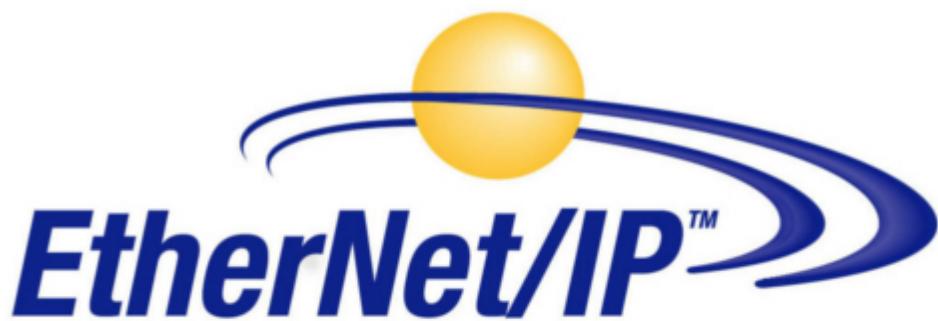


***LinMot®***

# EtherNet/IP Interface User Manual

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Manual



for  
**C1250-CM-XC-0S**  
**C1250-CM-XC-1S**

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#### Note

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NTI AG  
LinMot  
Bodenaeckerstrasse 2  
CH-8957 Spreitenbach

Tel.: +41 56 419 91 91  
Fax.: +41 56 419 91 92  
Email: [office@LinMot.com](mailto:office@LinMot.com)  
Homepage: [www.LinMot.com](http://www.LinMot.com)

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## 1 System overview

The LinMot Ethernet/IP drives have the following functionalities:

Device Property	Value / Remark
Minimal EtherNet/IP cycle time	1 ms
Minimal CIP Sync based streaming period	2 ms
DHCP	Supported
EDS	Supported
IEEE1588 (CIP-Sync)	with Rockwell PLC
DLR Support (Device Level Ring Protocol)	Yes

EtherNet/IP is a real time Ethernet protocol based on the standard Ethernet protocols TCP/IP and UDP/IP.

For further information on EtherNet/IP please visit: <http://www.odva.org>

### 1.1 References

All user manuals are distributed with the LinMot-Talk configuration software. The newest version can also be downloaded from the LinMot homepage in the download section.

Ref	Title	Source
1	0185-1093-E_XXX_MA_MotionCtrlSW-SG5-SG7	<a href="http://www.linmot.com">www.linmot.com</a>
2	0185-1074-E_XXX_MA_Drive-Configuration-Over-Fieldbus-SG5-SG7	<a href="http://www.linmot.com">www.linmot.com</a>

## 2 Connection to the EtherNet/IP Network

### 2.1 Pin Assignment of the Connectors X17-X18

The Ethernet/IP connector is a standard RJ45 female connector with a pin assignment as defined by EIA/TIA T568B:

X17 - X18	RealTime Ethernet Connector		
	Pin	Wire color code	Assignment 100 BASE-TX
	1	WHT/ORG	Rx+
	2	ORG	Rx-
	3	WHT/GRN	Tx+
	4	BLU	-
	5	WHT/BLU	-
	6	GRN	Tx-
	7	WHT/BRN	-
	8	BRN	-
	case	-	-
RJ-45	Use standard patch cables (twisted pair, S/UTP, AWG26) for wiring. This type of cable is usually referred to as a "Cat5e-Cable".		

## 2.2 Default IP Address Settings

The default IP address is 192.168.1.xxx, where the last byte xxx is defined via the two hex switches S1 and S2. S1 sets the high and S2 the low digit.

S1, S2	IP Selectors	
	S1	Bus ID High (0h...Fh)
	S2	Bus ID Low (0h...Fh)



The switch value S1 = S2 = 0 (factory default setting) is a special configuration which acquires the IP address via DHCP.

## 2.3 RT Bus LEDs

RT Bus LEDs	Function
RT Bus Error  OK	The RT Bus LEDs have no function. They are always turned off.

### 3 Setup in the PLC

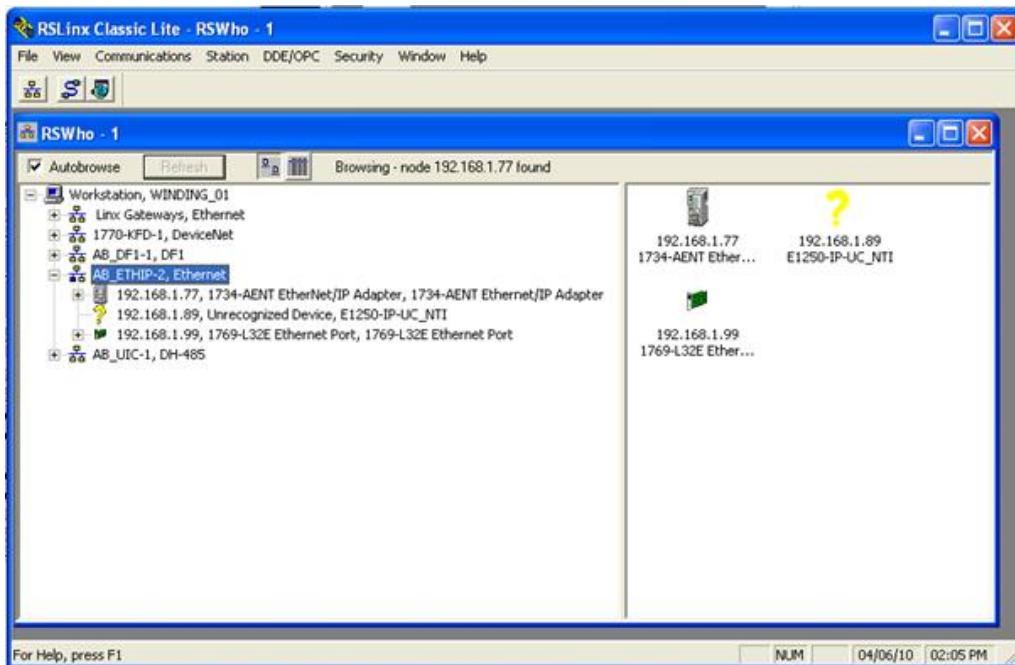


Use only AB PLC firmware 18.0 or higher!

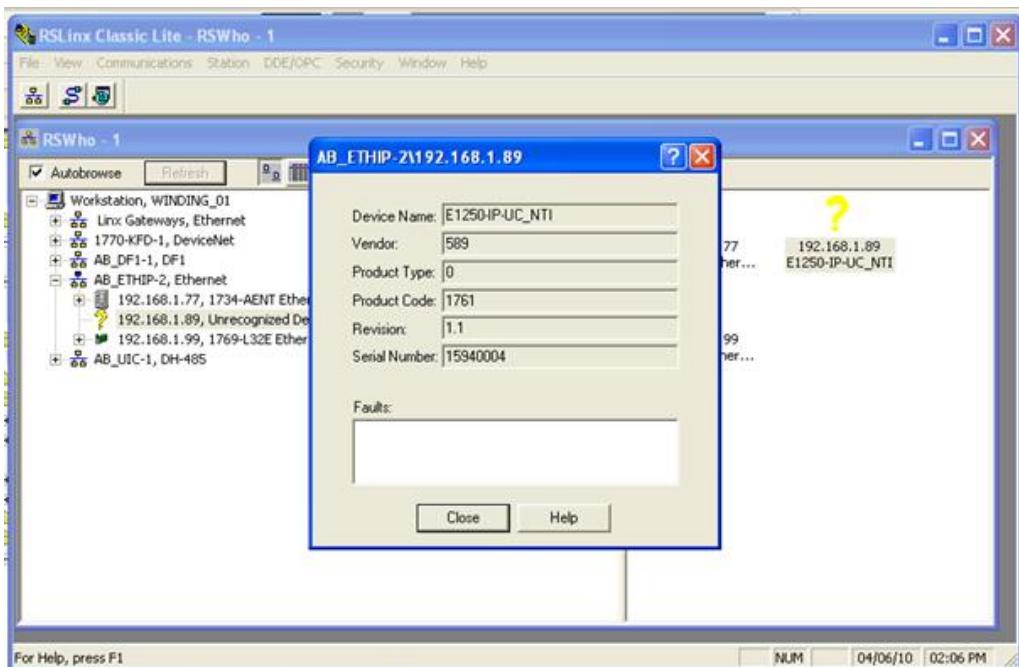
The following steps describe the integration of a LinMot Ethehernet/IP drive in the PLC. In the example an Allen Bradley master PLC is used. RSLinx tool can only be used to see if the device is on the network and under which IP-address it can be accessed. The whole configuration is done in the PLC, which is described in chapter 3.2.

#### 3.1 RSLinx Classic

In the RSLinx the LinMot device should occur under the defined IP address as "Unrecognized Device"



LinMot Device with the IP address 192.168.1.89. in the RSLinx tool.

