Motion control programming as easy as 1-2-3

Wizards help you develop code in one-third the time

It has always been a daunting task for motion control users—having to learn a proprietary language before programming a controller. Now, thanks to wizards, those days are behind us. And with Compumotor’s wizards-based Motion Planner™ software, free with the 6K Controller, programming is even easier than ever.

Motion Planner software gives users tremendous control and ease of use. By simply arranging objects graphically in a tree structure, users can build an application without writing a single line of text code. Here’s how easy it is:

Users begin by opening the Motion Planner wizard editor, where they find three object categories: Program Objects (to create programs), Setup Objects (to configure and setup) and Action Objects (such as “go” and “stop”). (See Figure 1)

The next step is to launch the start wizard, which sequences the programmer through a series of configuration wizards to setup the 6K Controller for the user’s application. (See Figure 2) Wizards reduce this task to a fill-in-the-blanks process. Here is where the user sets up the axes and chooses the drive, such as the Compumotor Gemini GT. The wizard’s Tag Dictionary allows users to apply application-specific names to axes, variables, and I/O points. Clicking “Finish” provides the user with a review of the code created so far.

The third and final step is to create motion programs using the Program and Action Objects. (See Figure 3) Clicking “User Program” tells the wizard to slide a user program object onto the tree. Creating motion is as easy as inserting action objects like “Motion Profile” into the User Program and letting the wizard guide you through the steps.

Estimates are that these wizards reduce programming time to one-third of what it used to be! And there’s even a tutorial to walk users through the entire process.

Figure 1. Compumotor’s easy-to-use wizards-based programming makes for simple setup of the controller.

Figure 2. Configuration wizards set scaling, feedback, and more.

Figure 3. Program and Action Objects help create motion programs.

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