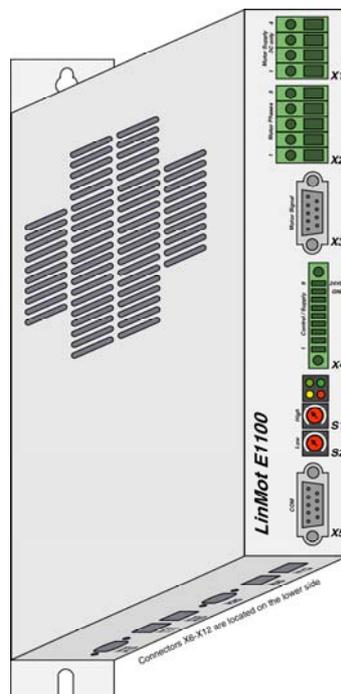




**Documentation of
LinMot-Talk 1100
Configuration Software**



LinMot-Talk 1100
User Manual

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Note

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Document version 3.9 / November, 2008

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1 Introduction

The LinMot-Talk1100 software is a PC based tool, which helps the user in a comfortable way installing firmware on the controller, setting up the controller's configuration, defining and programming motion profiles, emulating the PLC, watching variables and reading messages and errors. The LinMot-Talk 1100 works with the controller series E1100 and B1100.

2 Overview

The following screen shot gives an overview of the different functions integrated in the LinMot-Talk 1100 software.

The screenshot shows the LinMot-Talk 1100 software interface with the following components identified by callout boxes:

- Configuration and Setup Tools:** Located at the top left, pointing to the menu bar and toolbar.
- Controller Selection:** Located at the top center, pointing to the 'Unnamed on COM1' dropdown.
- Shortcuts to Tools:** Located at the top right, pointing to the toolbar icons.
- Control/Status Window:** Located at the top right, pointing to the 'Control' and 'Status' tabs.
- Project tree window:** Located on the left side, pointing to the 'Project' tree.
- IO Panel:** Located at the bottom left, pointing to the 'IO Panel' section.
- Motion Command Window:** Located at the bottom center, pointing to the 'Motion Command Interface' section.
- Monitoring Window:** Located at the bottom right, pointing to the 'Monitoring' section.

The interface displays various data including:

- Control:** A list of control signals (e.g., 0: Switch On, 1: Safety Volt. Enable) with their current states.
- Status:** A list of status signals (e.g., 0: Operation Enabled, 1: Switch On Active) with their current states.
- Monitoring:** Connection Status (Online), Firmware Status (Running), Motor Status (Switched Off), and Op. State (Not Ready to Switch On, Motor Not Homed).
- IO Panel:** A list of I/O points (e.g., X4.12 - Input, X4.3 - Output) with their current states.
- Motion Command Interface:** Includes 'Enable Manual Override' checkbox, 'Command Category' dropdown, 'Command Type' dropdown, and 'Count Nibble' dropdown.
- Monitoring Table:** A table with columns: Name, Offs., Description, Scaled Value, Int. Value (Dec), Int. Value (Hex).

Name	Offs.	Description	Scaled Value	Int. Value (Dec)	Int. Value (Hex)
Header	0	0000h: No Operation	0	0	0000h

2.2 Control Panel

The Control Panel helps the user to access directly to the control and status word of the MC Software. The controller can be commanded from the PC, thus no PLC is necessary to be used for the first commissioning.

The screenshot shows the LinMot Control Panel software interface. It is divided into several sections:

- Control Word:** A list of 15 control bits (0-15) with checkboxes and values. Below it, the Control Word is displayed as **003Fh**. There are also checkboxes for "Override Value" and "Enable Manual Override".
- Status Word:** A list of 15 status bits (0-15) with values. Below it, the Status Word is displayed as **40F6h**. There are also fields for "Op. Main State" (00h) and "Op. Sub State" (00h).
- General Monitoring:** Displays connection status (Online), firmware status (Running (INTF stopped)), and motor status (Switched Off). It includes a motor symbol and indicates "Op. State: Not Ready to Switch On" and "Motor Not Homed". It also shows actual and demand positions (0.00 mm), force factor (Motor not homed), motor current (0.00 A), logic supply voltage (26.21 V), and motor supply voltage (48.13 V).
- IO Panel:** A list of 12 I/O points (X4.12 to X4.3) with checkboxes and "Act" indicators.
- Motion Command Interface:** Includes an "Enable Manual Override" checkbox, position buttons (-10 mm, -1 mm, +1 mm, +10 mm), a "Command Category" dropdown (Most Commonly Used), a "Command Type" dropdown (No Operation (000xh)), and a "Count Nibble (Toggle Bits)" dropdown (0h). It also has "Auto Increment Count Nibble" and "Read Command" / "Send Command" buttons.

Callouts in the image point to the following elements:

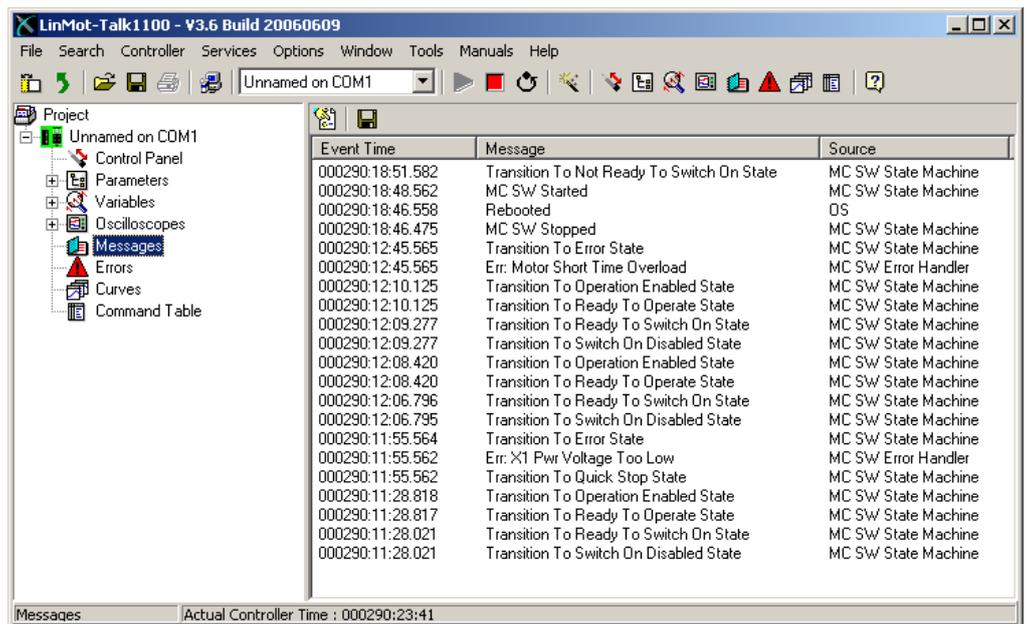
- Control Word:** Points to the Control Word list and value.
- Status Word:** Points to the Status Word list and value.
- General Monitoring:** Points to the motor status and position information.
- IO Panel:** Points to the I/O list.
- Motion Command Window:** Points to the Command Type dropdown.

- **Control Word** The MC software's control word can be directly written from the PC. For taking over the PC control the left check box (Enable Manual Override) must be selected. The state of each flag can be set with the right check box (Override Value). If other flags have to be altered, the override mask must be configured in the parameter tree under \Parameters\Motion Control SW\State Machine Setup\Control Word\Ctrl Word Parameter Force Mask.
- **Status Word** The status word shows the actual state of the controller's MC software status word. It is updated automatically.
- **General Monitoring** This window displays actual motor and controller information
- **IO Panel** For commissioning; the user can take control of the X4 IOs on E1100 or X14 IOs on B1100 controllers.
- **Motion Command Interface** The MC software's motion command interface can be directly accessed over this window. When enabled (Enable Manual Override switch must be set), MC

commands can be selected, parameterized and sent to the controller. Because the motion command interface is, independent of the interface running on the controller, the same, the commands can be exactly tested before programming them in the PLC.

2.3 Messages Panel

This panel reads out and shows all messages which are logged on the controller. As a feature of comfort, in this panel will be shown the errors too in chronological order. If logged in a B1100 series controller, this window does not appear, because those controllers do not support message logging.