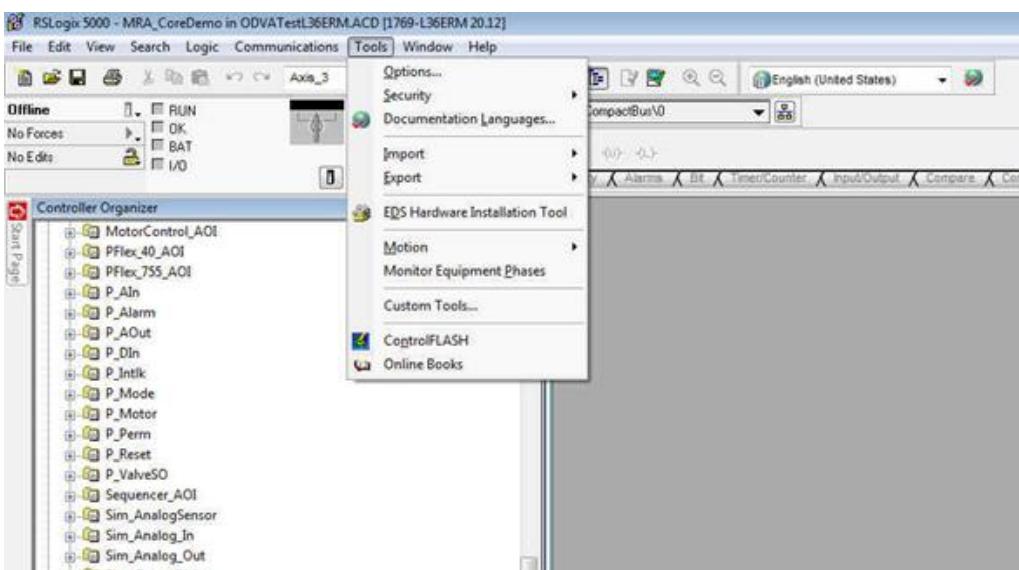


LinMot device properties

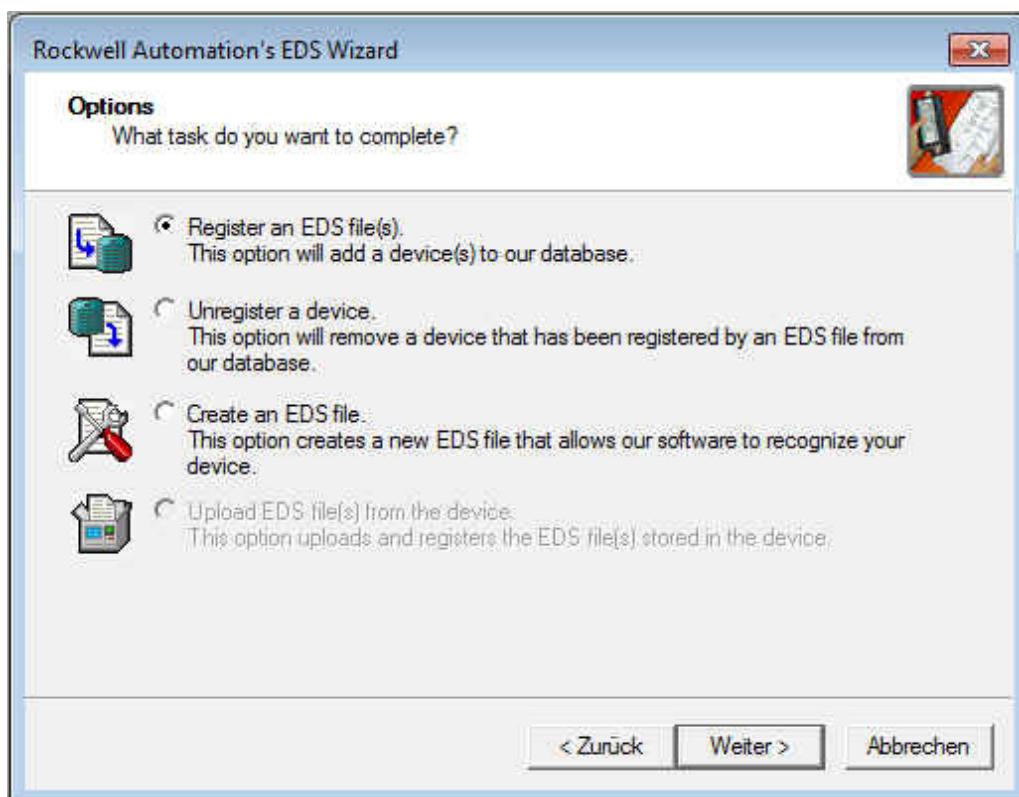
### 3.2 LinMot Configuration in the PLC

The LinMot Drive must be configured in the PLC using an EDS-File.

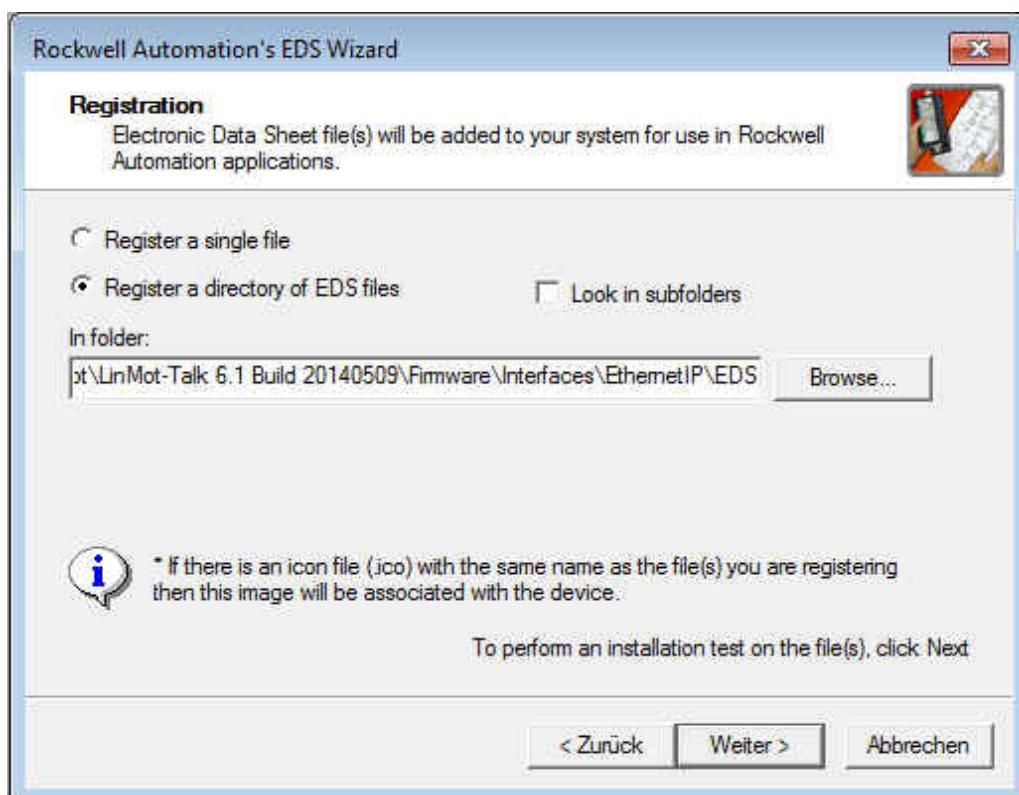
To configure the LinMot with the EDS File, the EDS-File must be downloaded into the configuration software of the PLC. In the RSLogix 5000 there is the EDS Hardware Installation Tool, which is used for the installation. It can be found in the menu under "Tools".



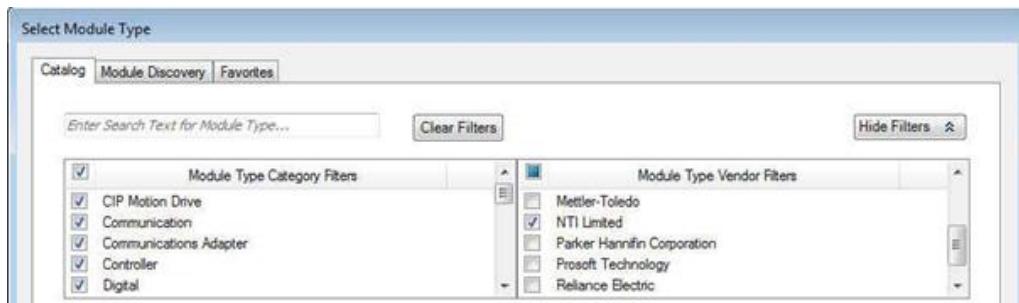
Then you can click next until the "Options" window is shown. In this window "Register an EDS file(s)" has to be selected.



In the "Registration" window, "Register a directory of EDS files" has to be selected. The path of the directory is `../LinMot-TalkXX` `BuildX/Firmware/Interfaces/EtherNetIP_netX/EDS`. After this selection you can click next and finish the EDS Hardware Installation.

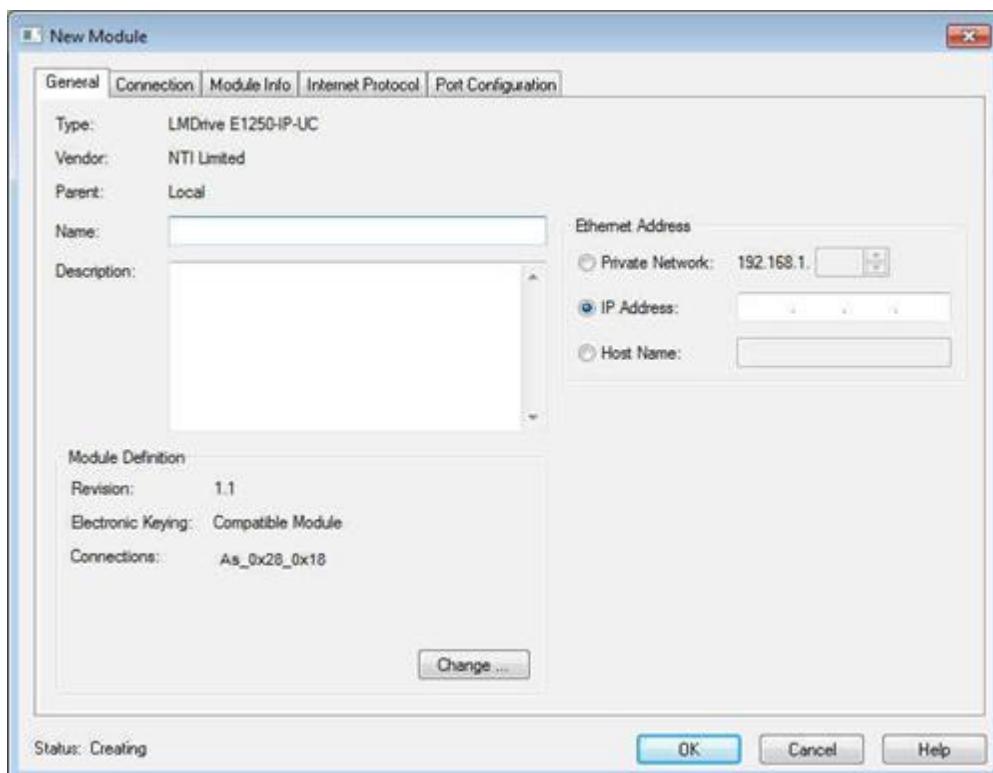


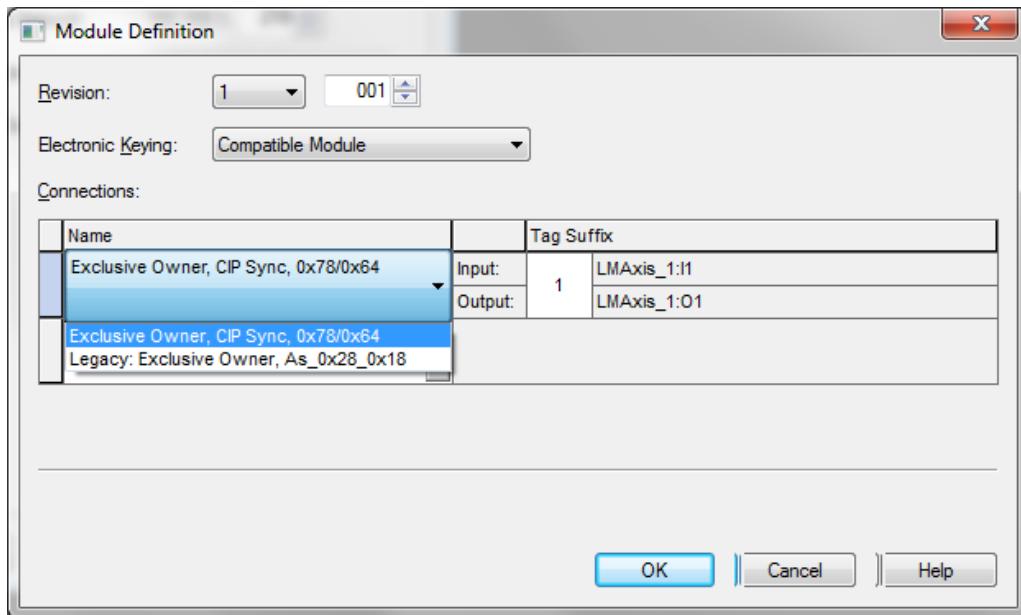
When the EDS-Files are downloaded in the PLC configuration software, the LinMot can be configured in the I/O configuration section, in the Ethernet section as a new module. In the section "Module Type Vendor Filters" there is the Vendor "NTI Limited", where the drive can be selected.



