

Motor Objects

Introduction

A **Motor** object manages a single motor on a controller. It represents the physical connections between the motor, drive, and associated I/O. The Motor object contains encoder data, limit switch, home sensor, amp fault and amp enable states, DAC outputs, and other status information.

For simple systems, there is a one-to-one relationship between the Axis, Filter and Motor objects.

For information about using absolute encoders with the MPI [click here](#).

Methods

Create, Delete, Validate Methods

<u>mpiMotorCreate</u>	Create Motor object
<u>mpiMotorDelete</u>	Delete Motor object
<u>mpiMotorValidate</u>	Validate Motor object

Configuration and Information Methods

<u>mpiMotorAmpEnableGet</u>	Get state of amp enable output
<u>mpiMotorAmpEnableSet</u>	Set state of amp enable output
<u>meiMotorAmpFault</u>	Writes the amp fault buffer data of a motor.
<u>meiMotorAmpFaultClear</u>	Clears the amp fault buffer data of a motor.
<u>meiMotorAmpWarning</u>	Writes the amp warning buffer of the motor.
<u>meiMotorAmpWarningClear</u>	Clears the motor's amp warning message buffer.
<u>mpiMotorAxisMapGet</u>	Get object map of axes
<u>meiMotorCommutationModeGet</u>	Gets the commutation mode of a motor.
<u>meiMotorCommutationModeSet</u>	Sets the commutation mode of a motor.
<u>mpiMotorConfigGet</u>	Get motor configuration
<u>mpiMotorConfigSet</u>	Set motor configuration
<u>meiMotorConfigStepper</u>	Configures a motor for stepper mode.
<u>meiMotorDacConfigGet</u>	Get a Motor's (motor) Dac configuration
<u>meiMotorDacConfigSet</u>	Set a Motor's (motor) Dac configuration
<u>meiMotorDacFlashConfigGet</u>	
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Get feedback position

[mpiMotorFlashConfigGet](#)

Get flash config of motor

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[mpiMotorGeneralIn](#)

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Get information about the network, node, and drive interface

[mpiMotorStatus](#) / [meiMotorStatus](#)

Get motor status

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[mpiMotorEventNotifyGet](#)

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Get address of motor memory

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Copy application memory to motor memory

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Get handle to associated Control object

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Get index number of motor (in Control list)

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[mpiMotorEncoderFaultMaskBIT](#)

Constants

[MEIMotorAmpFaultsMAX](#)

[MEIMotorAmpMsgMAX](#)

[MEIMotorAmpWarningsMAX](#)

mpiMotorCreate

Declaration

```
const MPIMotor mpiMotorCreate(MPIControl control,  
                             long number);
```

Required Header: stdmpi.h

Description

mpiMotorCreate creates a Motor object associated with the motor identified by ***number***, and located on the motion controller (***control***). MotorCreate is the equivalent of a C++ constructor.

Return Values

handle	to a Motor object
MPIHandleVOID	if the Motor object could not be created

See Also

[mpiMotorDelete](#) | [mpiMotorValidate](#)

mpiMotorDelete

Declaration

```
long mpiMotorDelete(MPIMotor motor)
```

Required Header: stdmpi.h

Description

mpiMotorDelete deletes a Motor object and invalidates its handle (***motor***). *MotorDelete* is the equivalent of a C++ destructor.

Return Values

MPIMessageOK

if *MotorDelete* successfully deletes a Motor object and invalidates its handle

See Also

[mpiMotorCreate](#) | [mpiMotorValidate](#)

mpiMotorValidate

Declaration

```
long mpiMotorValidate(MPIMotor motor)
```

Required Header: stdmpi.h

Description

mpiMotorValidate validates a Motor object and its handle (*motor*).

motor	a handle to the Motor object
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Return Values

MPIMessageOK	if Motor is a handle to a valid object.
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See Also

[mpiMotorCreate](#) | [mpiMotorDelete](#)

mpiMotorAmpEnableGet

Declaration

```
long mpiMotorAmpEnableGet(MPIMotor motor,
                           long *ampEnable)
```

Required Header: stdmpi.h

Description

mpiMotorAmpEnableGet gets the state of the amp enable output for a Motor (*motor*) and writes it in the location pointed to by *ampEnable*. Note that the actual state of amp enable output also depends upon the actual wiring and the polarity chosen in the instance of the MPIMotorConfig structure.