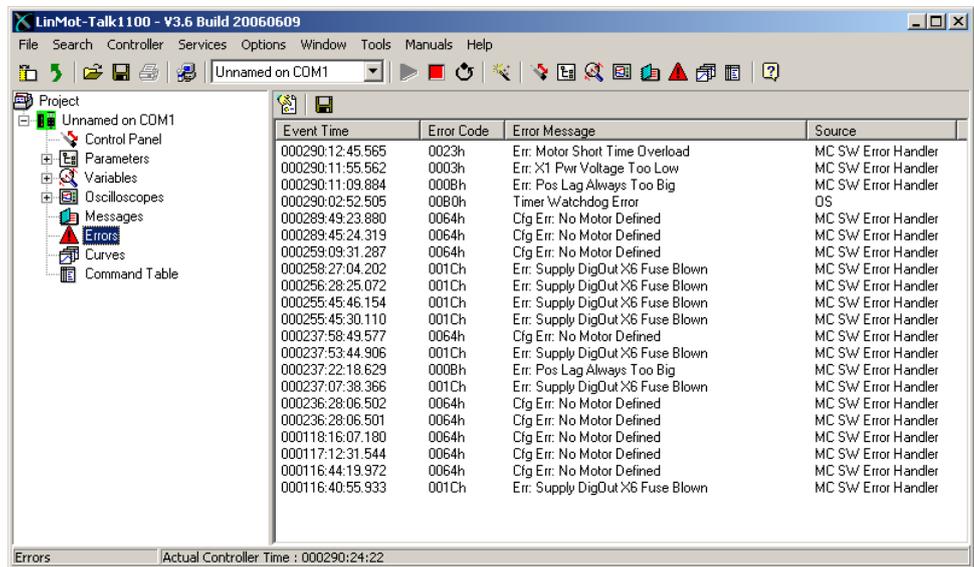


Event Time	Message	Source
000290:18:51.582	Transition To Not Ready To Switch On State	MC SW State Machine
000290:18:48.562	MC SW Started	MC SW State Machine
000290:18:46.558	Rebooted	OS
000290:18:46.475	MC SW Stopped	MC SW State Machine
000290:12:45.565	Transition To Error State	MC SW State Machine
000290:12:45.565	Err: Motor Short Time Overload	MC SW Error Handler
000290:12:10.125	Transition To Operation Enabled State	MC SW State Machine
000290:12:10.125	Transition To Ready To Operate State	MC SW State Machine
000290:12:09.277	Transition To Ready To Switch On State	MC SW State Machine
000290:12:09.277	Transition To Switch On Disabled State	MC SW State Machine
000290:12:08.420	Transition To Operation Enabled State	MC SW State Machine
000290:12:08.420	Transition To Ready To Operate State	MC SW State Machine
000290:12:06.796	Transition To Ready To Switch On State	MC SW State Machine
000290:12:06.795	Transition To Switch On Disabled State	MC SW State Machine
000290:11:55.564	Transition To Error State	MC SW State Machine
000290:11:55.562	Err: X1 Pwr Voltage Too Low	MC SW Error Handler
000290:11:55.562	Transition To Quick Stop State	MC SW State Machine
000290:11:28.818	Transition To Operation Enabled State	MC SW State Machine
000290:11:28.817	Transition To Ready To Operate State	MC SW State Machine
000290:11:28.021	Transition To Ready To Switch On State	MC SW State Machine
000290:11:28.021	Transition To Switch On Disabled State	MC SW State Machine

Messages Actual Controller Time : 000290:23:41

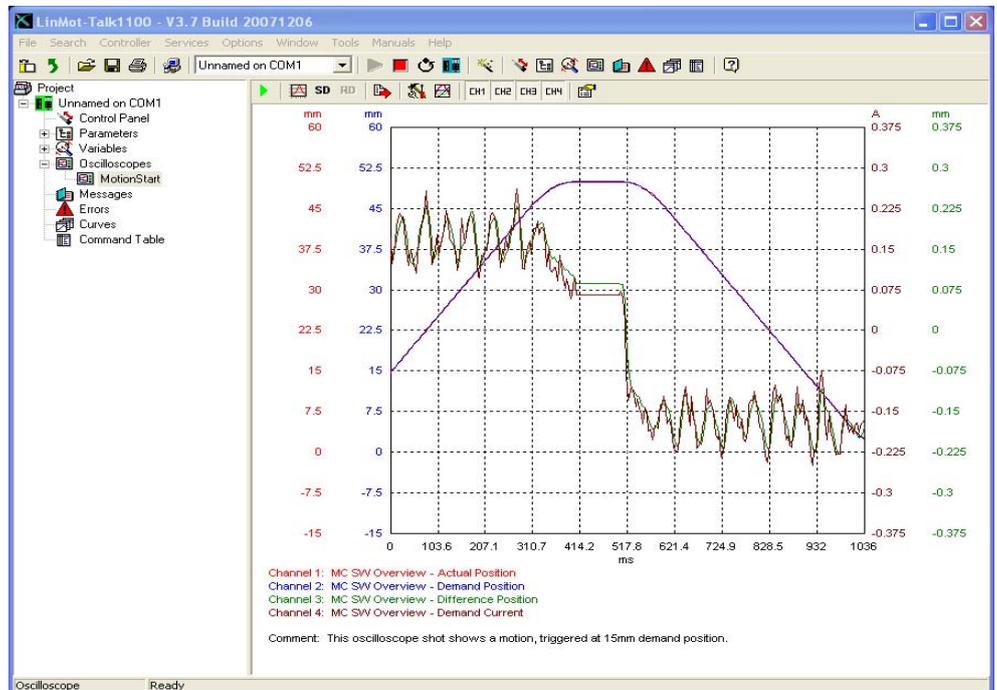
2.4 Errors Panel

This panel reads out and shows all errors, which are logged on the controller and displays them in chronological order.



2.5 Oscilloscope

The controller's built in oscilloscope, which can record up to four channels in real time, is controlled with the oscilloscope tool. While login the oscilloscope reads out the settings from the controller. If an oscilloscope shot is running or ready to read out the data, an item called "Read out" will be displayed. Otherwise a default item will be generated.



The oscilloscope is controlled with the buttons

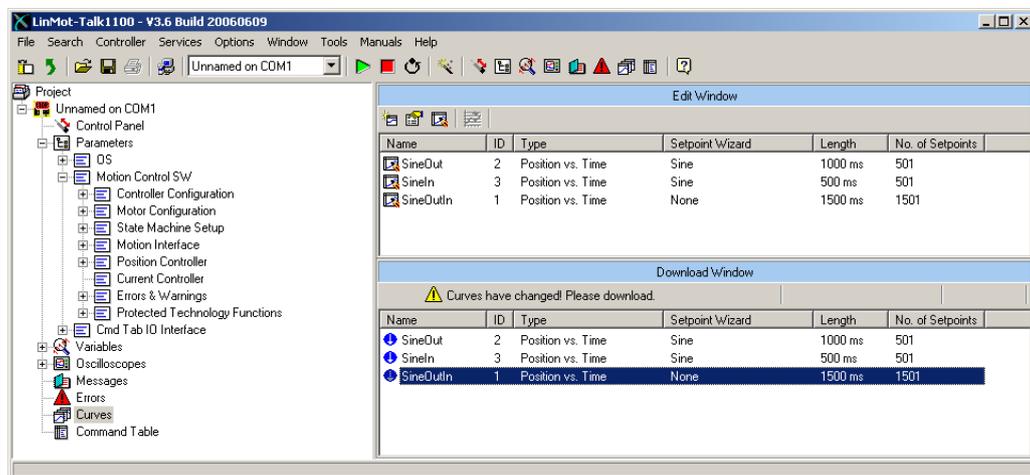


The functions are (from left):

- **Start/Abort** Start or abort an oscilloscope shot.
- **Fit view** Displays the recorded channels such as they fit best in the scope window.
- **Save Display** stores the settings for zoom, scaling and offset.
- **Recall Display** restores the settings for zoom, scaling and offset, which are previously stored with Save Display.
- **Export Data** Export data and setups of the last recorded oscilloscope shot.
- **Import Data** Import and display an oscilloscope shot from file.
- **Oscilloscope Settings** Switch to setup mask for channels, triggers, times and modes.
- **Show/Hide** Show and hide the oscilloscope channels.
- **Edit Properties:** The oscilloscope name and comment can be set individually.

2.6 Curves

With the curve tool, motor motion profiles can be easily created, joined, uploaded, downloaded and saved. NOTE: The curve tool is not shown for B1100 series controllers, as those controllers do not support this feature.



The curve tool is divided into the edit and the download window. The edit window is used to generate, merge and modify curves with the following buttons:



- **New Curve** Starts the curve wizard, which guides through the curve generation.
- **Edit Properties** The properties of a selected curve, like name, time or stroke, can be modified.
- **Edit Curve Values** The curve points can be manually edited.
- **Join Curves** All selected curves are joined together. A wizard will be started for defining the curve properties of the joined curve.

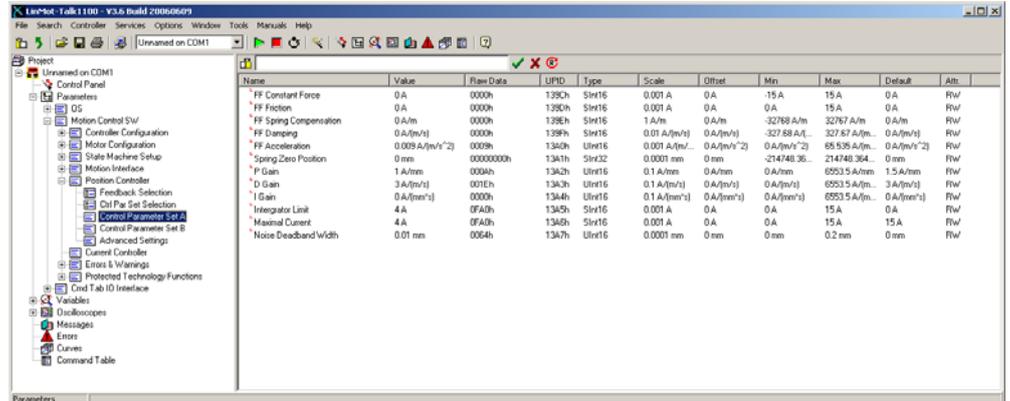
The download window is used to manage the curves which are stored on the controller or have to be downloaded. Modifications in this window will show up the message “Curves have changed! Please download.” After pressing the download into controller button the window and the controller will be synchronized.



- **Upload Curves from Controller** All curves stored on the controller will be uploaded and displayed.
- **Download Curves to Controller** The controller’s curve sector will be synchronized with the download window.
- **Auto Numerate Curves** The curve ID, which must be unique, will be set automatically.