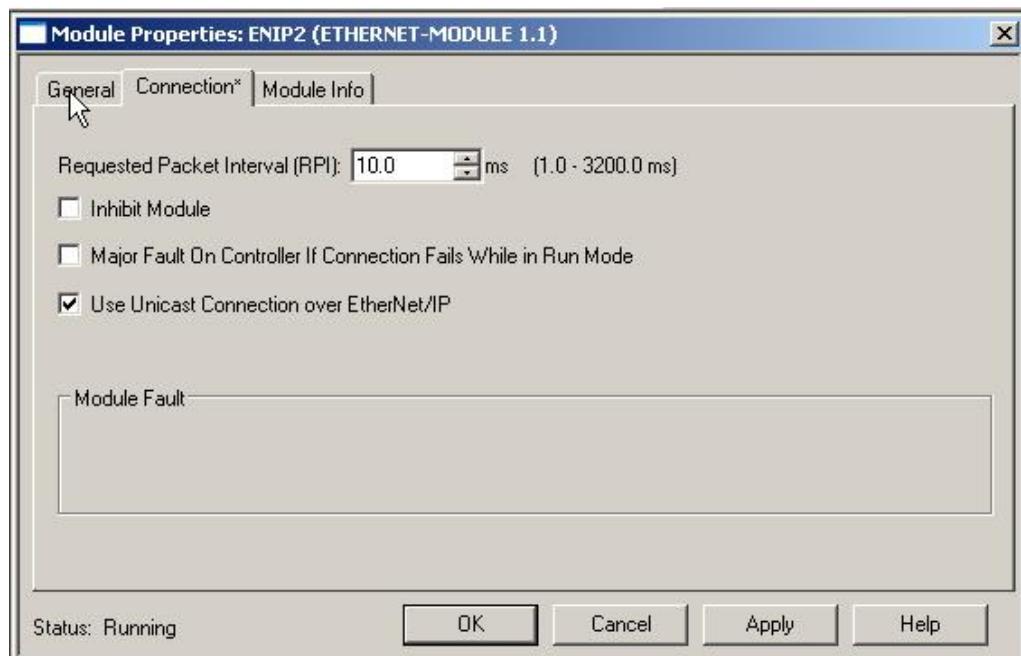
After creating a new module, on the Tab "General", under "Module Definition" using the button "Change ...", two communication types can be chosen.

- Exclusive Owner, CIPSync, 0x78/0x64: Realtime IO with configuration module and CIP Sync Timestamp (Default)
- Legacy: Exclusive Owner, As\_0x28\_0x18: Realtime IO with configuration module, only for retrofit without CIP Sync functionality, no streaming supported



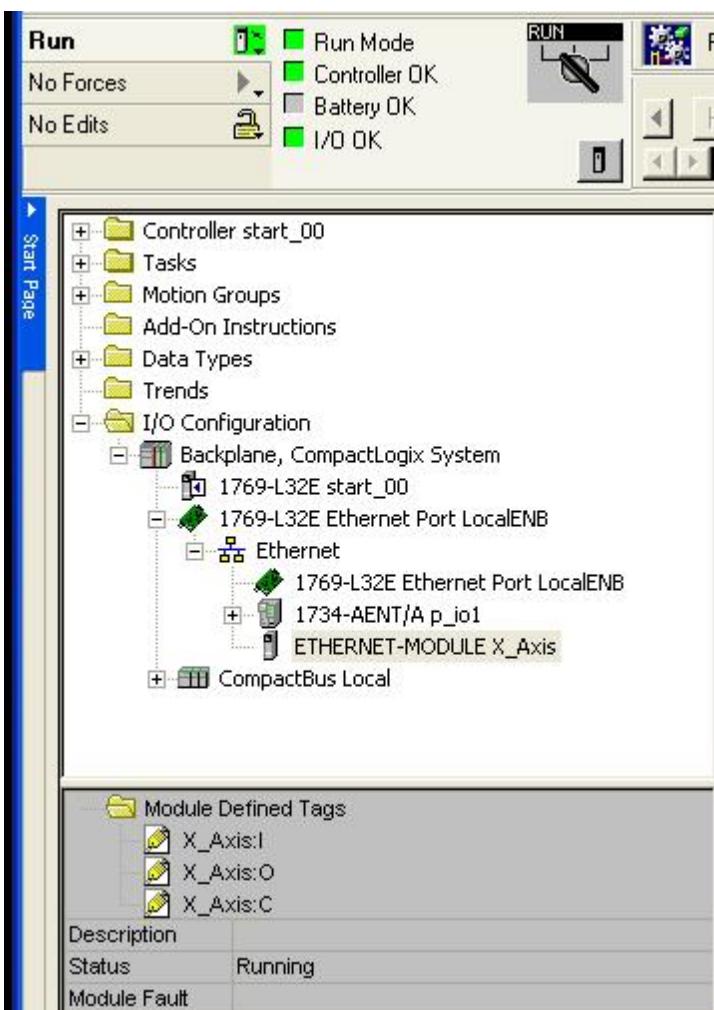


In the Connection tab of the Module Properties the desired cycle time is specified in the range between 1ms and 3200ms.



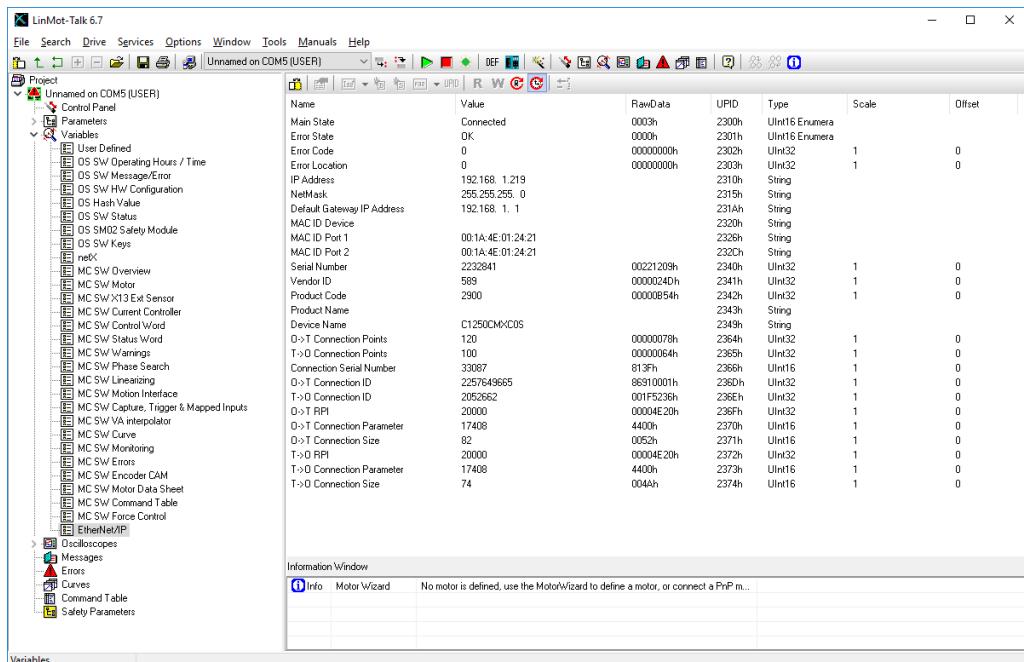
Only Unicast Connection is supported.

To add more modules the EDS-File registration does not need to be repeated.  
If the setup was successful the LinMot module status will be "Running".



The table below shows which EDS-File is for which Drive. If the full EDS folder is loaded in the configuration tool, the names of the Drives are visualized.

File Name	Art.-Number	Drive Type
C1250CMXC0S.eds	0150-2900	C1250CMXC0S
C1250CMXC1S.eds	0150-2901	C1250CMXC1S



In the LinMot-Talk configuration software the EtherNet/IP connection state is shown in "Variables\EtherNet/IP". If set up correctly, the "Main State" should change to "Connected" after some time when powered on.

### 3.3 Getting started with the Watch Window

In this section the basics of the LinMot device handling are explained. Instead of programming the LinMot drive, data can be directly set with the watch window. For the next steps, map the modules input data and output data in the quick watch window as shown below.

In the following examples it is assumed that a motor has been configured, the power supply is on and the drive is correctly embedded in the Ethernet/IP network.

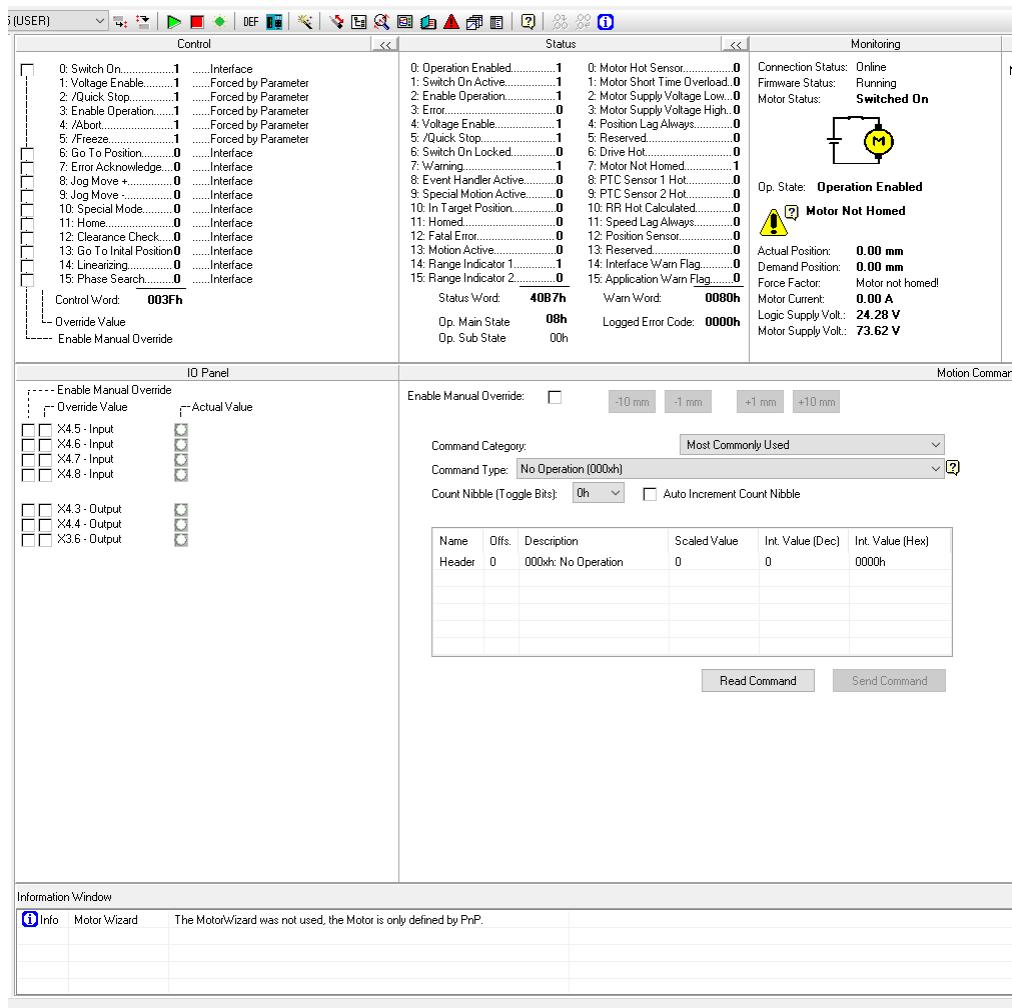
Name	Scope	Value	Force Mask	Description
- LMAxis_1O1	Controller	0		
+ LMAxis_1O1.StreamTimestamp_0	Controller	{ ... }	{ ... }	
+ LMAxis_1O1.StreamTimestamp_1	Controller	0		
+ LMAxis_1O1.StreamClockOffset_0	Controller	0		
+ LMAxis_1O1.StreamClockOffset_1	Controller	0		
+ LMAxis_1O1.MCSW_ControlWord	Controller	2#0000_0000_0000_0001		
- LMAxis_1O1.Switch_On	Controller	0		
- LMAxis_1O1.Voltage_Enable	Controller	0		
- LMAxis_1O1.Quick_Stop	Controller	0		
- LMAxis_1O1.Enable_Operation	Controller	0		
- LMAxis_1O1.Abort	Controller	0		
- LMAxis_1O1.Freeze	Controller	0		
- LMAxis_1O1.Go_To_Position	Controller	0		
- LMAxis_1O1.Error_Acknowledge	Controller	0		
- LMAxis_1O1.Log_Move	Controller	0		
- LMAxis_1O1.Jog_Move	Controller	0		
- LMAxis_1O1.Special_Mode	Controller	0		
- LMAxis_1O1.Home	Controller	0		
- LMAxis_1O1.Clearance_Check	Controller	0		
- LMAxis_1O1.Go_To_Initial_Position	Controller	0		
- LMAxis_1O1.Linearizing	Controller	0		
- LMAxis_1O1.Phase_Search	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandHeader	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_01	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_02	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_03	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_04	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_05	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_06_07	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_08_09	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_10_11	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_12_13	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_14_15	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_16_17	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_18_19	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Control	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Index	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Value	Controller	0		
+ LMAxis_1O1.MCSW_MaximalCurrentPositive	Controller	1000		

