

	1
TEST	2
CodeView	5

List Motion (Custom Velocity)

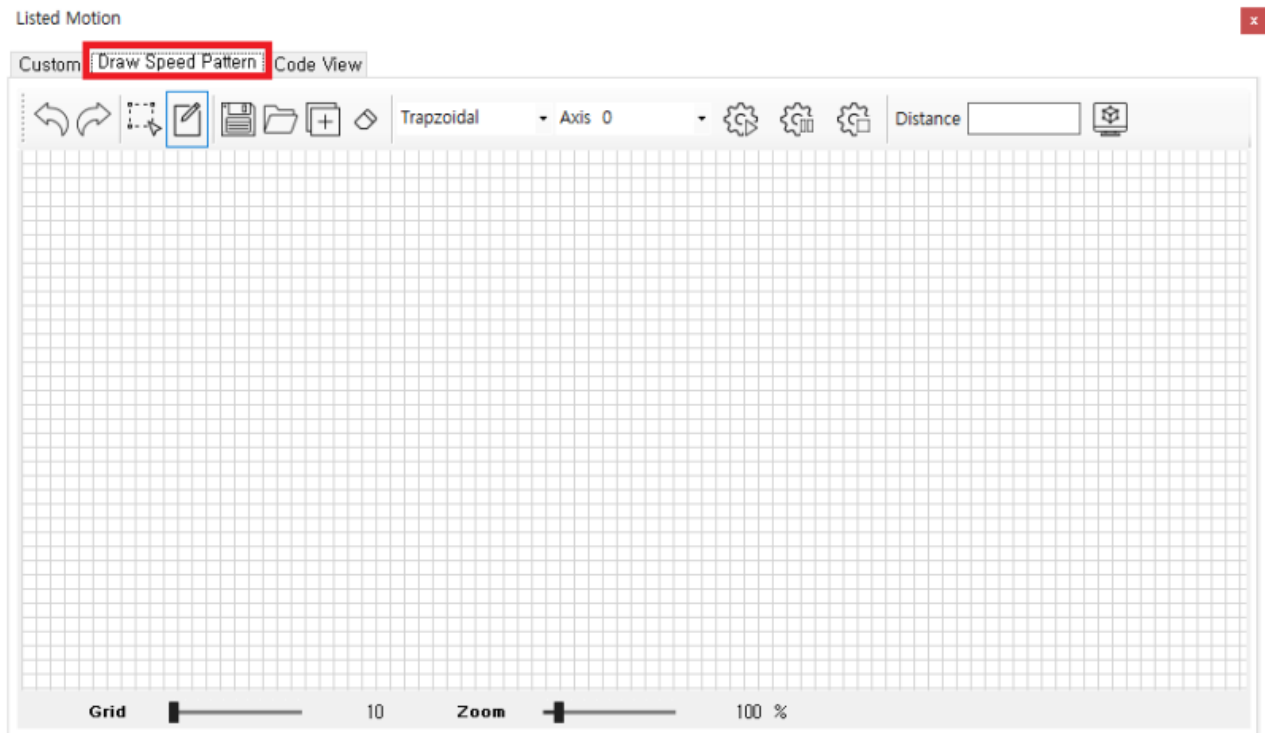
x

가



TEST

* 1.5.0.10 **IDE** 가 .



- ListMotion **Draw Speed Pattern**



• Draw

Drawing

-
-

가

0



• (1) 가 가

• (2)