2.7 Parameters

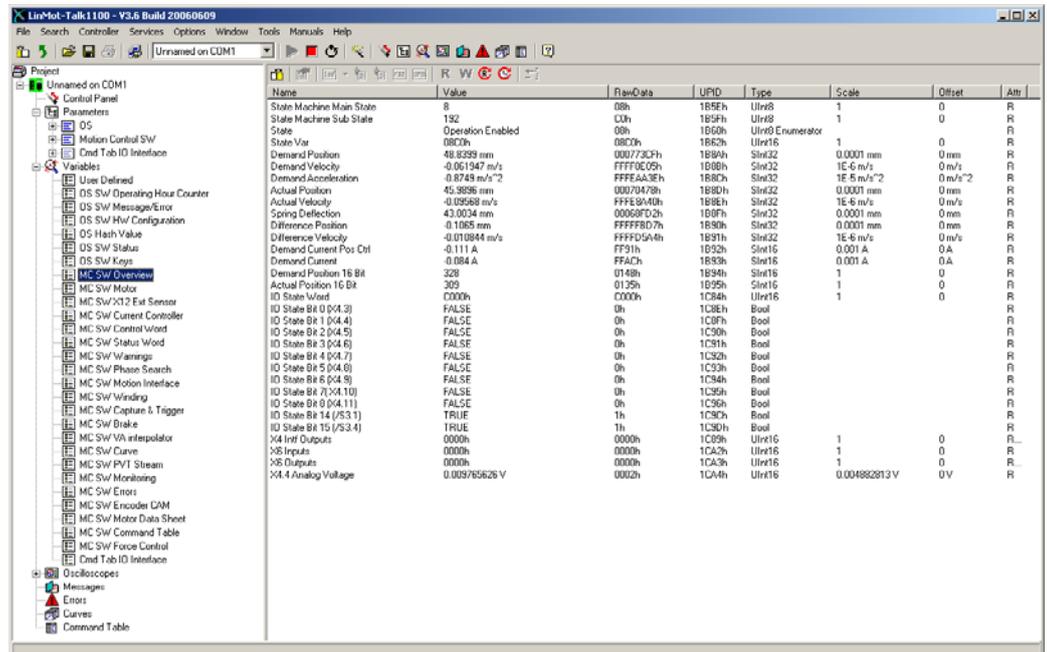
The controller's parameters are displayed in a tree view.



Parameters which are marked as live (L) can be altered while the controller's firmware is running, other parameters can only be changed when the software is stopped.

2.8 Variables

The controller's variables, which can be watched, are arranged in different functional groups. The MC SW overview group contains the most used variables.



The variable service is controlled with the following buttons:



- **Show/Hide Details** Additional information for each parameter, such as unique parameter ID (UPID), scaling, min/max value, can be displayed on demand.
- **Read Variable** Reads the selected variable from the controller once.
- **Write Variable** Writes the selected variable to the controller.
- **Read All Variables** Reads from the controller all variables of the section once.
- **Read All Variables Cyclically** Reads from the controller all variables of the section cyclically.

The following buttons are only used in special cases.

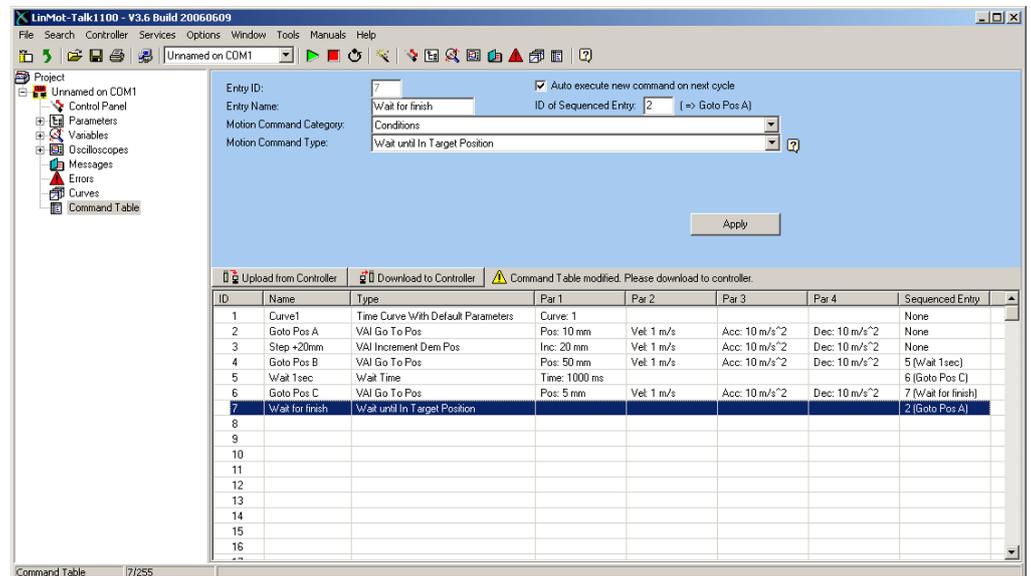
- **Edit Properties** The parameter properties can be displayed and changed.
- **New ... Variable** In a new generated variable section a new variable can be defined. This is a drop down menu, which supports different variable types.
- **New Bit Variable** In a new generated variable section a variable of the type bit can be defined.
- **New String Variable** In a new generated variable section a variable of the type string can be defined.
- **New Float32 Variable** In a new generated variable section a variable of the type float32 can be defined.
- **New With UPID** In a new generated variable section a variable can be added by using the UPID from the appropriate parameter.

Under "User Defined" any variables or parameters can be arranged together. Typically the variables are selected via UPID (). It is also possible to drag and drop them from the parameter or variable section.

2.9 Command Table

The controller supports the command table (CT) functionality, which means a set of up to 255 motion commands (31 commands for B1100 series controllers) can be stored in this table.

An example of is shown in the following picture:



A big variety of commands can be set in this tables, such as motion commands, conditions, sequence directives, parameter access, ... This makes the CT to very powerful functional unit. The CT entries can be accessed (executed) via digital inputs (on X6) or via interface software.

The CT tool has the following editing elements:

- **Entry ID** indicates the CT entry, which is being edited.
- **Entry Name** is a descriptive string of max. 16 characters
- **Motion Command Category** the available commands are fitted into groups for keeping a better overview
- **Motion Command Type** specifies the command to be executed in this entry.
- **Auto execute new command on next cycle** when selected, on the next cycle the entry specified under "ID of Sequenced Entry" will be executed. This gives the possibility of defining cycles, simple logical sequences.
- **ID of Sequenced Entry** defines the CT entry executed on the next cycle when "Auto execute new command on next cycle" is activated.
- **Apply** writes the edited values into the entry.
- **Upload from Controller** reads and displays the entire command table from the controller.
- **Download to Controller** writes the (on the PC) edited table to the controller.

An application example of the CT can be found in the motion control software user manual (Usermanual_MotionCtrlSW_E1100.pdf).

2.10 Access Codes

On the controller special features or customer specific applications can be protected by a software key. This means, a key must be activated by an access code, which is controller specific (pinned to the serial number). Under Controller\Set Access Code\ the following window will open:

The screenshot shows a window titled "Set Access Code" with a close button (X) in the top right corner. The window is divided into two main sections:

Active Keys: A table with three columns: Name, Value, and Access Code.

Name	Value	Access Code
Key1	5A93h - Force Closed Loop Control	58328193h
Key2	0000h - No Key	
Key3	0000h - No Key	
Key4	0000h - No Key	

Set Key Access Code: This section contains three input fields: "Name:" with a dropdown menu showing "Key2", "Value (HEX):" with a text box containing "5a92", and "Access Code (HEX):" with a text box containing "583C6B91". A "Write" button is located to the right of the Access Code field.

Below the input fields, there is a note: "Note: The keys will not be activated on the controller until a reboot has been processed. Press the 'activate' button to reboot." At the bottom of the window, there are two buttons: "Activate" and "Close".

A maximum of four keys can be set on the controller. Under Active Keys all valid installed keys are listed (key value and access code).

A new key can be set by selecting the key name and defining the value and access code. With the write button, the key and access code are written to the controller. As soon as the controller has rebooted (click the Activate button) the new key will be active, if the access code fits.

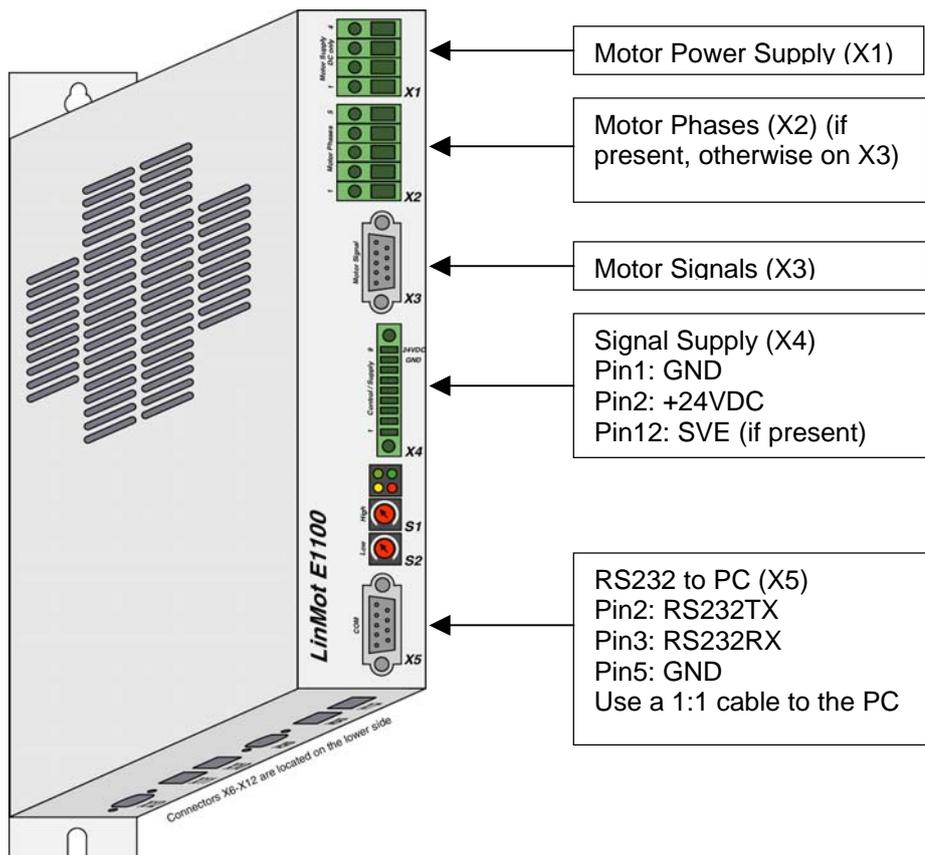
Please note: Access codes are controller specific. They cannot be copied from one controller to another.

3 Quick Setup Guide

This chapter helps step by step to set up a system using an E1100 controller and the LinMot-Talk 1100 configuration software.

3.1 Cabling

The following picture shows the connectors on the controller used for a first commissioning (with PC only).