### 3.3.1 Control Word

The Control Word is mapped to the output data word 4 (byte 16/17). If setting this value to 1 the “Switch On” bit (bit 0) of the Control Word is set.

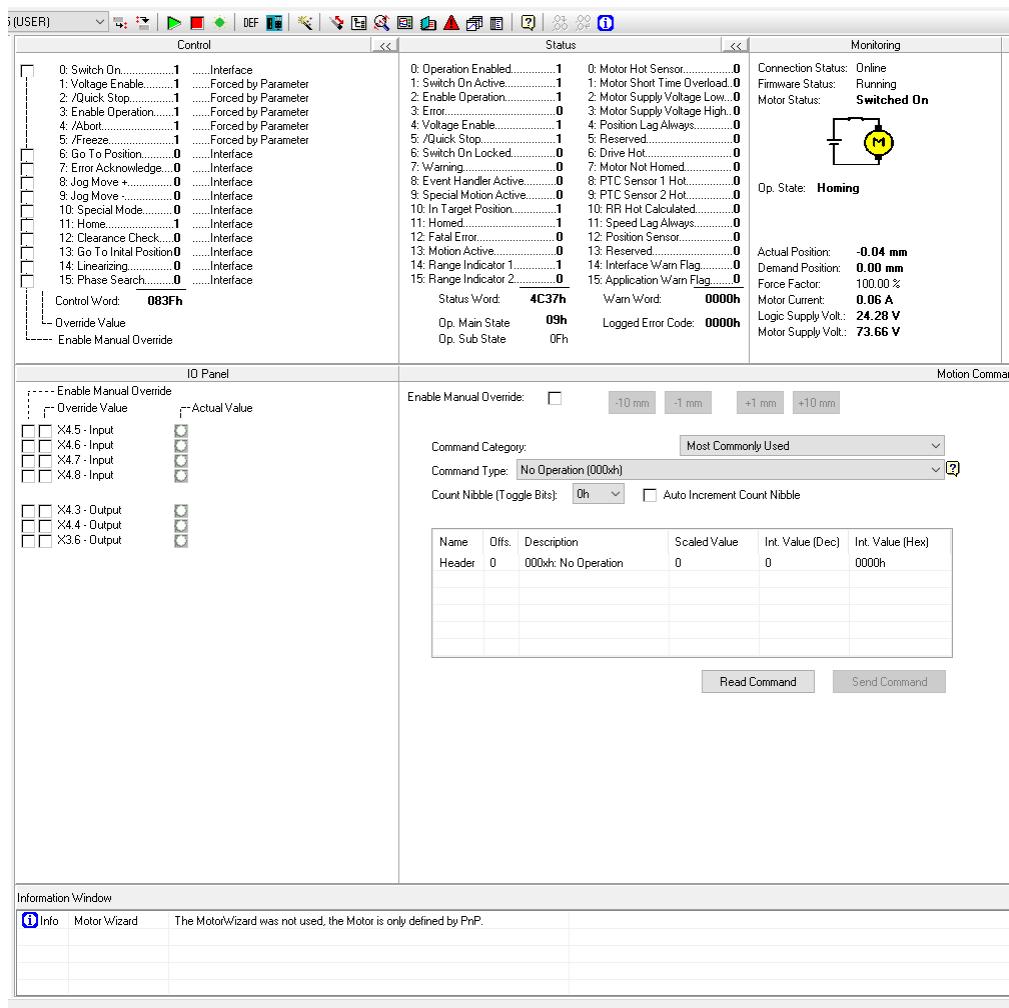
Name	Scope	Value	Force Mask	Description
- LMAxis_1O1	Controller	{ ... }	{ ... }	
+ LMAxis_1O1.StreamTimestamp_0	Controller	0		
+ LMAxis_1O1.StreamTimestamp_1	Controller	0		
+ LMAxis_1O1.StreamClockOffset_0	Controller	0		
+ LMAxis_1O1.StreamClockOffset_1	Controller	0		
+ LMAxis_1O1.MCSW_ControlWord	Controller	2#0000_0000_0000_0001		
- LMAxis_1O1.Switch_On	Controller	1		
- LMAxis_1O1.Voltage_Enable	Controller	0		
- LMAxis_1O1.Quick_Stop	Controller	0		
- LMAxis_1O1.Enable_Operation	Controller	0		
- LMAxis_1O1.Abort	Controller	0		
- LMAxis_1O1.Freeze	Controller	0		
- LMAxis_1O1.Go_To_Position	Controller	0		
- LMAxis_1O1.Error_Acknowledge	Controller	0		
- LMAxis_1O1.Log_Move	Controller	0		
- LMAxis_1O1.Jog_Move	Controller	0		
- LMAxis_1O1.Special_Mode	Controller	0		
- LMAxis_1O1.Home	Controller	0		
- LMAxis_1O1.Clearance_Check	Controller	0		
- LMAxis_1O1.Go_To_Initial_Position	Controller	0		
- LMAxis_1O1.Linearizing	Controller	0		
- LMAxis_1O1.Phase_Search	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandHeader	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_00_01	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_02_03	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_04_05	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_06_07	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_08_09	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_10_11	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_12_13	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_14_15	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_16_17	Controller	0		
+ LMAxis_1O1.MCSW_MotionCommandByte_18_19	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Control	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Index	Controller	0		
+ LMAxis_1O1.TX_Cfg_Module_Value	Controller	0		
+ LMAxis_1O1.MCSW_MaximalCurrentPositive	Controller	1000		

This can also be monitored on the Control Panel of the LinMot-Talk software.



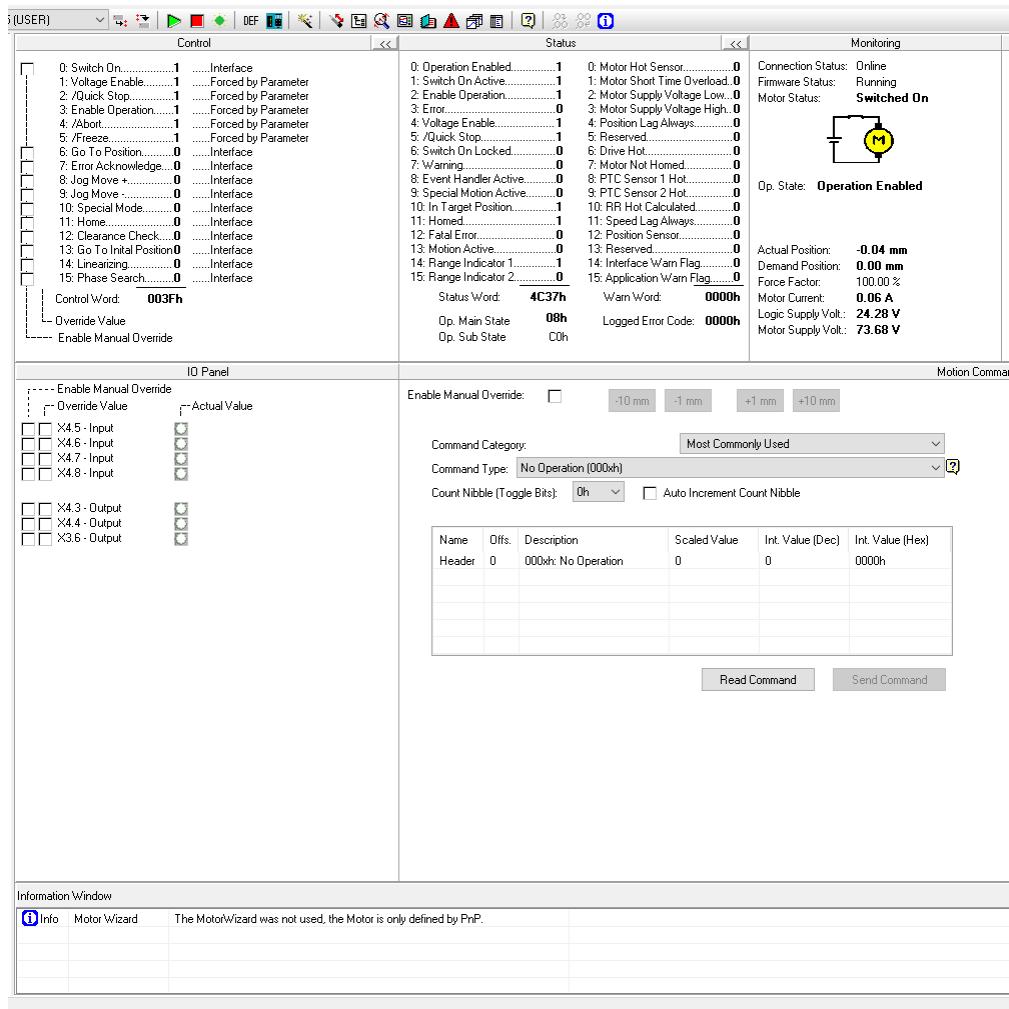
Setting the Control Word to 2049 (0x0801) sets also the “Home” bit (Bit 11) in the Control Word. Wait until the input word 4 “State Var” has the value 2319 (0x090F) Main State 9 (Homing) Sub State 0xF (Homing finished).