If "ampEnable" is	Then
FALSE (0)	the amp is disabled
TRUE (1)	the amp is enabled

Return Values	
MPIMessageOK	if <i>MotorAmpEnableGet</i> successfully writes the Motor's amp enable output state to the location

See Also

[MPIMotorConfig](#) | [mpiMotorAmpEnableSet](#)

mpiMotorAmpEnableSet

Declaration

```
long mpiMotorAmpEnableSet(MPIMotor motor,
                           long ampEnable)
```

Required Header: stdmpi.h

Description

mpiMotorAmpEnableSet sets the state of the amp enable output for a Motor (***motor***) to ***ampEnable***. Note that the actual state of amp enable output also depends upon the actual wiring and the polarity chosen in the instance of the MPIMotorConfig structure.

<i>If "ampEnable" is</i>	<i>Then</i>
FALSE (0)	the amp will be disabled
TRUE (1)	the amp will be enabled

Return Values	
MPIMessageOK	if <i>MotorAmpEnableSet</i> successfully sets the Motor's amp enable output state to <i>ampEnable</i>

See Also

[MPIMotorConfig](#) | [mpiMotorAmpEnableGet](#)

meiMotorAmpFault

Declaration

```
long meiMotorAmpFault(MPIMotor motor,  
                     MEIMotorAmpFaults *fault);
```

Required Header: stdmei.h

Description

meiMotorAmpFault reads the amp fault buffer from a motor and writes the data into a structure pointed to by fault.

motor	a handle to the Motor object
*fault	a pointer to a structure containing the number of amp faults, their coded values and message strings. See MEIMotorAmpFaults .

Return Values	
MPIMessageOK	if <i>MotorAmpFault</i> writes the amp fault buffer data

See Also

[meiMotorAmpFaultClear](#) | [meiMotorAmpWarning](#) | [meiMotorWarningClear](#)

meiMotorAmpFaultClear

Declaration

```
long meiMotorAmpFaultClear(MPIMotor motor);
```

Required Header: stdmei.h

Description

meiMotorAmpFaultClear flushes the motor's amp fault message buffer. The number of amp faults is set to zero, the coded values are set to zero, and the messages are cleared.

motor	a handle to the Motor object
--------------	------------------------------

Return Values	
MPIMessageOK	if <i>MotorAmpFaultClear</i> successfully flushes the Motor's amp fault message buffer.

See Also

[meiMotorAmpFault](#) | [meiMotorAmpWarning](#) | [meiMotorWarningClear](#)

meiMotorAmpWarning

Declaration

```
long meiMotorAmpWarning(MPIMotor motor,  
                        MEIMotorAmpWarnings *warning);
```

Required Header: stdmei.h

Description

meiMotorAmpWarning reads the amp warning buffer from a motor and writes the data into a structure pointed to by warning.

motor	a handle to the Motor object
*warning	a pointer to a structure containing the number of amp warnings, their coded values and message strings. See MEIMotorAmpWarnings .

Return Values	
MPIMessageOK	if <i>MotorAmpWarning</i> successfully writes the amp warning buffer data

See Also

[meiMotorAmpWarningClear](#) | [meiMotorAmpFault](#) | [meiMotorAmpFaultClear](#)

meiMotorAmpWarningClear

Declaration

```
long meiMotorAmpWarningClear(MPIMotor    motor);
```

Required Header: stdmei.h

Description

meiMotorAmpWarningClear flushes the motor's amp warning message buffer. The number of amp warnings is set to zero, the coded values are set to zero, and the messages are cleared.

motor	a handle to the Motor object
--------------	------------------------------

Return Values	
MPIMessageOK	if <i>MotorAmpWarningClear</i> successfully flushes the motor's amp warning message buffer.

See Also

[meiMotorAmpWarning](#) | [meiMotorAmpFault](#) | [meiMotorAmpFaultClear](#)

mpiMotorAxisMapGet

Declaration

```
long mpiMotorAxisMapGet(MPIMotor      motor,  
                        MPIObjectMap *axismap)
```

Required Header: stdmpi.h

Description

mpiMotorAxisMapGet gets the object map of the Axes associated with a Motor (**motor**) and writes it into the structure pointed to by **axismap**.

motor	a handle to the Motor object
*axismap	a pointer to an object map. An ObjectMap is a bitmap, where each numbered bit represents the presence or absence of the correspondingly numbered object.

Return Values	
MPIMessageOK	if <i>MotorAxisMapGet</i> successfully writes the Motor's object map of Axes to the structure

See Also

meiMotorCommutationModeGet

Declaration

```
long meiMotorCommutationModeGet(MPIMotor motor,  
                                MEIXmpCommMode *mode)
```

Required Header: stdmei.h

Description

meiMotorCommutationModeGet gets the commutation mode of a Motor (***motor***) and writes it to the location pointed to by ***mode***.