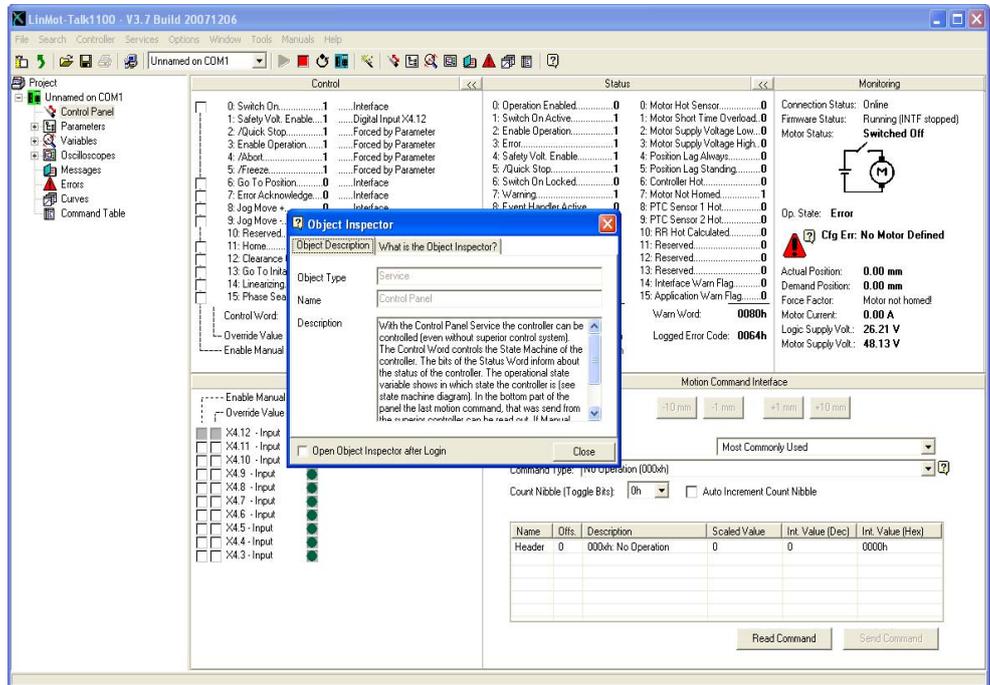
- **X1** Motor Supply, use 48..72 VDC between (PWR+ and PGND).
- **X2** Motor Phases: if this connector is not present, connect the motor on X3 only.
- **X3** Motor signals: if motor has a DSUB-9 connector, connect it directly, otherwise use an adapter to DSUB-9 or wire the phase lines to X2.
- **X4** For a commissioning with the PC it is necessary to wire only the Pin1 (GND), Pin2 (+24VDC) and, if present, Pin12 save voltage enable (SVE, +24VDC).
- **X5** RS232: The cable between the LinMot controller and PC must be DSUB-9 F/F, 1:1 (X modem). If the PC has no COM port available, use the USB to RS232 converter (LinMot article number 0150-3110).

3.2 Firmware Download

As the cabling is done correctly now, turn on the controller's power and start up the LinMot-Talk 1100 software. Before using the controller the first time, the firmware has to be downloaded. Therefore press install firmware button  to start the wizard. Choose the file "Firmware_V3S8_Build200800603.sct" and press "Open". Then the wizard will start and guide through the installation. According to controller type, different interface and application software can be selected.

3.3 Login

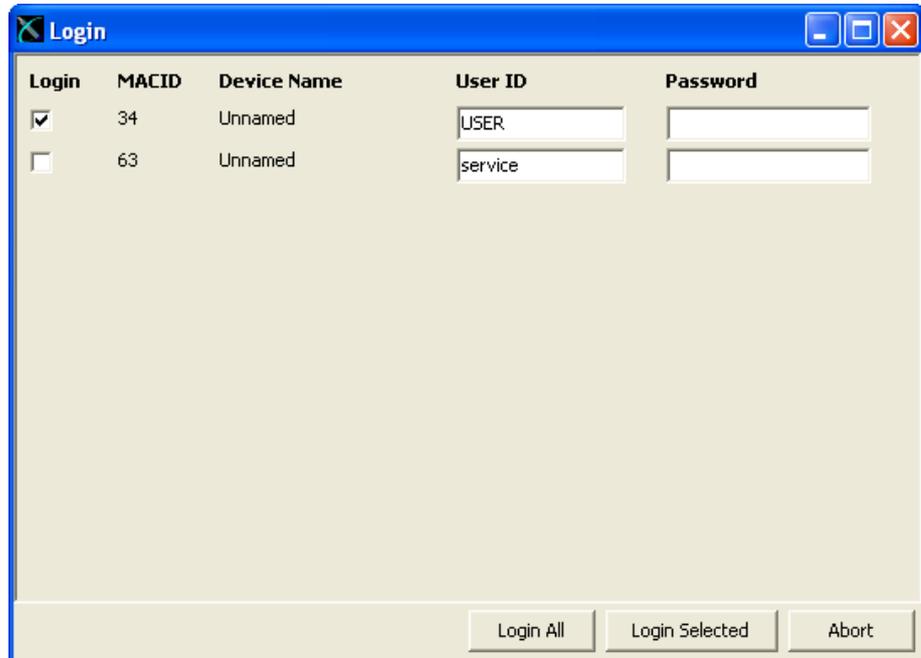
When successfully finished downloading the firmware, login with \File\Login..., then select the appropriate port and press ok. A login info window will appear showing the login progress. When logged in you will find the following window:



The Object Inspector window can be dragged away or closed. It can be reopened with F1.

3.4 Scanning CAN Bus

When one or several controllers are linked with CAN bus for configuring, it can be very helpful to scan the CAN bus for linked controllers automatically. Thus, it is not necessary to know and type in all the node IDs. Under \File\Scanning (with CANusb) a list of the present controllers will be displayed:

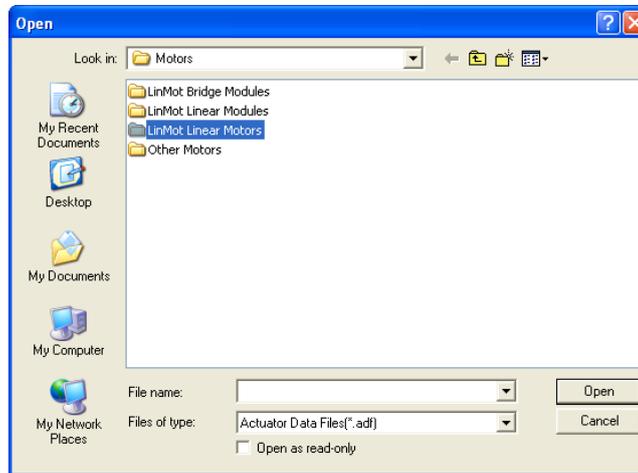


With just one click the LinMot-Talk1100 software will log in to all controllers.

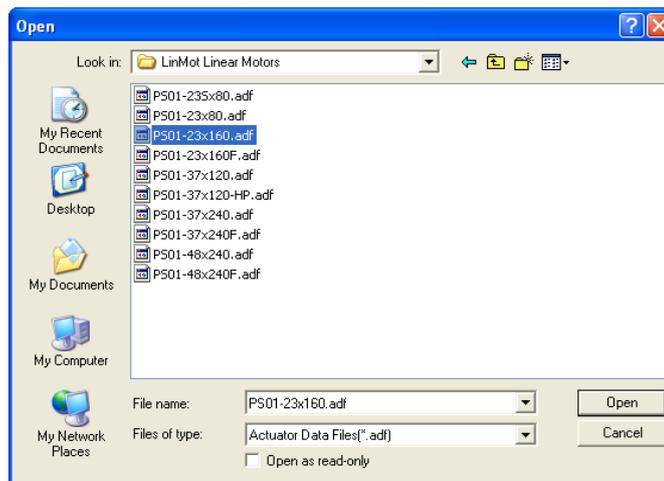
3.5 Motor Wizard

As no motor is defined, the next step is to start the motor setup wizard.

Press the button  and the following window will appear:



As we want to configure a LinMot Motor we choose “LinMot Linear Motors” and press Open.

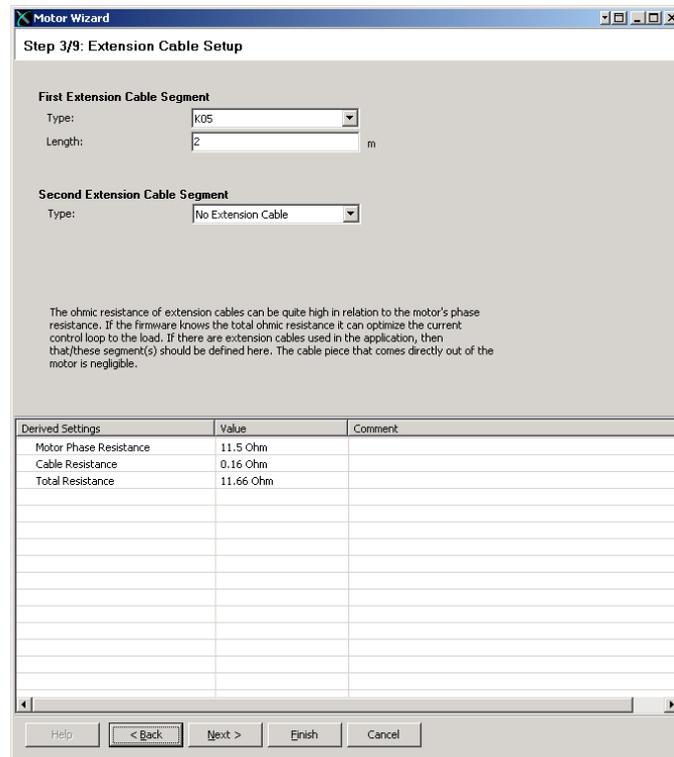


Select the actuator type you have wired to the controller, then press Open.