Name	Scope	Value	Force Mask	Description
- LMAxis_1:1	Controller	{ ... }	{ ... }	
- LMAxis_1:1.ConnectionFaulted	Controller	0		
+ LMAxis_1:1.StreamTimestamp_0	Controller	0		
+ LMAxis_1:1.StreamTimestamp_1	Controller	0		
+ LMAxis_1:1.StreamClockOffset_0	Controller	0		
+ LMAxis_1:1.StreamClockOffset_1	Controller	0		
+ LMAxis_1:1.MCSW.StateVar	Controller	2319		
+ LMAxis_1:1.MCSW.StatusWord	Controller	2#0100_110...		
- LMAxis_1:1.Operation.Enabled	Controller	1		
- LMAxis_1:1.Switch_On_Active	Controller	1		
- LMAxis_1:1.Enable_Operation	Controller	1		
- LMAxis_1:1.Error	Controller	0		
- LMAxis_1:1.Voltage_Enable	Controller	1		
- LMAxis_1:1.Quick_Stop	Controller	1		
- LMAxis_1:1.Switch_On_Locked	Controller	0		
- LMAxis_1:1.Warning	Controller	0		
- LMAxis_1:1.Event_Handler_Active	Controller	0		
- LMAxis_1:1.Special_Motion_Active	Controller	0		
- LMAxis_1:1.In_Target_Position	Controller	1		
- LMAxis_1:1.Homed	Controller	1		
- LMAxis_1:1.Fatal_Error	Controller	0		
- LMAxis_1:1.Motion_Active	Controller	0		
- LMAxis_1:1.Range_Indicator_1	Controller	1		
- LMAxis_1:1.Range_Indicator_2	Controller	0		
+ LMAxis_1:1.MCSW.WarnWord	Controller	2#0000_000...		
- LMAxis_1:1.Motor_Hot_Sensor	Controller	0		
- LMAxis_1:1.Motor_Short_Time_Overload	Controller	0		
- LMAxis_1:1.Motor_Supply_Voltage_Low	Controller	0		
- LMAxis_1:1.Motor_Supply_Voltage_High	Controller	0		
- LMAxis_1:1.Position_Lag_Always	Controller	0		
- LMAxis_1:1.Reserved1	Controller	0		
- LMAxis_1:1.Drive_Hot	Controller	0		
- LMAxis_1:1.Motor_Not_Homed	Controller	0		
- LMAxis_1:1.PTC_Sensor_1_Hot	Controller	0		
- LMAxis_1:1.PTC_Sensor_2_Hot	Controller	0		
- LMAxis_1:1.RP_Hot_Calculated	Controller	0		
- LMAxis_1:1.Speed_Lag_Always	Controller	0		



The Control Word can then be set to 1 again, the drive will change to Main State 8 (Operation Enabled) Sub State 0xC0 (Homed and In Target Position), the corresponding State Var has the value 2240.

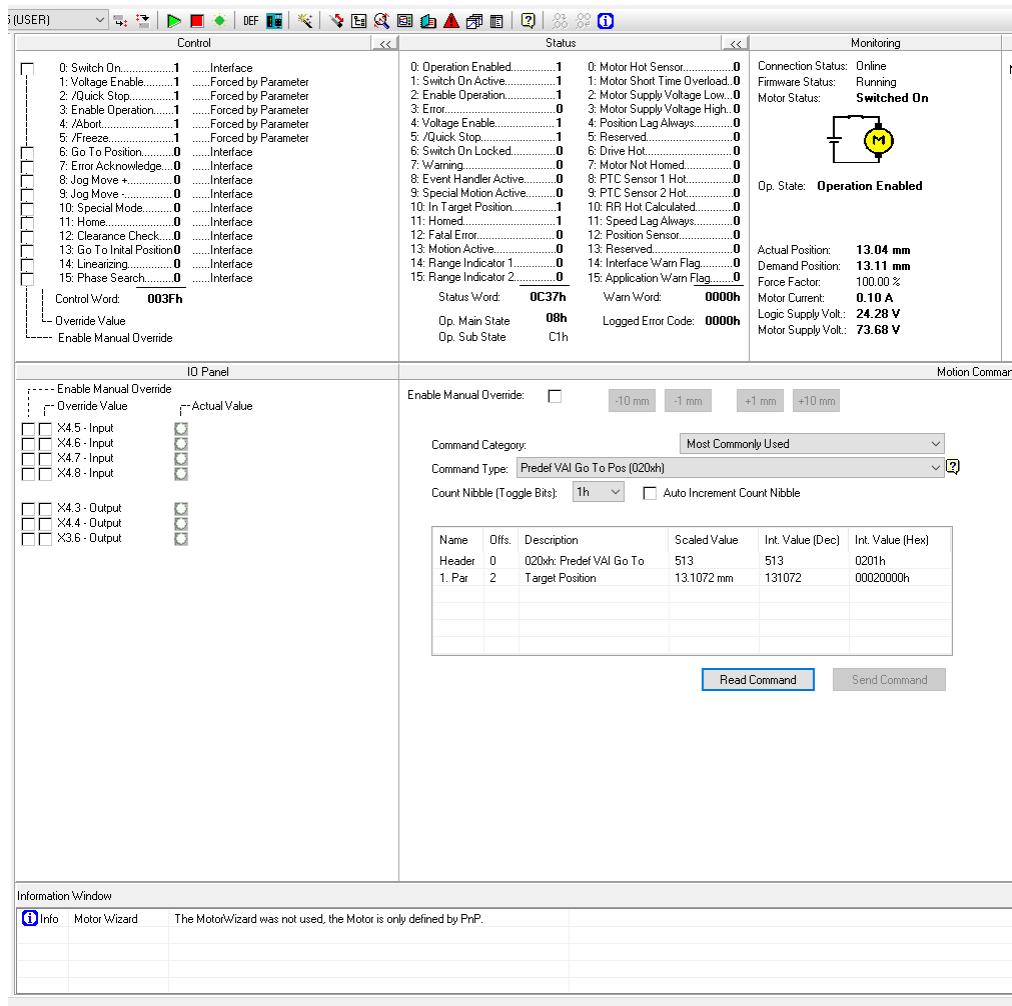
Name	Scope	Value	Force Mask	Description
- LMAxis_1:1	Controller	{ ... }	{ ... }	
- LMAxis_1:1.ConnectionFaulted	Controller	0		
+ LMAxis_1:1.StreamTimestamp_0	Controller	0		
+ LMAxis_1:1.StreamTimestamp_1	Controller	0		
+ LMAxis_1:1.StreamClockOffset_0	Controller	0		
+ LMAxis_1:1.StreamClockOffset_1	Controller	0		
+ LMAxis_1:1.MCSW.StateVar	Controller	2240		
+ LMAxis_1:1.MCSW.StatusWord	Controller	2#0100_110...		
- LMAxis_1:1.Operation.Enabled	Controller	1		
- LMAxis_1:1.Switch_On_Active	Controller	1		
- LMAxis_1:1.Enable_Operation	Controller	1		
- LMAxis_1:1.Error	Controller	0		
- LMAxis_1:1.Voltage_Enable	Controller	1		
- LMAxis_1:1.Quick_Stop	Controller	1		
- LMAxis_1:1.Switch_On_Locked	Controller	0		
- LMAxis_1:1.Warning	Controller	0		
- LMAxis_1:1.Event_Handler_Active	Controller	0		
- LMAxis_1:1.Special_Motion_Active	Controller	0		
- LMAxis_1:1.In_Target_Position	Controller	1		
- LMAxis_1:1.Homed	Controller	1		
- LMAxis_1:1.Fatal_Error	Controller	0		
- LMAxis_1:1.Motion_Active	Controller	0		
- LMAxis_1:1.Range_Indicator_1	Controller	1		
- LMAxis_1:1.Range_Indicator_2	Controller	0		
+ LMAxis_1:1.MCSW.WarnWord	Controller	2#0000_000...		
- LMAxis_1:1.Motor_Hot_Sensor	Controller	0		
- LMAxis_1:1.Motor_Short_Time_Overload	Controller	0		
- LMAxis_1:1.Motor_Supply_Voltage_Low	Controller	0		
- LMAxis_1:1.Motor_Supply_Voltage_High	Controller	0		
- LMAxis_1:1.Position_Lag_Always	Controller	0		
- LMAxis_1:1.Reserved1	Controller	0		
- LMAxis_1:1.Drive_Hot	Controller	0		
- LMAxis_1:1.Motor_Not_Homed	Controller	0		
- LMAxis_1:1.PTC_Sensor_1_Hot	Controller	0		
- LMAxis_1:1.PTC_Sensor_2_Hot	Controller	0		
- LMAxis_1:1.RP_Hot_Calculated	Controller	0		
- LMAxis_1:1.Speed_Lag_Always	Controller	0		



