

# CML Programming Example

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Version: 1.0.0

The following program is an example of a basic point to point motion executed in a program bank.

```
B100      //CLEAR EXISTING PROGRAM BANKS
L100      //CLEAR EXISTING LOGIC BANKS

A1=50     //ACCELERATION 1 SET TO 50
S1=50     //SPEED 1 SET TO 50
S2=100    //SPEED 2 SET TO 100
P1=0      //POSITION 1 SET TO 0
P2=1000   //POSITION 2 SET TO 1000

B1        //BEGIN PROGRAM BANK 1
A1,S1,P2  //MOVE TO POSITION 2 AT SPEED 1 AND ACCELERATION 1
S2,P1     //MOVE TO POSITION 1 AT SPEED 2 AND ACCELERATION 1
END       //END PROGRAM BANK 1
$         //SAVE PROGRAM TO EEPROM
```

In the program above, we first clear any existing banks to insure we are starting with a clean slate. We then declare all of our motion parameters. We set the necessary acceleration, speed, and position values. In program bank 1 there are two motions, the first is to position 2, then as soon as it reaches this point it moves to position 1 and the bank ends.