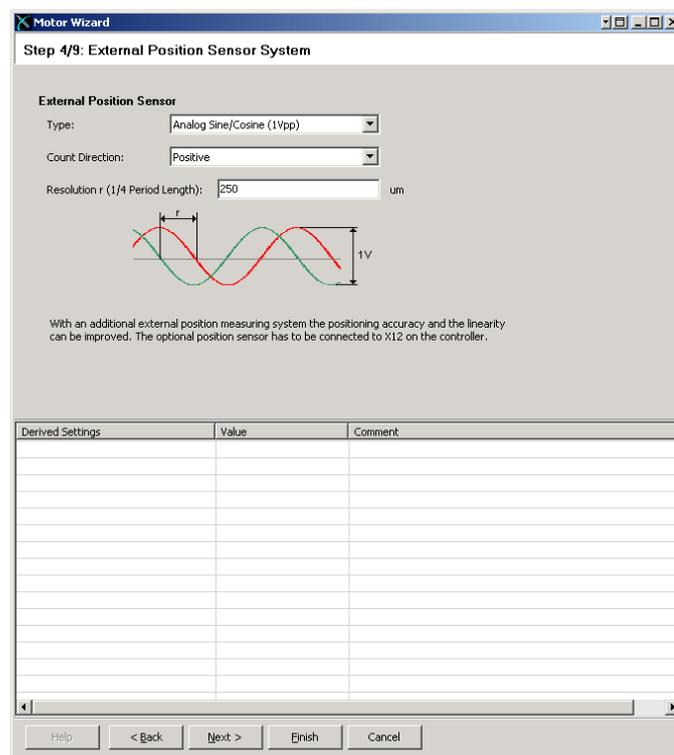
The following steps will show forms including drawings and descriptive texts.

The first step is to define the stator and slider.

Longer extension cables will have an effect to the motor's phase resistance. In step 3 can be defined two cable segments.



The next hardware setup step is to define an external position sensor system (if present). For E1100 controllers can be chosen between none, incremental AB(Z) and analog sine/cosine 1Vpp. For B1100 controllers can be chosen between none, incremental AB(Z) and AB encoder simulation.

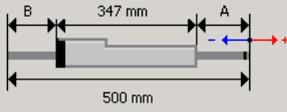


Step 8 is to define the slider home position. This is for the motor and controller the most important value. It defines at the home position, where the slider is positioned relative to the stator. This defines how far the motor in each direction is able to move.

Motor Wizard

Step 8/9: Homing II

Distance from Stator End to Slider End at the Home Position



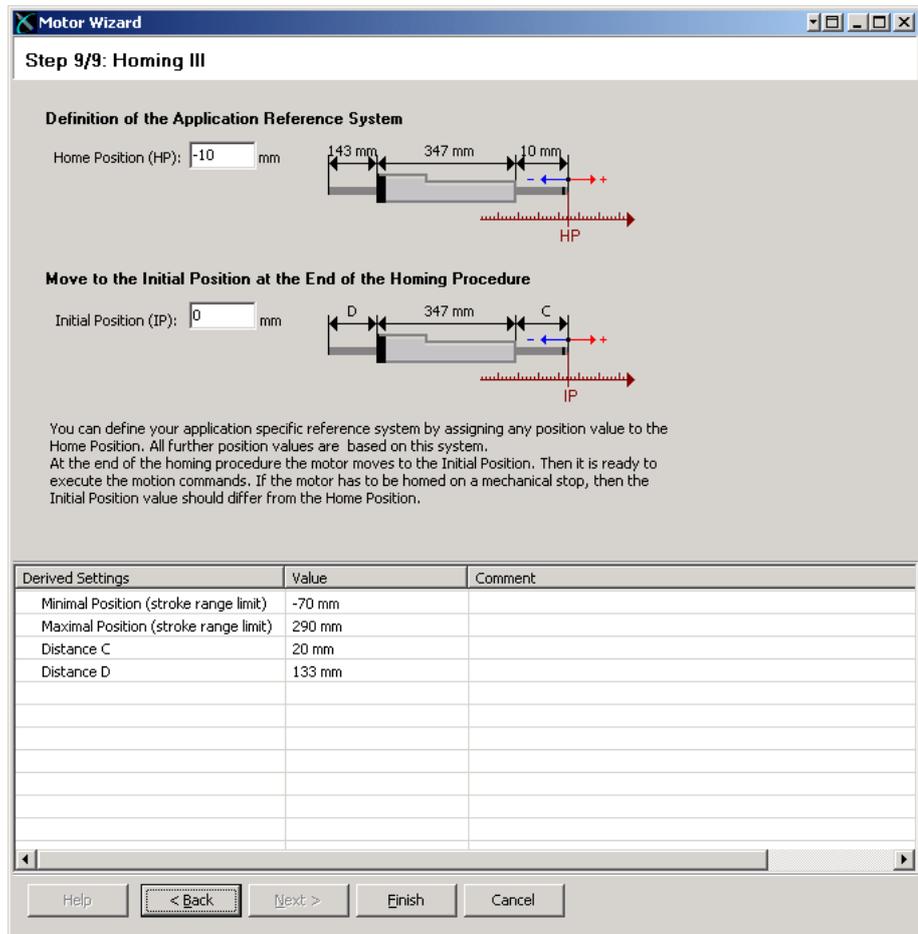
Distance A mm

Distance B mm

The controller needs to know the physical position of the slider relative to the stator. Please determine either distance A or distance B when the motor stands at the Home Position (mechanical stop or switch). Hence you can move the motor manually to the Home Position. Then you can measure A or B (stator end to slider end) and enter the corresponding value. The other value is calculated by the software. If the slider end is inside the stator tube, then you have to give your entry a negative sign.

Derived Settings	Value	Comment
Slider Home Position	10 mm	Corresponds to distance A

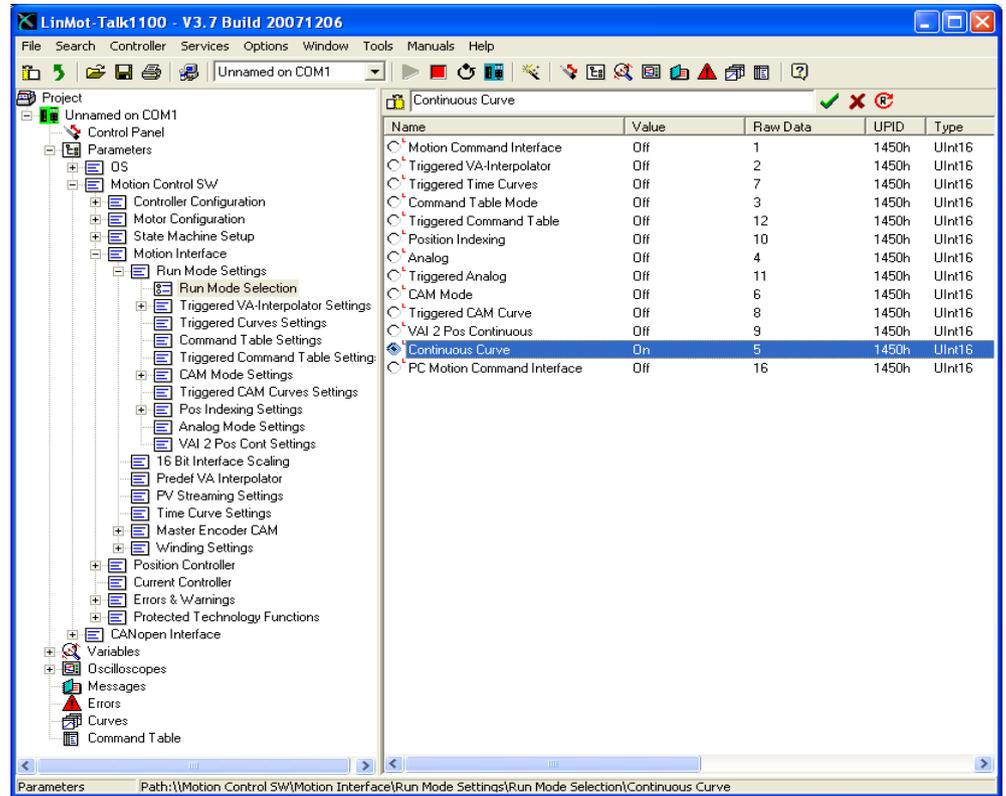
With the last wizard step the user's coordinate system can be defined.



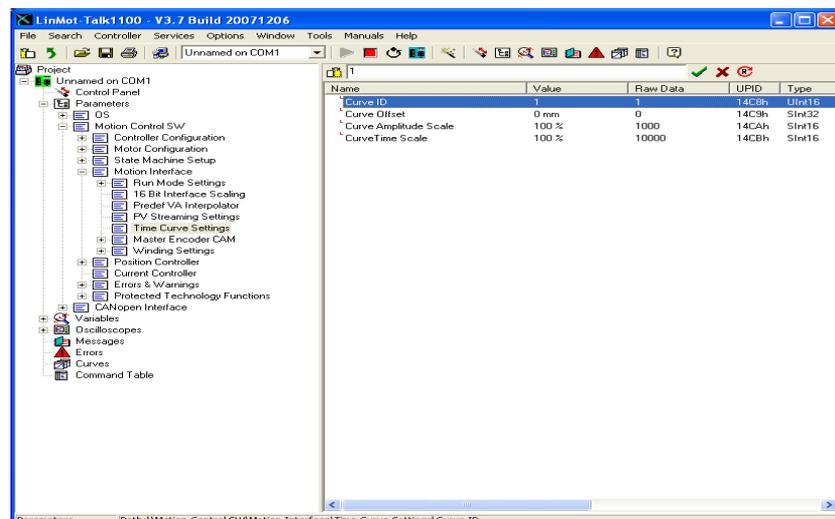
At the end, press finish. If the firmware on the controller is still running, an appropriate message will be shown. The motor wizard can be run several times, e.g. to setup an external sensor, to change the load setup or to change the motor type. When rerunning it, at the end will be shown a list of parameters, which will be changed.

3.6 Continuous Curve Mode

To get running the motor for the first time, the easiest way is to define a curve, which will be run continuously. The controller is set to continuous curve mode by selecting “Continuous Curve” under \Motion Control SW\Motion Interface\Run Mode Settings\Run Mode Selection\ in the parameter tree.