Return Values

MPIMessageOK

if *MotorCommutationModeGet* successfully gets the commutation mode of a Motor and writes it to the location

See Also

[meiMotorCommutationModeSet](#)

meiMotorCommutationModeSet

Declaration

```
long meiMotorCommutationModeSet(MPIMotor      motor,  
                                MEIXmpCommMode mode)
```

Required Header: stdmei.h

Description

meiMotorCommutationModeSet sets the commutation mode of a Motor (***motor***) to ***mode***.

Return Values	
MPIMessageOK	if <i>MotorCommutationModeSet</i> successfully sets the commutation mode of a Motor to <i>mode</i>

See Also

[meiMotorCommutationModeGet](#)

mpiMotorConfigGet

Declaration

```
long mpiMotorConfigGet(MPIMotor          motor,  
                      MPIMotorConfig *config,  
                      void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorConfigGet gets a Motor's (*motor*) configuration and writes it into the structure pointed to by *config*, and also writes it into the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The configuration information in *external* is in addition to the configuration information in *config*, i.e, the configuration information in *config* and in *external* is not the same information. Note that *config* or *external* can be NULL (but not both NULL).

Remarks

external either points to a structure of type MEIMotorConfig{} or is NULL.

Return Values	
MPIMessageOK	if <i>MotorConfigGet</i> successfully writes the Motor's configuration to the structure(s)

See Also

[MEIMotorConfig](#) | [mpiMotorConfigSet](#)

mpiMotorConfigSet

Declaration

```
long mpiMotorConfigSet(MPIMotor      motor,
                       MPIMotorConfig *config,
                       void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorConfigSet sets a Motor's (*motor*) configuration using data from the structure pointed to by *config*, and also using data from the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The configuration information in *external* is *in addition* to the configuration information in *config*, i.e, the configuration information in *config* and in *external* is not the same information. Note that *config* or *external* can be NULL (but not both NULL).

Remarks

external either points to a structure of type MEIMotorConfig{} or is NULL.

Return Values

MPIMessageOK

if *MotorConfigSet* successfully sets the Motor's configuration using data from the structure(s)

See Also

[mpiMotorConfigGet](#) | [MEIMotorConfig](#)

[Special Note: Using mpiMotorConfigSet with Absolute Encoders](#)

meiMotorConfigStepper

Declaration

```
long meiMotorConfigStepper(MPIMotor motor,  
                           MEIMotorConfig *config,  
                           long stepperNumber)
```

Required Header: stdmei.h

Description

meiMotorConfigStepper modifies the motor configuration structure pointed to by config, to use a step engine (stepperNumber) from another motor. By default, each motor uses its own step engine. Do NOT use more than one motor per step engine. Use the methods mpiMotorConfigGet/Set(.) to read/write the motor configuration from/to the controller.

motor	a handle to the Motion object
*config	a pointer to the motion frame buffer status structure returned by the method
stepperNumber	index to a step engine

Return Values	
MPIMessageOK	if <i>MotorConfigStepper</i> successfully modifies the motor configuration structure pointed to by <i>config</i>

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

meiMotorDacConfigGet

Declaration

```
long meiMotorDacConfigGet(MPIMotor motor,
                           MEIMotorDacConfig *config);
```

Required Header: stdmei.h

Description

meiMotorDacConfigGet gets a Motor's (***motor***) DAC configuration and writes it to the structure pointed to by ***config***.

motor	a handle to the Motor object.
*config	a pointer to a MEIMotorDacConfig structure.

Return Values	
MPIMessageOK	if <i>MotorDacConfigGet</i> successfully writes the Motor's Dac configuration to the <i>config</i> structure.

See Also

[meiMotorDacConfigSet](#) | [MEIMotorDacConfig](#)

meiMotorDacConfigSet

Declaration

```
long meiMotorDacConfigSet(MPIMotor motor,  
                           MEIMotorDacConfig *config);
```

Required Header: stdmei.h

Description

meiMotorDacConfigSet configures a Motor's (*motor*) DAC using data from the structure pointed to by *config*.

motor	a handle to the Motor object.
*config	a pointer to a MEIMotorDacConfig structure.

Return Values	
MPIMessageOK	if <i>MotorDacConfigSet</i> successfully writes the Motor's Dac configuration to the controller.

See Also

[meiMotorDacConfigGet](#) | [MEIMotorDacConfig](#)

meiMotorDacFlashConfigGet

Declaration

```
long meiMotorDacFlashConfigGet(MPIMotor motor,  
                               void *flash,  
                               MEIMotorDacConfig *config);
```

Required Header: stdmei.h

Description

meiMotorDacFlashConfigGet gets a Motor's (*motor*) DAC configuration from flash memory and writes it to the structure pointed to by *config*.

motor	a handle to the Motor object
*flash	<i>flash</i> is either an MEIFlash handle or MPIHandleVOID. If <i>flash</i> is MPIHandleVOID, an MEIFlash object will be created and deleted internally.
*config	a pointer to a MEIMotorDacConfig structure.

