Bank Commands

Version: 1.0.0

I	Input Logic Branch
This command will check whether the specified input is activated or not. Used with I1-I4.	
I1.1,C2.1,C3.1	If IN1 is active, call bank 2, else call bank 3. For more info, see Branch Operations.

W0	Wait
This command will cause the program to wait at the current line until the condition is satisfied. Additionally, you can specify a T register and the wait command can be used to wait for that amount of time before moving on.	
I1.1,C2.1,W0	If input one is active, call bank 2, else wait. In this example, the program will wait and do nothing until input one is active, at which point it will call bank two.
I1.1,C2.1,W1	Complete first motion, wait for amount of time set in T1 and if condition not satisfied, do nothing and continue to the next step in the program.

T0	No-op / Timer
Do nothing. This is a no-operation command. Additionally, you can specify a T register to call and the program will wait the programmed amount of time.	
I1.1,V1.1=1,T0	If input one is active, set V1.1 to one, else do nothing.
I1.1,V1.1=1,T3	If input one is active, set V1.1 to one, else wait for amount of time programmed in T3 and move to next line.
A1,S1,P1 T2 A2,S2,P2	Execute motion one, wait for amount of time programmed in T2 and then execute motion two.otion, wait for amount of time set in T1 and if condition not satisfied, do nothing and continue to the next step in the program.

END	End Bank
The END command marks the end of a program or logic bank.	
B1.1 A1,S1,P1 END	This bank contains one move, and then an END command to mark the end of the program bank.

:	Junction Command
This command will allow you to execute two separate commands at the same time.	
I1.1,?96:?97,W0	If input 1 is active, query current position and query current speed, else wait. For more info on query commands, see *query commands*. In this example, the program will wait on this line until input one is active, and then it will return the current position and speed values.

/	Comment

This command allows you to write comments in program files. Anything between this command and the carriage return is not recognized as commands. Comments are not stored in the motor and are for your reference in the program file only. These are limited to 40 characters. This style commenting is an older legacy comment. It is now recommended to use the comment functions built into Control Room.

/comment for B1 B1 A1,S1,P1 END	The comment following the / will not be saved in the motor, but everything following the comment will.