The second parameter to be set is to define which curve has to be run. Set the parameter “Curve ID” to 1 under \Motion Control SW\Motion Interface\Time Curve Settings\.

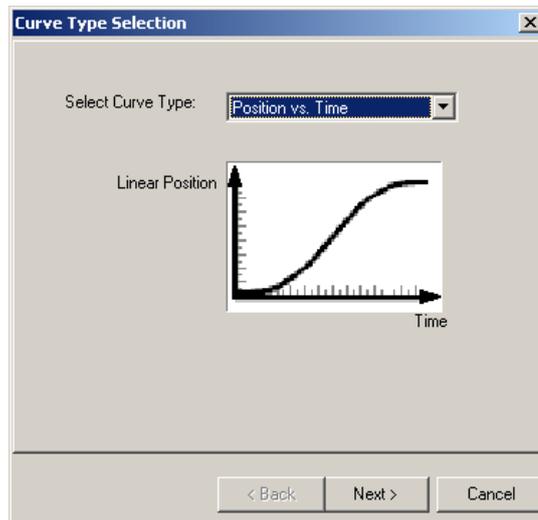


Before running the curve, it is advisable to define the curve we want to run.

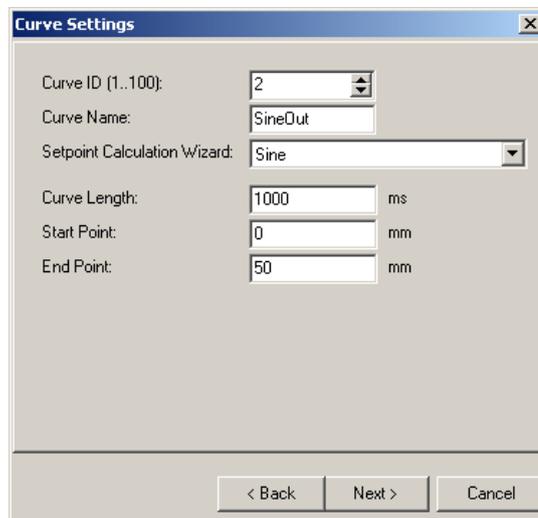
3.7 Defining Curves

Curves can be easily defined with the curve wizard. For this example we will define two sine curve forms over a stroke of 50mm out and in with different speeds, which will be joined together.

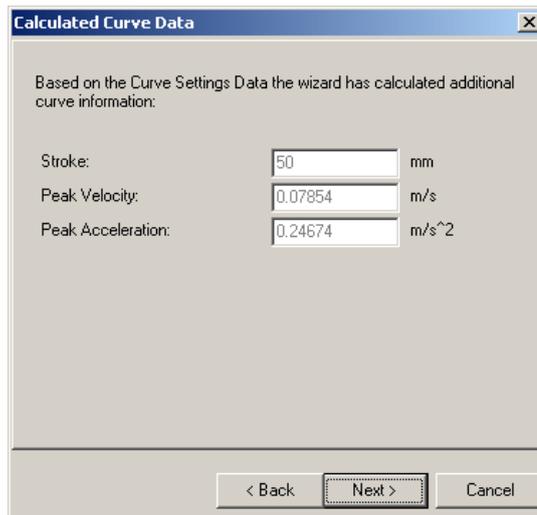
Now, step by step: Open the curve tool by clicking the “Show Curves” button  in the tool button bar. Then press the “New Curve” button  to start the curve wizard.



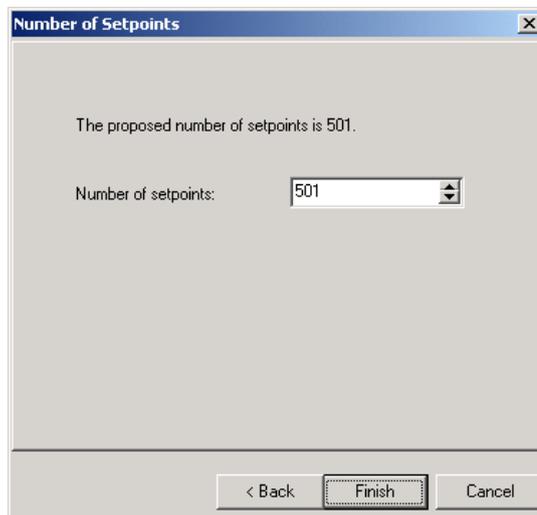
As we want to define a curve in position vs. time mode we can keep the default selection and press the next button.



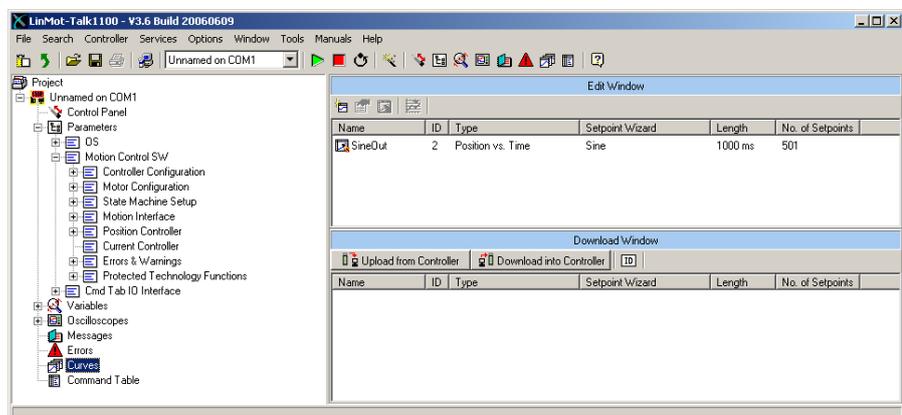
In this mask, we will set the curve ID to 2 (we will have the merged curve with ID 1 at the end) and as name we set e.g. “SineOut”. The end point is placed at 50mm. With “Next” the wizard will show some curve data:



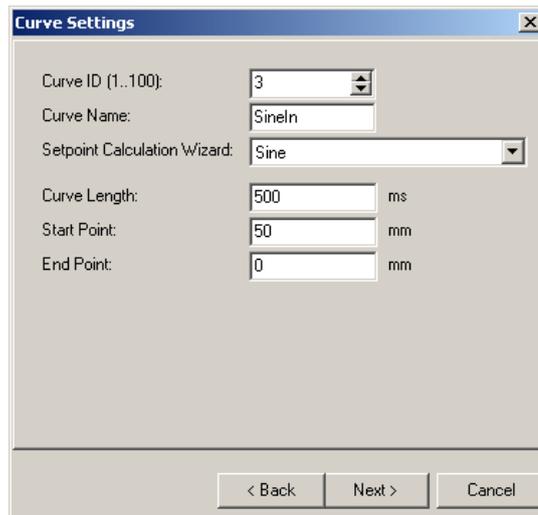
The next and last mask proposes a number curve setpoints. It is advisable to accept this proposal.



With “Finish” the first curve is defined. The curve will be displayed as follows:

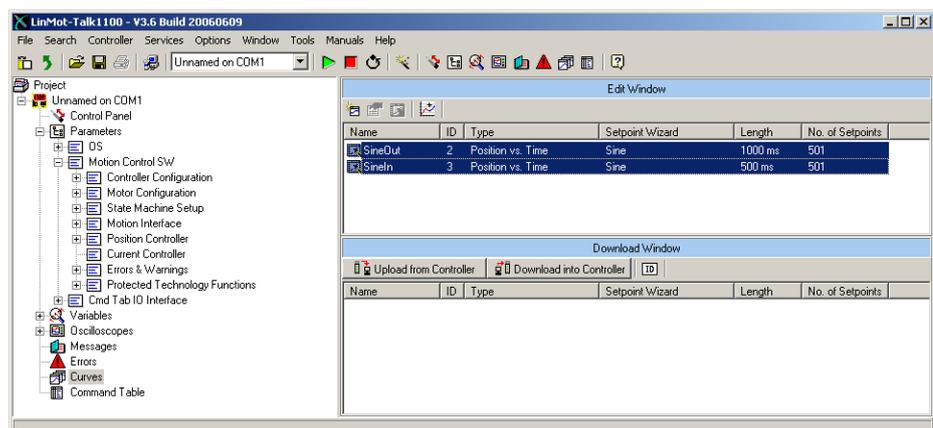


We will now define curve going back. So we start the curve wizard again and define under curve settings the following:

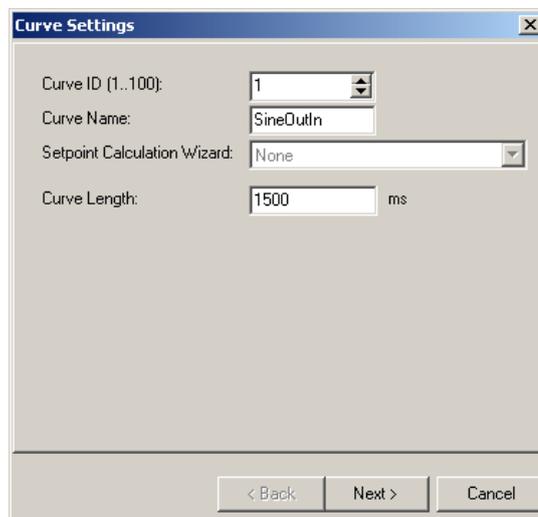


Set curve ID to 3, Curve Name to “SineIn”, Curve Length to 500ms, Start Point to 50mm and End Point to 0mm. Click twice “Next” and then “Finish”.

