# Move to Absolute Position (2-Position, Home to Switch)

Available on MCVC + MCPV

### **MODE DESCRIPTION**

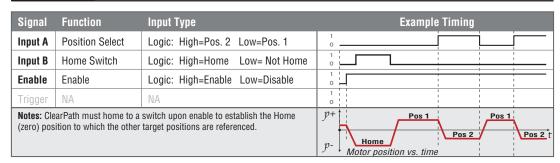
Trigger ClearPath to move to one of two preset locations. This mode was designed for replacing hydraulic or pneumatic cylinders that move between two positions.

Assert the Enable Input to energize the motor. Once enabled, ClearPath automatically executes a homing move to a [user-supplied] switch or sensor wired to Input B. Once a home position is established, ClearPath automatically moves to one of the two user-defined positions (based on the state of Input A). After that, just toggle Input A to move between the two target positions.

### **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 could be defined as 5200 encoder counts from home, while Position 2 might be defined as 2000 encoder counts from home.

# Position Control Absolute Position (2-Position Programmable)



#### I/O FUNCTIONS

**Enable Input -** Asserting this input energizes the motor shaft.

**Input A** - This input selects one of two user-defined positions to which the motor should move.

**Input B** - This input is connected to the home switch. Its function is defined in the homing setup dialog.

 $\begin{center} \textbf{Output (HLFB) -} See \ \textbf{HLFB} section for available modes. \end{center}$ 

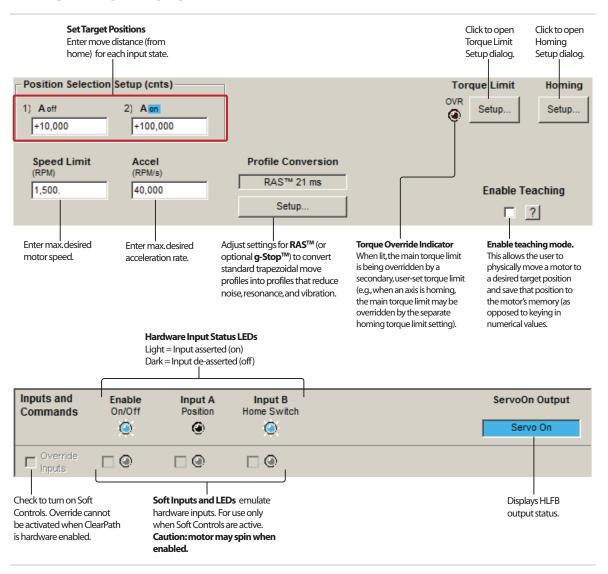
## **Notes:**

 If the state of Input A is changed during a move, ClearPath will immediately ramp to a stop and move to the newly indicated position.

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- The user-defined positions can be 'taught' instead of entered numerically through MSP. To do this, the motor must be in a Logic Backup Power (LBP) state (using a ClearPath POWER4-HUB board). The main bus power must be off. **To teach a position**, deassert the Enable input with the motor in the position you want to teach (or deassert the Enable and then move the axis by hand to the desired spot). Set input A to the binary state you want to teach, and assert the Enable input. The current location will then be linked to the current input A state. Deassert Enable and repeat as desired with the other A state.
- Input B switch polarity can be inverted via a checkbox in the Homing Setup dialog. When home switch polarity is inverted, ClearPath interprets Input B-low as "in the home switch", and Input B-high as "not in the home switch".
- Disable time = 10 mS

### **MODE CONTROLS**



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