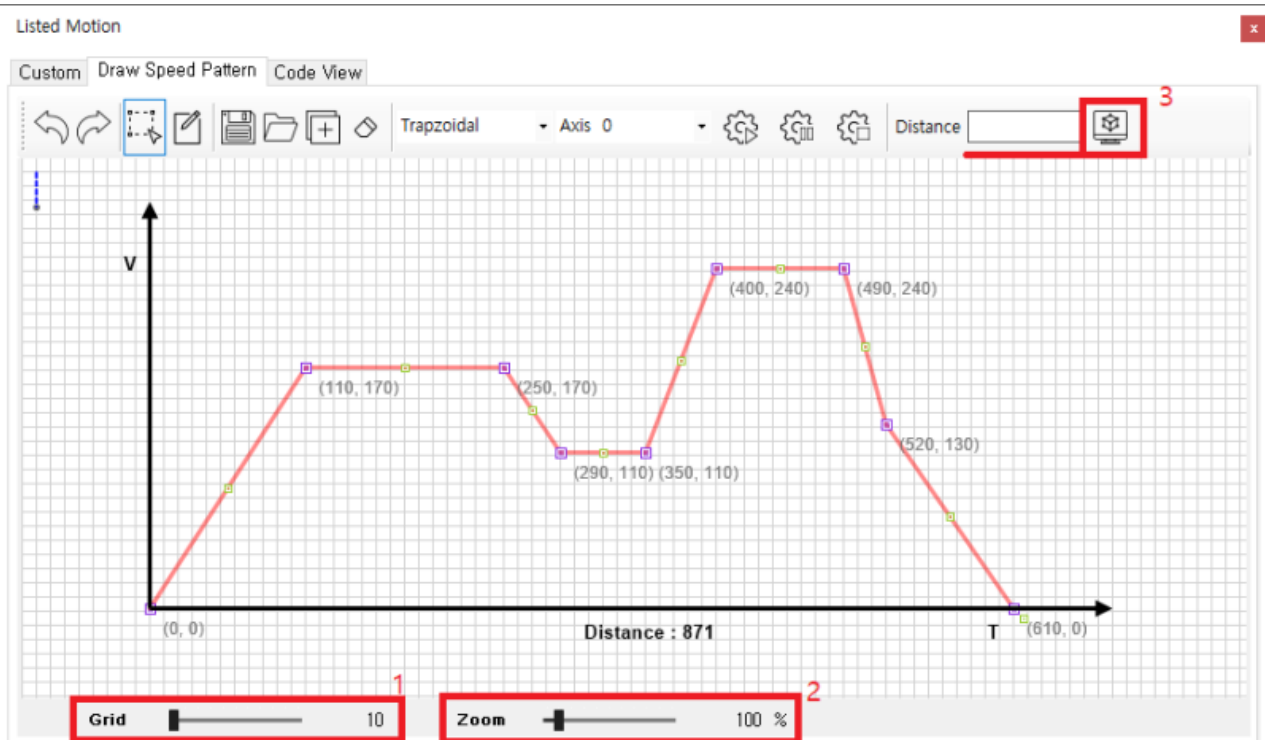
-



• **Select(1)**

-
-
-

가
Remove(2)



- Grid(1)
 - () Grid , Drawing 가 가 가 Grid
 - Grid Drawing 가 , .
 - Grid .
- Zoom(2)
- **Sync Distance** (2)
 - Grid .



- 1 : SpeedPatternType . Trapzoidal .
- 2 :
- 3 : ListMotion .
- 4 : ListMotion .
- 5 : ListMotion .

CodeView

Listed Motion ✖

Custom Draw Speed Pattern Code View

```

C++ C#
public Void ListMotionTest()
{
    ec.ecmLmCtl_Begin(0, 0, 1, 0, ref errorCode);
    ec.ecmLmCtl_ClearQue(0, 0, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 0, 170, 170, 262, 7272727273, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 0, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 93, 5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 170, 170, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 1, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 238, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 170, 110, 170, 0, 255, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 2, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 56, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 110, 110, 110, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 3, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 66, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 110, 240, 240, 624, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 4, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 87, 5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 240, 240, 240, 0, 0, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 5, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 216, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 240, 130, 240, 0, 880, ref errorCode);
    ec.ecmLmCfg_SetStepId(0, 0, 6, ref errorCode);
    ec.ecmSxMot_MoveStart(0, 0, 55, 5, ref errorCode);
    ec.ecmSxCfg_SetSpeedPatt(0, 0, 1, 130, 0, 130, 0, 187, 777777777778, ref errorCode);
  }
  
```

- ListMotion **CodeView** (2) Code .

*

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