Now we have defined the two curve segments and will join them together. Select the two curves

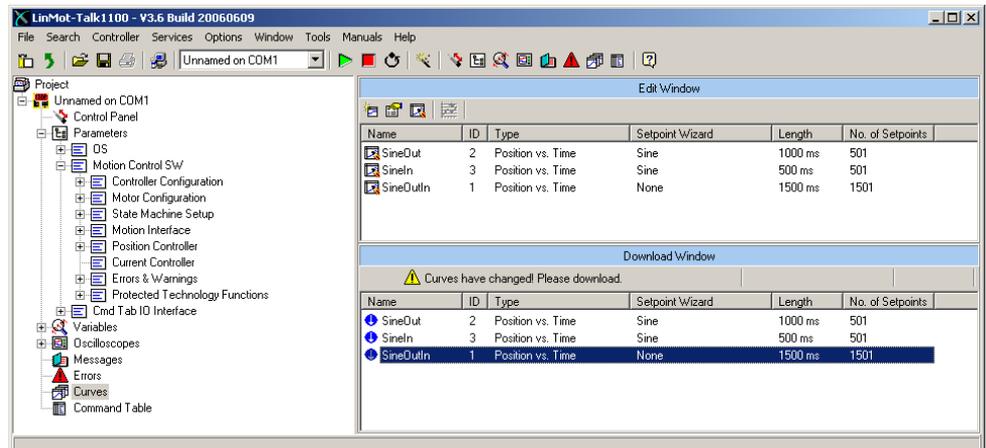


then press the “Join Curves” button . The curve settings mask for the joined curve appears:

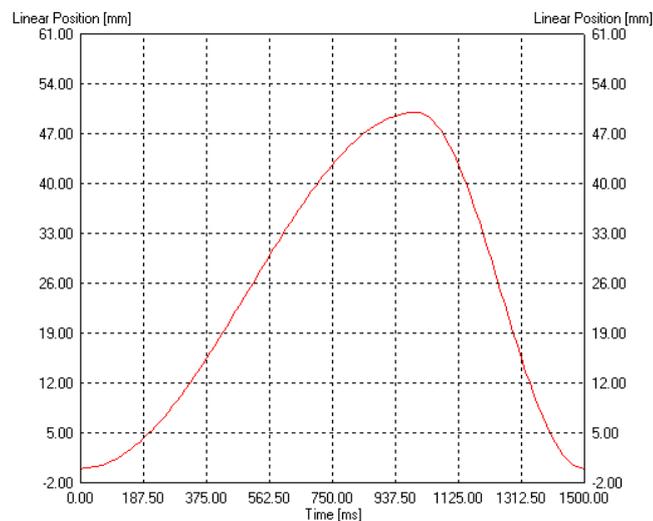


We will set the curve name to “SineOutIn” and make sure the curve ID is 1.

The curve length is proposed as the sum of the curve segment times. Press “Next” and “Finish”. The curve for the continuous curve mode is now defined and has, according to the parameter settings, the curve ID 1. As we want to download the curves to the controller we select all the curves in the edit window and move them to the download window.



When double click the “SineOutIn” Curve the joined curve is shown:

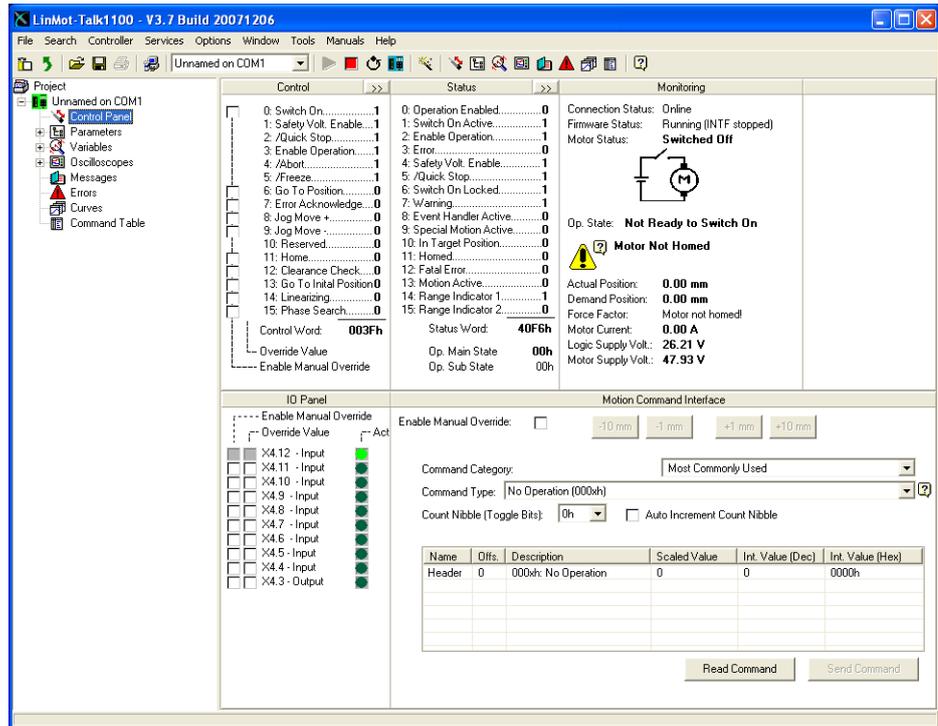


Now the curves must be downloaded to the controller. Therefore press the “Show Curves” button  and then the “Download Curves into Controller” button . Then a warning comes up which has to be confirmed and the progress window will display the actions taken to download the curves.

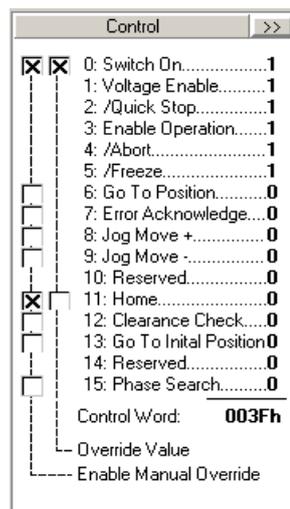
3.8 Control Status

As we have defined now all parameters and curves, we will let the motor running. For this time, we will take over the interface control from the PC. So we are interface-independent.

Switch to the control panel with the button , then press the start button  (starting the controller's firmware) and wait until the control status panel is updated and looks the following:



Now we will fetch the control over the “Switch On” and the “Home” flags.

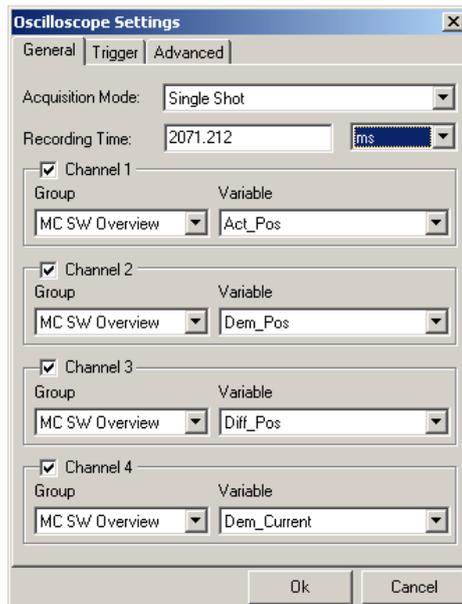


Now turn off and turn on again the “Switch On” flag, this is because of the auto start prevention. At this time, the motor will be powered and position controlled at the actual position. Set the “Home” flag and the motor will initialize against the inner hard stop. When the motor stands still, clear the “Home” flag and the motor will run the curve continuously.

Detailed information about the MC software's state diagram can be found in the MC software manual.

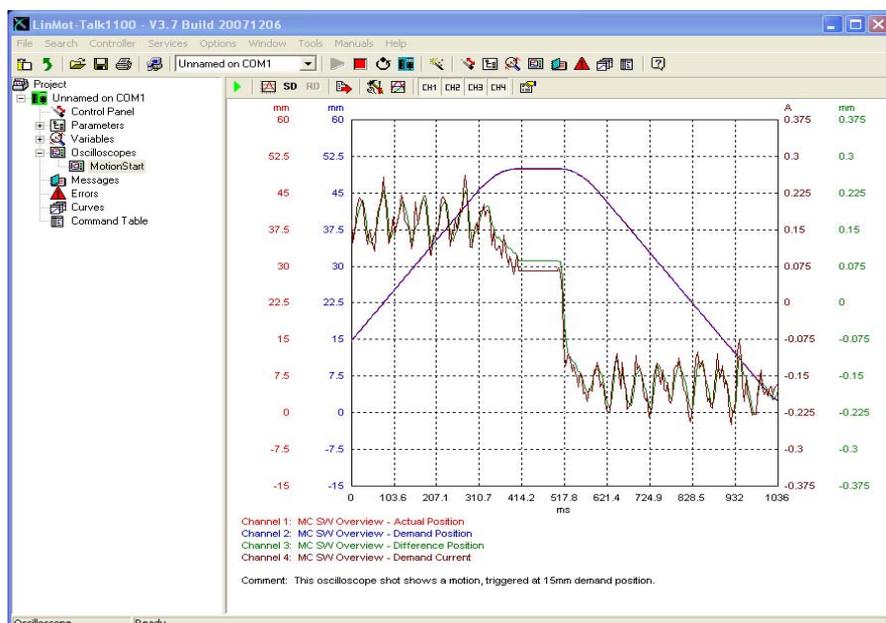
3.9 Oscilloscope

The oscilloscope is a very useful tool for tuning the motor. The LinMot Talk 1100 software has defined a default oscilloscope, which samples the actual position, demand position, position difference and demand current. When clicking on the “Show Oscilloscope” button , the focus will be set to the default oscilloscope. We could start the oscilloscope now with the start button , but it is recommended to set the recording time about 2 seconds (one curve cycle is 1.5 s). We will switch to the oscilloscope settings with .



Then press Ok and start the oscilloscope with . The recorded data on will be read out from the controller and displayed, which will look somehow like the following.

Possibly it is necessary to press button  (fit view).