### 3.3.2 Motion Command Interface

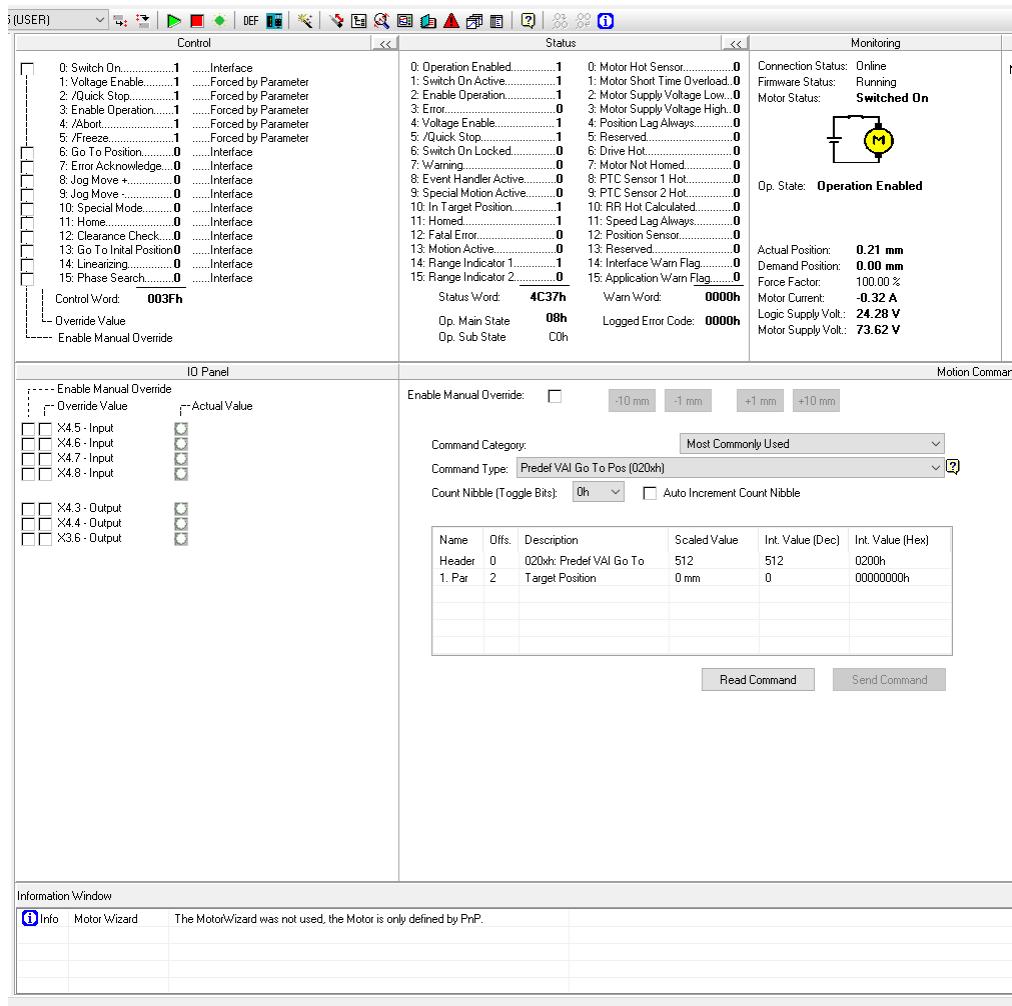
Other output data are mapped to the “Motion Command Interface” (MCSW\_MotionCommandHeader and MCSW\_MotionCommandByte\_0 … 19). The first word (MCSW\_MotionCommandHeader) is the motion command header, the remaining (MCSW\_MotionCommandByte 0 … 19) are the command specific motion parameters. In the next example we will set up a “Predef VAI Go To Pos (020xh)” Motion Command. First we set the target position low word (MCSW\_MotionCommandByte\_00\_01) to 0 then the target position high word (MCSW\_MotionCommandByte\_02\_03) to 2 and the motion command header (MCSW\_MotionCommandHeader) to 513 (0x0201).

Name	Scope	Value	Force Mask	Description
- LMAxis_1 01	Controller	{ ... }	{ ... }	
+ LMAxis_1 01.StreamTimestamp_0	Controller	0		
+ LMAxis_1 01.StreamTimestamp_1	Controller	0		
+ LMAxis_1 01.StreamClockOffset_0	Controller	0		
+ LMAxis_1 01.StreamClockOffset_1	Controller	0		
+ LMAxis_1 01.MCSW_ControlWord	Controller	2#0000_000...		
- LMAxis_1 01.Switch_On	Controller	1		
- LMAxis_1 01.Voltage_Enable	Controller	0		
- LMAxis_1 01.Quick_Stop	Controller	0		
- LMAxis_1 01.Enable_Operation	Controller	0		
- LMAxis_1 01_Abort	Controller	0		
- LMAxis_1 01_Freeze	Controller	0		
- LMAxis_1 01.Go_To_Position	Controller	0		
- LMAxis_1 01.Error_Acknowledge	Controller	0		
- LMAxis_1 01.Log_Move	Controller	0		
- LMAxis_1 01.Jog_Move	Controller	0		
- LMAxis_1 01.Special_Mode	Controller	0		
- LMAxis_1 01.Home	Controller	0		
- LMAxis_1 01.Clearance_Check	Controller	0		
- LMAxis_1 01.Go_To_Initial_Position	Controller	0		
- LMAxis_1 01.Linearizing	Controller	0		
- LMAxis_1 01.Phase_Search	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandHeader	Controller	513		
+ LMAxis_1 01.MCSW_MotionCommandByte_00_01	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_02_03	Controller	2		
+ LMAxis_1 01.MCSW_MotionCommandByte_04_05	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_06_07	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_08_09	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_10_11	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_12_13	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_14_15	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_16_17	Controller	0		
+ LMAxis_1 01.MCSW_MotionCommandByte_18_19	Controller	0		
+ LMAxis_1 01.TX_Cfg_Module_Control	Controller	0		
+ LMAxis_1 01.TX_Cfg_Module_Index	Controller	0		
+ LMAxis_1 01.TX_Cfg_Module_Value	Controller	0		
+ LMAxis_1 01.MCSW_MaximalCurrentPositive	Controller	1000		



Press the “Read Command” button to see the sent command.  
We will use the same command to move back to 0mm. Change the target position high word to 0. Then change the count nibble in the motion command header to 0.

Name	Scope	Value	Force Mask	Description
- LMAxis_1.O1	Controller	{ ... }	{ ... }	
+ LMAxis_1.O1.StreamTimestamp_0	Controller	0		
+ LMAxis_1.O1.StreamTimestamp_1	Controller	0		
+ LMAxis_1.O1.StreamClockOffset_0	Controller	0		
+ LMAxis_1.O1.StreamClockOffset_1	Controller	0		
+ LMAxis_1.O1.MCSW_ControlWord	Controller	2#0000_000...		
- LMAxis_1.O1.Switch_On	Controller	1		
- LMAxis_1.O1.Voltage_Enable	Controller	0		
- LMAxis_1.O1.Quick_Stop	Controller	0		
- LMAxis_1.O1.Enable_Operation	Controller	0		
- LMAxis_1.O1_Abort	Controller	0		
- LMAxis_1.O1_Freeze	Controller	0		
- LMAxis_1.O1.Go_To_Position	Controller	0		
- LMAxis_1.O1.Error_Acknowledge	Controller	0		
- LMAxis_1.O1.Log_Move	Controller	0		
- LMAxis_1.O1.Jog_Move	Controller	0		
- LMAxis_1.O1.Special_Mode	Controller	0		
- LMAxis_1.O1.Home	Controller	0		
- LMAxis_1.O1.Clearance_Check	Controller	0		
- LMAxis_1.O1.Go_To_Initial_Position	Controller	0		
- LMAxis_1.O1.Linearizing	Controller	0		
- LMAxis_1.O1.Phase_Search	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandHeader	Controller	512		
+ LMAxis_1.O1.MCSW_MotionCommandByte_00_01	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_02_03	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_04_05	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_06_07	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_08_09	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_10_11	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_12_13	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_14_15	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_16_17	Controller	0		
+ LMAxis_1.O1.MCSW_MotionCommandByte_18_19	Controller	0		
+ LMAxis_1.O1.TX_Cfg_Module_Control	Controller	0		
+ LMAxis_1.O1.TX_Cfg_Module_Index	Controller	0		
+ LMAxis_1.O1.TX_Cfg_Module_Value	Controller	0		
+ LMAxis_1.O1.MCSW_MaximalCurrentPositive	Controller	1000		



In the next example we are going to use the most common motion command “VAI Go To Pos (010xh)”. In this example we define the motion command in the control panel first.

**Control**

0: Switch On.....1	.....Interface	0: Operation Enabled.....1	.....0
1: Voltage Enable.....1	.....Forced by Parameter	1: Switch On Active.....1	.....0
2: /Quick Stop.....1	.....Forced by Parameter	2: Enable Operation.....1	.....0
3: Enable Operation.....1	.....Forced by Parameter	3: Error.....0	.....0
4: Abort.....1	.....Forced by Parameter	4: Voltage Enable.....1	.....0
5: /Freeze.....1	.....Forced by Parameter	5: /Quick Stop.....1	.....0
6: Go To Position.....0	.....Interface	6: Switch On Locked.....0	.....0
7: Error Acknowledge.....0	.....Interface	7: Warning.....0	.....0
8: Jog Move +.....0	.....Interface	8: Event Handler Active.....0	.....0
9: Jog Move -.....0	.....Interface	9: Special Motion Active.....0	.....0
10: Special Mode.....0	.....Interface	10: In Target Position.....1	.....0
11: Home.....0	.....Interface	11: Homed.....1	.....0
12: Clearance Check.....0	.....Interface	12: Fatal Error.....0	.....0
13: Go To Initial Position.....0	.....Interface	13: Motion Active.....0	.....0
14: Linearizing.....0	.....Interface	14: Range Indicator 1.....1	.....0
15: Phase Search.....0	.....Interface	15: Range Indicator 2.....0	.....0

Control Word: **003Fh**

Override Value  
Enable Manual Override

**Status**

Status Word: <b>4C37h</b>	Warn Word: <b>0000h</b>
Op. Main State: <b>08h</b>	Logged Error Code: <b>0000h</b>
Op. Sub State: <b>C0h</b>	

**Monitoring**

Connection Status: Online  
Firmware Status: Running  
Motor Status: Switched On

Op. State: **Operation Enabled**

Actual Position: **0.36 mm**  
Demand Position: **0.00 mm**  
Force Factor: **100.00 %**  
Motor Current: **-0.55 A**  
Logic Supply Volt.: **24.28 V**  
Motor Supply Volt.: **73.61 V**

**IO Panel**

---- Enable Manual Override	Enable Manual Override: <input type="checkbox"/>	-10 mm	-1 mm	+1 mm	+10 mm
---- Override Value	Actual Value:				
X4.5 - Input	<input type="checkbox"/>				
X4.6 - Input	<input type="checkbox"/>				
X4.7 - Input	<input type="checkbox"/>				
X4.8 - Input	<input type="checkbox"/>				
X4.3 - Output	<input type="checkbox"/>				
X4.4 - Output	<input type="checkbox"/>				
X3.6 - Output	<input type="checkbox"/>				

**Motion Command**

Command Category: Most Commonly Used
Command Type: VAI Go To Pos (010vh)
Count Nibble (Toggle Bits): 0h <input type="checkbox"/> Auto Increment Count Nibble
Name Offs. Description Scaled Value Int. Value (Dec) Int. Value (Hex)
Header 0 010vh: VAI Go To Pos 256 256 0100h
1. Par 2 Target Position 50 mm 500000 0007A120h
2. Par 6 Maximal Velocity 1 m/s 1000000 000F4240h
3. Par 10 Acceleration 10 m/s^2 1000000 000F4240h
4. Par 14 Deceleration 10 m/s^2 1000000 000F4240h

Read Command Send Command

**Information Window**

Info Motor Wizard The MotorWizard was not used, the Motor is only defined by PnP.

Then, the same hexadecimal values are inserted in the watch window. First the motion parameters - the motion header has to be written last, otherwise the movement starts before data entering is completed.

The data is written from low byte to high byte. (MotionCommandByte\_00\_01 = 16#A120, MotionCommandByte\_02\_03 = 16#0007, ...)

