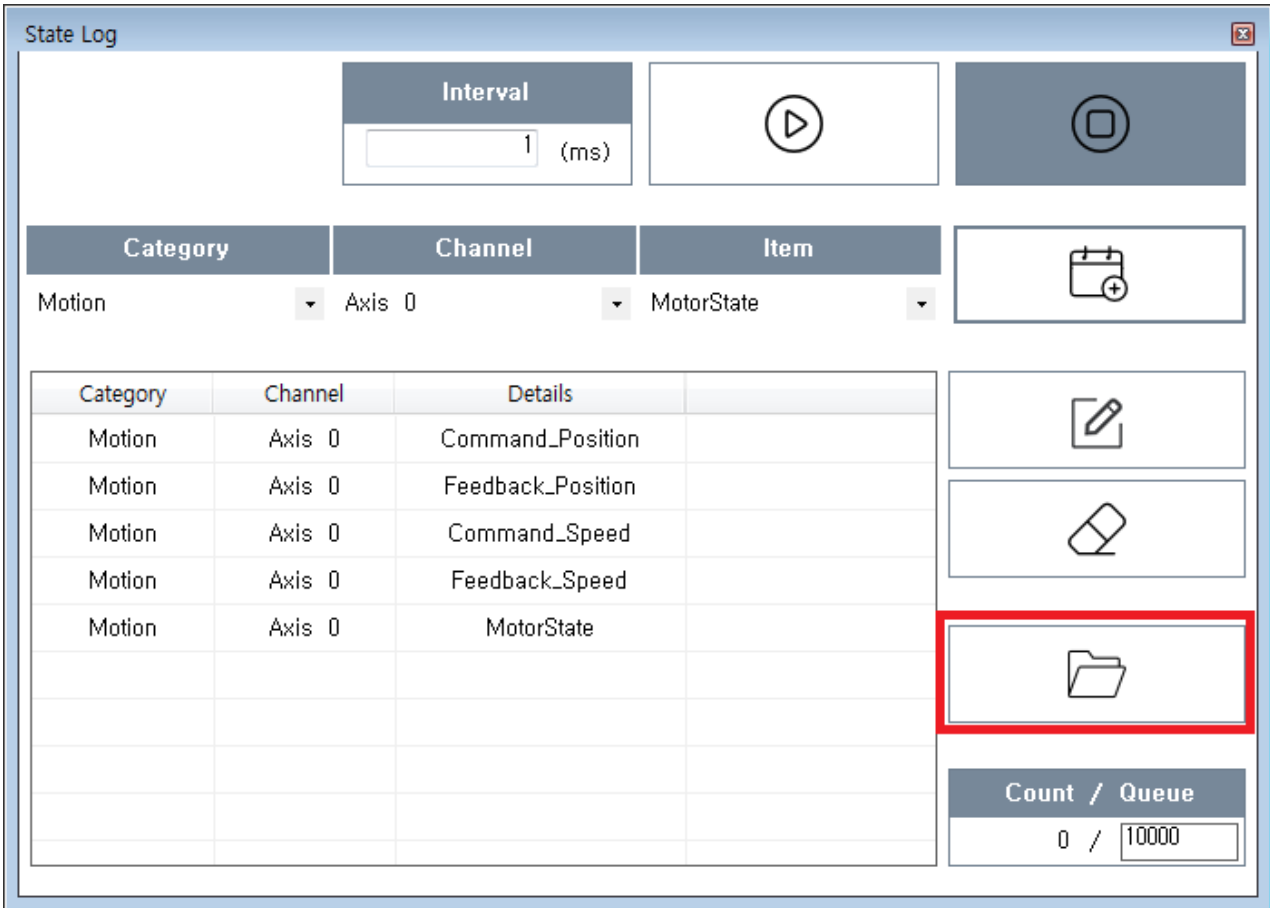
- Item 가 , **Start** Trace .  
  - Interval , ms . 1 1ms .
- , log queue , **Stop** Queue Data가
- log Buffer Size가 , Trace ( Interval ) log

The screenshot shows a 'State Log' window with the following components:

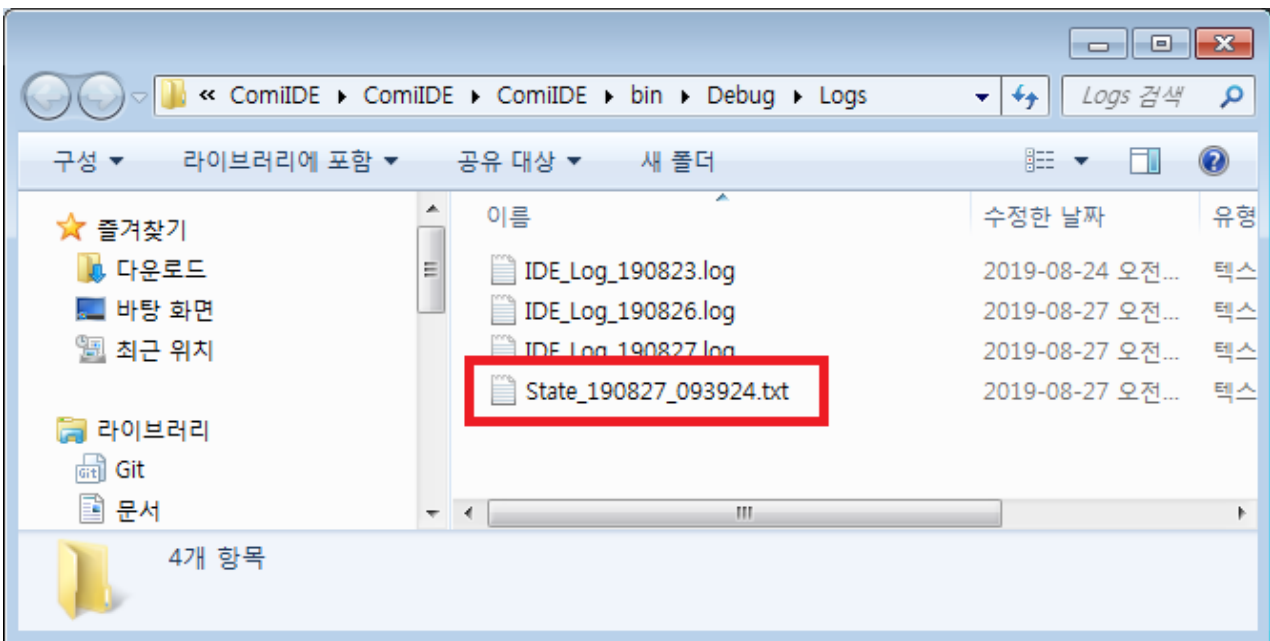
- Interval:** A dropdown menu set to '(ms)'.
- Buttons:** Play, Stop, and Refresh icons.
- Filters:** Category: Motion, Channel: Axis 0, Item: MotorState.
- Table:**

Category	Channel	Details
Motion	Axis 0	Command_Position
Motion	Axis 0	Feedback_Position
Motion	Axis 0	Command_Speed
Motion	Axis 0	Feedback_Speed
Motion	Axis 0	MotorState
- Count / Queue:** A box showing '2371 / 10000'.

- Trace가 Log , Log Buffer Size  
◦ Log Buffer Size Stop 가



- Logging open , log



- Log File "State\_date\_time.txt"