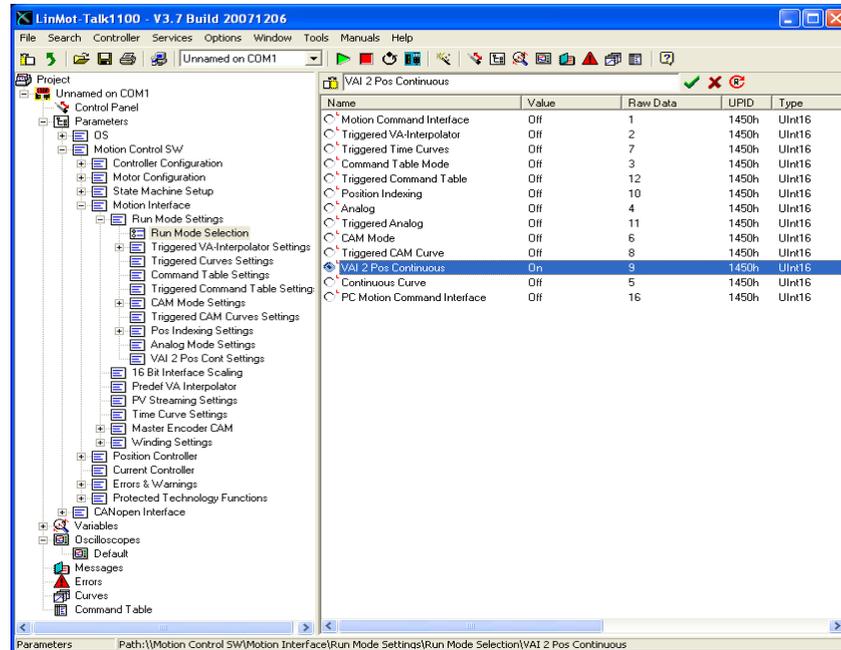


Tuning the system would be started at this point. One possibility is by restarting the Motor Wizard and changing the load or control parameter, another one is to change the parameters directly in the parameter tree.

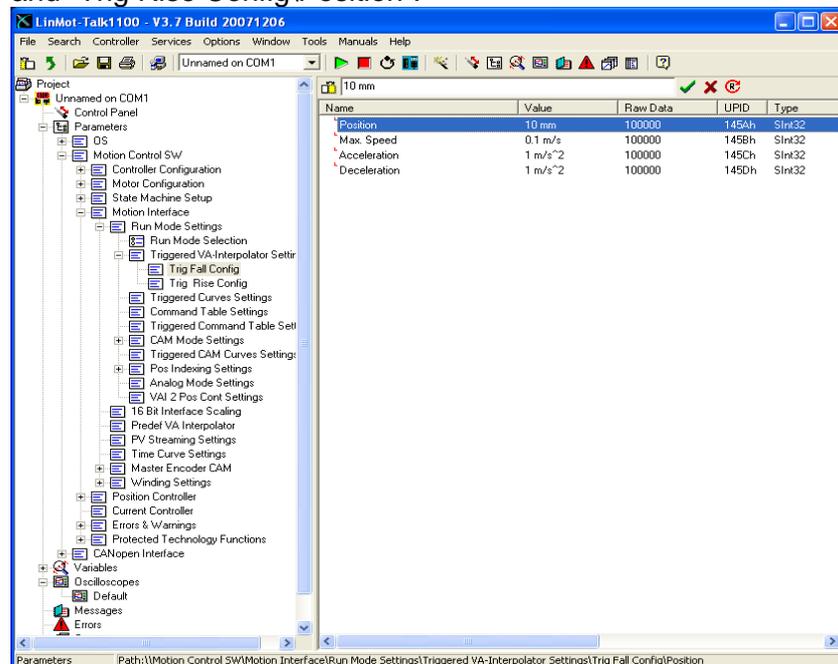
3.10 Continuous Two Point Mode

The easiest way to run the motor continuously, is to set the VAI 2 Pos Continuous mode. In this mode the motor moves between the two positions Trig Fall and Trig Rise. The time the motor waits at the two positions is defined under “VAI 2 Pos Cont Settings”.

The minimal settings for this mode are shown next. First the mode has to be set:



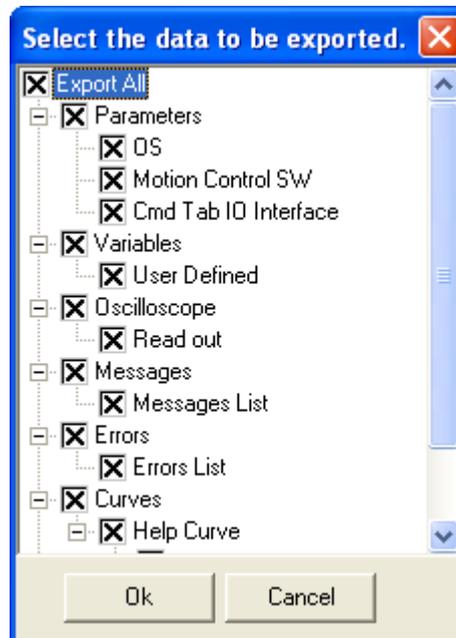
And then the positions have to be set under “Trig Fall Config\Position” and “Trig Rise Config\Position”:



This is all we have to configure. The speed, acceleration and deceleration can also be defined at this place in the parameter tree. The motor can now be started the same way as described under 3.8 Control Status.

3.11 Export Configuration

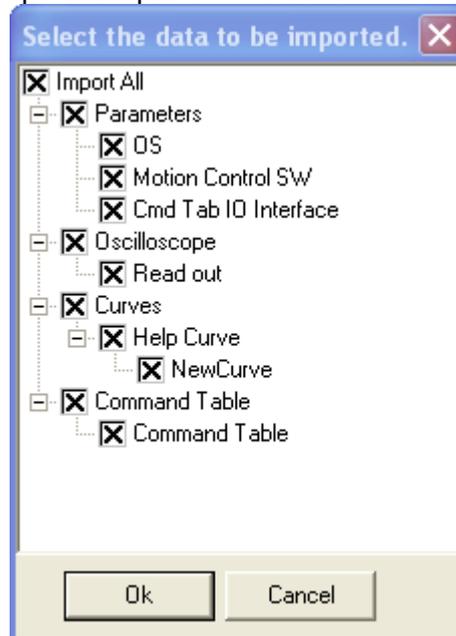
When the controller settings are done it is strongly recommended to save the complete configuration. This can be done under File → Export... or with by clicking on . After the file name dialog the selection of the parts to be exported will be shown:



It is recommended to export all. For a configuration recovery it is necessary to select the parameters, curves and command table. In case of a support request it is very helpful to provide the complete configuration as well (with variables, oscilloscope shots, message and error log).

3.12 Import Configuration

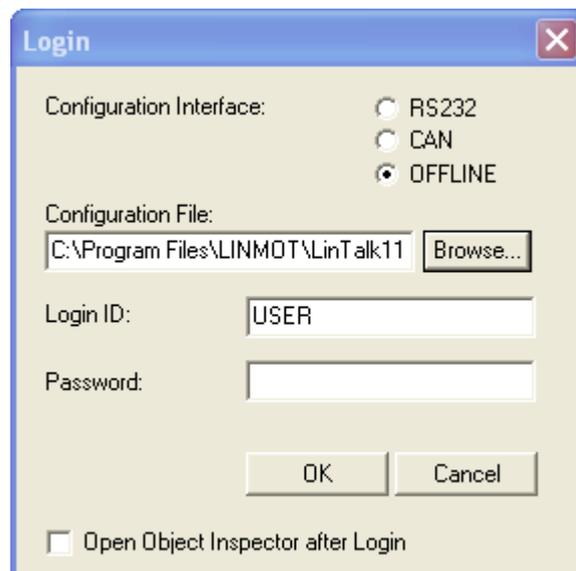
A configuration can be imported with File → Import... or with the button . When opening a configuration to a controller, a compatibility list of the parameter trees will be shown. Then the selection of the importable parts will be shown:



It is possible to import only some specific parts (e.g. curves or command table).

3.13 Offline Configuration

A configuration can also be opened when no controller is present. Under File → Login/Open offline...



This is a very helpful feature for supporting problems.

3.14 Save Image

An image of the complete controller (including firmware (OS, MC, Interface and Application), curves, command table and configuration) can be stored with the command Controller → Save Image...

It is strongly recommended to save also the configuration using File → Export.

Because the Controller → Load Image command only works for same controller types, versions and revision, the exported configuration can be very helpful in other situations.

3.15 Load Image

A complete image of the controller (firmware and configuration) can be loaded under Controller → Load Image. This is done with the bootstrap mode and will erase first the complete controller's memory. (Just follow the instructions in the dialog).

With Save and Load Image commands an exact copy of the controllers firmware and configuration can be made, with the aim of an absolute same behavior.

4 Trouble shooting

4.1 Setting all Parameters to Default Values

All parameters of a E1100 controller can be set to their default values without the use of the LinMot Talk1100. This can be done according these steps:

1. Power off the controller
2. Set the two ID switches to \$FF
3. Power on the controller, the ERROR and WARN LEDs will flick alternately.
4. Set the two ID switches to \$00
5. Wait until the WARN and EN LEDs will flash together.
6. Power off and on again.

NOTE: This feature is not supported on B1100 series controllers.

4.2 Bootstrap OS

In case of \$B2 error, which means a communication timeout, if no rebooting or resetting the parameters will help, there is the option of bootstrapping the operating system. This can be done according to these steps:

1. Close the LinMot Talk1100 software.
2. Power on the controller
3. For E1100 controllers: Press with a spiky object into the small hole below the X5 connector. (If there are two holes take the unlabeled one). The controller's LEDs will all be off except for the green one.
4. For B1100 controllers: Switch S4.4 to "on". Only the green LED will light up.
5. Start the LinMot Talk1100 software.
6. Press the Install Firmware button.
7. For E1100 controllers: Select the file under \Firmware\OS\BootStrapOS_RS\BootOS3_E1100_RS.sct and follow the instructions.
8. For B1100 controllers: Select the file under \Firmware\OS\BootStrapOS_RS\BootOS3_B1100_RS.sct and follow the instructions.
9. After this procedure, the firmware can be installed as described under 3.2 Firmware Download.

4.3 Interface does not run

If the interface software (DeviceNet, CANopen, Profibus, LinRS) does not communicate there may be several reasons:

- Specific Interface Software not installed
- Switch S3 "Interface" on controller's bottom side must be set to "On". (In case of LinRS, this switch must be set to off when configuring over RS232, and set to on when running the LinRS interface).
- Parameter with UPID 2008h set to disable.
- Baud Rate and Node ID selection not correctly set (Parameters and/or ID switches on controller's front).

5 Contact Addresses

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