Name	Scope	Value	Force Mask	Description
_LMAxis_1:01_Quick_Stop	Controller	0		
_LMAxis_1:01.Enable_Operation	Controller	0		
_LMAxis_1:01_Abort	Controller	0		
_LMAxis_1:01_Freeze	Controller	0		
_LMAxis_1:01.Go_To_Position	Controller	0		
_LMAxis_1:01.Error_Acknowledge	Controller	0		
_LMAxis_1:01.Log_Move	Controller	0		
_LMAxis_1:01.Jog_Move	Controller	0		
_LMAxis_1:01.Special_Mode	Controller	0		
_LMAxis_1:01.Home	Controller	0		
_LMAxis_1:01.Clearance_Check	Controller	0		
_LMAxis_1:01.Go_To_Initial_Position	Controller	0		
_LMAxis_1:01.Linearizing	Controller	0		
_LMAxis_1:01.Phase_Search	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandHeader	Controller	257		
+ _LMAxis_1:01.MCSW_MotionCommandByte_00..01	Controller	16#A120		
+ _LMAxis_1:01.MCSW_MotionCommandByte_02..03	Controller	7		
+ _LMAxis_1:01.MCSW_MotionCommandByte_04..05	Controller	16960		
+ _LMAxis_1:01.MCSW_MotionCommandByte_06..07	Controller	15		
+ _LMAxis_1:01.MCSW_MotionCommandByte_08..09	Controller	-31072		
+ _LMAxis_1:01.MCSW_MotionCommandByte_10..11	Controller	1		
+ _LMAxis_1:01.MCSW_MotionCommandByte_12..13	Controller	3392		
+ _LMAxis_1:01.MCSW_MotionCommandByte_14..15	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_16..17	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_18..19	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Control	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Index	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Value	Controller	0		
+ _LMAxis_1:01.MCSW_MaximalCurrentPositive	Controller	1000		
+ _LMAxis_1:01.MCSW_MaximalCurrentNegative	Controller	1000		
+ _LMAxis_1:01.TX_ParChannelConfigID	Controller	0		
+ _LMAxis_1:01.ParChannel_0	Controller	0		
+ _LMAxis_1:01.ParChannel_1	Controller	0		
+ _LMAxis_1:01.ParChannel_2	Controller	0		
+ _LMAxis_1:01.ParChannel_3	Controller	0		
+ _LMAxis_1:C	Controller	{...}	{...}	

To move back to 0mm with the same motion command and the same parameters, set the target position to 0 (MotionCommandByte\_00 .. 03), then change the count nibble in the motion command header to 2 for example.

Name	Scope	Value	Force Mask	Description
_LMAxis_1:01_Quick_Stop	Controller	0		
_LMAxis_1:01.Enable_Operation	Controller	0		
_LMAxis_1:01_Abort	Controller	0		
_LMAxis_1:01_Freeze	Controller	0		
_LMAxis_1:01.Go_To_Position	Controller	0		
_LMAxis_1:01.Error_Acknowledge	Controller	0		
_LMAxis_1:01.Log_Move	Controller	0		
_LMAxis_1:01.Jog_Move	Controller	0		
_LMAxis_1:01.Special_Mode	Controller	0		
_LMAxis_1:01.Home	Controller	0		
_LMAxis_1:01.Clearance_Check	Controller	0		
_LMAxis_1:01.Go_To_Initial_Position	Controller	0		
_LMAxis_1:01.Linearizing	Controller	0		
_LMAxis_1:01.Phase_Search	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandHeader	Controller	258		
+ _LMAxis_1:01.MCSW_MotionCommandByte_00..01	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_02..03	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_04..05	Controller	16960		
+ _LMAxis_1:01.MCSW_MotionCommandByte_06..07	Controller	15		
+ _LMAxis_1:01.MCSW_MotionCommandByte_08..09	Controller	-31072		
+ _LMAxis_1:01.MCSW_MotionCommandByte_10..11	Controller	1		
+ _LMAxis_1:01.MCSW_MotionCommandByte_12..13	Controller	3392		
+ _LMAxis_1:01.MCSW_MotionCommandByte_14..15	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_16..17	Controller	0		
+ _LMAxis_1:01.MCSW_MotionCommandByte_18..19	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Control	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Index	Controller	0		
+ _LMAxis_1:01.TX_Cfg_Module_Value	Controller	0		
+ _LMAxis_1:01.MCSW_MaximalCurrentPositive	Controller	1000		
+ _LMAxis_1:01.MCSW_MaximalCurrentNegative	Controller	1000		
+ _LMAxis_1:01.TX_ParChannelConfigID	Controller	0		
+ _LMAxis_1:01.ParChannel_0	Controller	0		
+ _LMAxis_1:01.ParChannel_1	Controller	0		
+ _LMAxis_1:01.ParChannel_2	Controller	0		
+ _LMAxis_1:01.ParChannel_3	Controller	0		
+ _LMAxis_1:C	Controller	{...}	{...}	

The screenshot shows the LinMot Talk software interface with several tabs:

- Control:** Displays various control parameters like Switch On, Voltage Enable, and Motor Status.
- Status:** Shows real-time status information such as Connection Status (Online), Firmware Status (Running), and Motor Status (Switched On).
- Monitoring:** Displays a motor icon and the text "Op. State: Operation Enabled".
- IO Panel:** Shows digital inputs (X4.5 to X4.8) and outputs (X4.3 to X3.6).
- Motion Command:** Allows setting motion commands like Target Position, Maximal Velocity, Acceleration, and Deceleration.
- Information Window:** Provides a message: "Info Motor Wizard The MotorWizard was not used, the Motor is only defined by PnP."

## 4 EtherNet/IP Parameters

The EtherNet/IP interface has an additional parameter tree branch (Parameters -> EtherNet/IP), which can be configured with the distributed LinMot-Talk software.

With these parameters, the EtherNet/IP communication parameters can be configured. The LinMot-Talk software can be downloaded from <http://www.linmot.com> under the section download, software.

### 4.1 EtherNet/IP Dis-/Enable

With the Dis-/Enable parameter the LinMot drive can be operated without the Ethernet/IP interface. Therefore, the system can initially be configured and tested without any bus connection.

#### EtherNet/IP Dis-/Enable

Disable	The drive runs without EtherNet/IP.
Enable	The drive runs with EtherNet/IP.



If the EtherNet/IP interface is disabled, the integrated EtherNet/IP switch is not powered. No data will be sent to other devices connected to the Ethernet network over the LinMot drive.

## 4.2 EtherNet/IP \ Ethernet Configuration \ IP Configuration Mode

This parameter defines how the IP address is assigned.

EtherNet/IP \ Ethernet Configuration \ IP Configuration Mode	
DHCP	IP address is acquired over DHCP.
Static by IP Configuration	IP address is set by parameters.
Static with hex switches S1 and S2 (DHCP)	IP address is set by parameters and the last byte is set with the value of the switches S1 and S2. The default IP address setting is 192.168.1.xxx (xxx denoting the value of the switches S1 and S2)



The switch value **S1 = 0** and **S2 = 0** (factory default setting) defines that the the IP address is acquired over **DHCP**.



When setting the IP address from the PLC, the IP Configuration Mode is changed to "Static by IP Configuration".

## 4.3 EtherNet/IP \ EtherNet Configuration \ IP Configuration

In this section the setting of the parameters for the IP address, the netmask and the default gateway is described.

EtherNet/IP Intf\Ethernet Configuration\IP Configuration	
IP address 1st Byte	Highest byte of IP address
IP address 2nd Byte	Mid high byte of IP address
IP address 3rd Byte	Mid low byte of IP address
IP address 4th Byte	Lowest byte of IP address
Netmask 1st Byte	Highest byte of Netmask
Netmask 2nd Byte	Mid high byte of Netmask
Netmask 3rd Byte	Mid low byte of Netmask
Netmask 4th Byte	Lowest byte of Netmask
Default Gateway 1st Byte	Highest byte of Default Gateway
Default Gateway 2nd Byte	Mid high byte of Default Gateway
Default Gateway 3rd Byte	Mid low byte of Default Gateway
Default Gateway 4th Byte	Lowest byte of Default Gateway

## 5 Realtime IO Data Mapping

The default IO data mapping is the **Exclusive Owner, CIP Sync, 0x78/0x64**. If you want to use the legacy IO mapping without the CIP Sync functionality for backward compatibility, the **Legacy: Exclusive Owner, As\_0x28\_0x18** may be used.

### 5.1 Exclusive Owner, CIP Sync, 0x78/0x64

This IO data mapping shall be used for all IO data exchange, except if backward compatibility is explicitly needed.

It provides the possibility to exchange timestamps between the PLC and the LinMot drive which is needed for synchronized streaming using CIP Sync.

### 5.1.1 Configuration Assembly Instance 1

This Assembly is used to configure the data handling within the O->T and T->O assembly instances. The size of this assembly is 36 bytes.

Assembly Class Instance 1			
Byte Offset	Size / Type	Name	Description
00h	UInt32	StreamPeriod	Period time of CIP Sync streaming commands
04h	UInt32	TimingModel	Timing model of the originator PLC (1 or 2)
08h	UInt32	CFG_ParMonChannelConfigID	ID which is used to identify the currently effective configuration assembly <sup>1</sup>
0Ch	UInt16	ParamChannelUPID_0	UPID of the parameter which shall be written with ParChannel_0 of O->T assembly <sup>2</sup>
0Eh	UInt16	ParamChannelUPID_1	UPID of the parameter which shall be written with ParChannel_1 of O->T assembly <sup>2</sup>
10h	UInt16	ParamChannelUPID_2	UPID of the parameter which shall be written with ParChannel_2 of O->T assembly <sup>2</sup>
12h	UInt16	ParamChannelUPID_3	UPID of the parameter which shall be written with ParChannel_3 of O->T assembly <sup>2</sup>
14h	UInt16	MonChannelUPID_0	UPID of the variable which shall be returned in MonChannel_0 of T->O assembly <sup>2</sup>
16h	UInt16	MonChannelUPID_1	UPID of the variable which shall be returned in MonChannel_1 of T->O assembly <sup>2</sup>
18h	UInt16	MonChannelUPID_2	UPID of the variable which shall be returned in MonChannel_2 of T->O assembly <sup>2</sup>
1Ah	UInt16	MonChannelUPID_3	UPID of the variable which shall be returned in MonChannel_3 of T->O assembly <sup>2</sup>
1Ch	UInt32	MCSW_MaximalCurrentPositiveActive	Set to 1 if the positive current limit MCSW_MaximalCurrentPositive of O->T assembly shall be applied, 0 otherwise
20h	UInt32	MCSW_MaximalCurrentNegativeActive	Set to 1 if the negative current limit MCSW_MaximalCurrentNegative of O->T assembly shall be applied, 0 otherwise

<sup>1</sup>If the configuration assembly 1 is sent to the drive with new parameter channel UPIDs, this ID is needed to identify if the parameter data in the O->T assembly sent to the drive belong to the last configured UPIDs or already to the newly configured UPIDs.

The same holds if the monitoring channel UPIDs are changed. This ID may be used on the PLC to identify if the monitoring data in the T->O assembly belong to the last configured UPIDs or already to the newly configured UPIDs.

<sup>2</sup>Set to 0 if no parameter/variable shall be written/read. Values will **not** be written to ROM in the parameter channel.

### 5.1.2 O->T Assembly Instance 120 (0x78)

This output data mapping contains the real time data sent to the LinMot drive. The size is 76 bytes. The AB generic Ethernet module adds 6 bytes (status and sequence count) so the real exchanged size is 82 bytes.

Assembly Class Instance 120			
Byte Offset	Size / Type	Name	Description
00h	ULint64	StreamTimestamp	Time stamp of streaming command <sup>1</sup>
08h	ULint64	StreamClockOffset/reserved	Shall be set to 0
10h	ULint16	MCSW_ControlWord	Bit coded control word
12h	ULint16	MCSW_MotionCommand_Header	12 Bit Command, 4Bit count nibble <sup>2</sup>
14h	ULint32	MCSW_MotionCommand_Bytes_00..03	Command specific <sup>2</sup>
18h	ULint32	MCSW_MotionCommand_Bytes_04..07	Command specific <sup>2</sup>
1Ch	ULint32	MCSW_MotionCommand_Bytes_08..11	Command specific <sup>2</sup>
20h	ULint32	MCSW_MotionCommand_Bytes_12..15	Command specific <sup>2</sup>
24h	ULint32	MCSW_MotionCommand_Bytes_16..19	Command specific <sup>2</sup>
28h	ULint16	TX_Cfg_Module_Control	Config module header <sup>3</sup>
2Ah	ULint16	TX_Cfg_Module_Index	Config module index <sup>3</sup>
2Ch	ULint32/SInt32	TX_Cfg_Module_Value	Config module value <sup>3</sup>
30h	ULint32	MCSW_MaximalCurrentPositive	Maximal current in positive direction. <sup>4</sup>
34h	ULint32	MCSW_MaximalCurrentNegative	Maximal current in negative direction. <sup>4</sup>
38h	ULint32	TX_ParChannelConfigID	ID to identify to which configuration assembly data set the parameters below belong to. <sup>5</sup>
3Ch	ULint32/SInt32	ParChannel_0	Value which shall be written to parameter defined in config assembly ParamChannelUPID_0. <sup>5</sup>
40h	ULint32/SInt32	ParChannel_1	Value which shall be written to parameter defined in config assembly ParamChannelUPID_1. <sup>5</sup>
44h	ULint32/SInt32	ParChannel_2	Value which shall be written to parameter defined in config assembly ParamChannelUPID_2. <sup>5</sup>
48h	ULint32/SInt32	ParChannel_3	Value which shall be written to parameter defined in config assembly ParamChannelUPID_3. <sup>5</sup>

<sup>1</sup>This time stamp is needed for CIP Sync based streaming. It represents the point in time when the corresponding command target shall be reached on the drive.

<sup>2</sup>Motion command fields, see [1] "0185-1093-E\_XXX\_MA\_MotionCtrlSW-SG5-SG7".

<sup>3</sup>Config module fields, see [2] "0185-1074-E\_XXX\_MA\_Drive-Configuration-Over-Fieldbus-SG5-SG7".

<sup>4</sup>Sets the actual current limit for positive and negative direction in 0.1% resolution. Only positive values allowed. Fields only take effect if the corresponding field in the [configuration assembly](#) is set to active.

<sup>5</sup>The parameter channel values are only written to the corresponding UPIDs if the TX\_ParChannelConfigID is equal to the CFG\_ParMonChannelConfigID of the last configuration assembly.

### 5.1.3 T->O Assembly Instance 100 (0x64)

This input data mapping contains the real time data sent by the LinMot drive. The size is 72 bytes. For the AB generic Ethernet module another 2 bytes (status and sequence count) are added, so the real exchanged size is 74 bytes.

Assembly Class Instance 100			
Byte Offset	Size / Type	Name	Description
00h	UInt64	StreamTimestamp	unused, set to 0
08h	UInt64	StreamClockOffset/reserved	unused, set to 0
10h	UInt16	MCSW_StateVar	coded state dependent
12h	UInt16	MCSW_StatusWord	Bit coded
14h	UInt16	MCSW_WarnWord	Bit coded
16h	UInt16	reserved16	reserved 16 bits
18h	Int32	MCSW_DemandPosition	Position [100nm]
1Ch	Int32	MCSW_ActualPosition	Position [100nm]
20h	Int32	MCSW_DemandCurrent	Current [1mA]
24h	Int32	MCSW_DifferencePosition	Position [100nm]
28h	Int32	MCSW_ActualVelocityFiltered	Velocity [1um/s]
2Ch	UInt16	RX_Cfg_Module_Status	Config module status <sup>1</sup>
2Eh	UInt16	RX_Cfg_Module_Index	Config module index <sup>1</sup>
30h	UInt32/SInt32	RX_Cfg_Module_Value	Config module value <sup>1</sup>
34h	UInt32	RX_MonChannelConfigID	ID to identify to which configuration assembly data set the following monitoring variables belong to. <sup>2</sup>
38h	UInt32/SInt32	MonChannel_0	Value of the variable defined in the configuration assembly MonChannelUPID_0. <sup>2</sup>
3Ch	UInt32/SInt32	MonChannel_1	Value of the variable defined in the configuration assembly MonChannelUPID_1. <sup>2</sup>
40h	UInt32/SInt32	MonChannel_2	Value of the variable defined in the configuration assembly MonChannelUPID_2. <sup>2</sup>
44h	UInt32/SInt32	MonChannel_3	Value of the variable defined in the configuration assembly MonChannelUPID_3. <sup>2</sup>

<sup>1</sup>Config module fields, see [2] "0185-1074-E\_XXX\_MA\_Drive-Configuration-Over-Fieldbus-SG5-SG7".

<sup>2</sup>RX\_MonChannelConfigID contains the ID of CFG\_ParMonChannelConfigID of the last configuration assembly. This can be used on the PLC to identify to which configuration assembly data set the monitoring channel values belong to.

### 5.2 Legacy: Exclusive Owner, As\_0x28\_0x18

This IO data mapping may be used if backward compatibility is needed.



**CIP Sync streaming is not supported** when using this IO data mapping.

### 5.2.1 O->T Assembly Instance 40

In this real time IO Mapping the 16 bit control word, the 16 bit motion command header and the motion command parameters are exchanged. The size of this mapping is 32 bytes or **16 words**. The AB generic Ethernet module adds another 6 bytes (status and sequence count) so the real exchanged size is 38 bytes.

Assembly Class Instance 40			
Byte Offset	Size / Type	Name	Description
00h	UInt16	MCSW_ControlWord	Bit coded
02h	UInt16	MCSW_MotionCommand Header	12Bit Command 4Bit count nibble <sup>1</sup>
04h	UInt32	MCSW_MotionCommand Byte_00..03	Command specific <sup>1</sup>
08h	UInt32	MCSW_MotionCommand Byte_04..07	Command specific <sup>1</sup>
0Ch	UInt32	MCSW_MotionCommand Byte_08..11	Command specific <sup>1</sup>
10h	UInt32	MCSW_MotionCommand Byte_12..15	Command specific <sup>1</sup>
14h	UInt32	MCSW_MotionCommand Byte_16..19	Command specific <sup>1</sup>
18h	UInt16	TX_Cfg_Module_Control	Config module header <sup>2</sup>
1Ah	UInt16	TX_Cfg_Module_Index	Config module index <sup>2</sup>
1Ch	UInt32/SInt32	TX_Cfg_Module_Value	Config module value <sup>2</sup>

<sup>1</sup>Motion command fields, see [1] "0185-1093-E\_XXX\_MA\_MotionCtrlSW-SG5-SG7".

<sup>2</sup>Config module fields, see [2] "0185-1074-E\_XXX\_MA\_Drive-Configuration-Over-Fieldbus-SG5-SG7".

### 5.2.2 T->O Assembly Instance 24

In this real time IO mapping the StateVar for the main state machine and several other helpful data is exchanged. The size of this mapping is 26 bytes or **13 words**. For the AB generic Ethernet module another 2 bytes (status and sequence count) are added, so the real exchanged size is 28 bytes.

Assembly Class Instance 24			
Byte Offset	Size / Type	Name	Description
00h	UInt16	MCSW_StateVar	coded state dependent
02h	UInt16	MCSW_StatusWord	Bit coded
04h	UInt16	MCSW_WarnWord	Bit coded
06h	Int32	MCSW_DemandPosition	Position [100nm]
0Ah	Int32	MCSW_ActualPosition	Position [100nm]
0Eh	Int32	MCSW_DemandCurrent	Current [1mA]
12h	UInt16	RX_Cfg_Module_Status	Config module status <sup>1</sup>
14h	UInt16	RX_Cfg_Module_Index	Config module index <sup>1</sup>
16h	UInt32/ SInt32	RX_Cfg_Module_Value	Config module value <sup>1</sup>

<sup>1</sup>Config module fields, see [2] "0185-1074-E\_XXX\_MA\_Drive-Configuration-Over-Fieldbus-SG5-SG7".

## 6 CIP Sync Streaming

CIP Sync streaming describes position, velocity and acceleration setpoint streaming using a controller generated time stamp.

This streaming mode is based on standard PVA streaming described in [1] "0185-1093-E\_XXX\_MA\_MotionCtrlSW-SG5-SG7".

Additionally, the time stamp of the command has to be generated by the controller and sent to the LinMot drive in the [O->T Output Assembly Instance 120](#). Using this time stamp, the jitter added to the telegram by the network does not influence the motion anymore. Therefore, the time of the LinMot drive and the controller need to be synchronized. This is achieved with the precision time protocol PTP (IEEE 1588).

The timing model must be set with the [Configuration Assembly Instance 1](#).

Timing model 1 expects that the target time stamp lies 2 streaming periods in the future from when the telegram is calculated.

Timing model 2 expects that the target time stamp lies 3 streaming periods in the future from when the telegram is calculated.

### Limitations

A streaming telegram must not arrive at the LinMot drive later than one streaming period before the target time stamp. Otherwise, the telegram is too late and cannot be processed anymore. It is important that the network and the streaming period length are designed in a way that there is always enough margin such that in a worst case scenario no telegram will arrive late.



In order to achieve short streaming periods, the network traffic must be minimized to the essential telegrams in order not to interfere with the tight timing requirements. Broadcast bursts, such as ARP-requests sent by a controller looking for multiple devices which are not online, may create delays which result in late telegrams.

Once the clocks of all devices are synchronized and streaming is running, no time steps shall occur. Otherwise, the LinMot drives cannot handle the time stamp information correctly and the drives will stop the motion.

For example

- the time of the grand master clock must not be changed by any means during streaming motion,

- no controller which is capable of acting as a grand master clock shall be connected to a running system, even if its clock priority is lower than that of the current grand master clock.

## Contact & Support

### SWITZERLAND

#### NTI AG

Bodenaeckerstrasse 2  
CH-8957 Spreitenbach

Sales and Administration:

+41 56 419 91 91

[office@linmot.com](mailto:office@linmot.com)

Tech. Support:

+41 56 544 71 00

[support@linmot.com](mailto:support@linmot.com)

<http://www.linmot.com/support>

Tech. Support (Skype):

support.linmot

Fax:

+41 56 419 91 92

Web:

<http://www.linmot.com>

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### USA

#### LinMot USA Inc.

N1922 State Road 120, Unit 1  
Lake Geneva, WI 53147  
USA

Phone:

262-743-2555

E-Mail:

[usasales@linmot.com](mailto:usasales@linmot.com)

Web:

<http://www.linmot-usa.com/>

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