Return Values	
MPIMessageOK	if <i>MotorDacFlashConfigGet</i> successfully writes the DAC's configuration from flash memory to the structure.

See Also

[meiMotorDacFlashConfigSet](#) | [meiMotorDacConfigGet](#) | [MEIMotorDacConfig](#)

meiMotorDacFlashConfigSet

Declaration

```
long meiMotorDacFlashConfigSet(MPIMotor motor,  
                               void *flash,  
                               MEIMotorDacConfig *config);
```

Required Header: stdmei.h

Description

meiMotorDacFlashConfigSet sets a Motor's (*motor*) DAC configuration to flash memory using data from the structure pointed to by *config*.

motor	a handle to the Motor object
*flash	<i>flash</i> is either an MEIFlash handle or MPIHandleVOID. If <i>flash</i> is MPIHandleVOID, an MEIFlash object will be created and deleted internally.
*config	a pointer to a MEIMotorDacConfig structure.

Return Values	
MPIMessageOK	if <i>MotorDacFlashConfigSet</i> successfully writes the DAC's configuration to flash memory using data from the <i>config</i> structure.

See Also

[meiMotorDacFlashConfigGet](#)

mpiMotorDedicatedIn

Declaration

```
long mpiMotorDedicatedIn(MPIMotor      motor,
                          long          startBit,
                          long          bitCount,
                          unsigned long *state);
```

Required Header: stdmpi.h
Change History: Added in 03.02.00

Description

mpiMotorDedicatedIn function reads the current state of one or more dedicated input bits.

motor	a handle to the Motor object
startBit	the first dedicated in bit that will be returned by the function.
bitCount	the number of dedicated in bits that will be returned by the function.
*state	the address of the current state of the inputs that is returned.

Return Values	
MPIMessageOK	if <i>MotorDedicatedIn</i> successfully reads the current state of one or more dedicated input bits.

See Also

[Dedicated Motor I/O](#)

mpiMotorDedicatedOutGet

Declaration

```
long mpiMotorDedicatedOutGet(MPIMotor      motor,
                              long          startBit,
                              long          bitCount,
                              unsigned long *state);
```

Required Header: stdmpi.h
Change History: Added in 03.02.00

Description

mpiMotorDedicatedOut function changes the state of one or more dedicated output bits.

motor	a handle to the Motor object
startBit	the first dedicated out bit that will be returned by the function.
bitCount	the number of dedicated out bits that will be returned by the function.
*state	the address of the current state of the inputs that is returned.

Return Values	
MPIMessageOK	if <i>MotorDedicatedOutGet</i> successfully changes the state of one or more dedicated output bits.

See Also

[Dedicated Motor I/O](#)

mpiMotorFeedback

Declaration

```
long mpiMotorFeedback(MPIMotor motor,  
                     MPIMotorFeedback *feedback)
```

Required Header: stdmpi.h

Description

mpiMotorFeedback gets the feedback position of a Motor (***motor***) and writes it into the location pointed to by ***feedback***.

Return Values

MPIMessageOK	if <i>MotorFeedback</i> successfully writes the feedback position into the location.
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See Also

[mpiMotorFeedbackConfigSet](#)

mpiMotorFlashConfigGet

Declaration

```
long mpiMotorFlashConfigGet(MPIMotor      motor,
                           void          *flash,
                           MPIMotorConfig *config,
                           void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorFlashConfigGet gets a Motor's (***motor***) flash configuration and writes it in the structure pointed to by ***config***, and also writes it in the implementation-specific structure pointed to by ***external*** (if ***external*** is not NULL).

The Motor's flash configuration information in ***external*** is in addition to the Motor's flash configuration information in ***config***, i.e, the flash configuration information in ***config*** and in ***external*** is not the same information. Note that ***config*** or ***external*** can be NULL (but not both NULL).

Remarks

external either points to a structure of type MEIMotorConfig{} or is NULL.

Return Values

MPIMessageOK

if *MotorFlashConfigGet* successfully writes the Motor's flash configuration to the structure(s). ***flash*** is either an MEIFlash handle or MPIHandleVOID. If ***flash*** is MPIHandleVOID, an MEIFlash object will be created and deleted internally.

See Also

[MEIMotorConfig](#) | [MEIFlash](#) | [mpiMotorFlashConfigSet](#)

mpiMotorFlashConfigSet

Declaration

```
long mpiMotorFlashConfigSet(MPIMotor          motor,  
                           void          *flash,  
                           MPIMotorConfig *config,  
                           void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorFlashConfigSet sets a Motor's (*motor*) flash configuration using data from the structure pointed to by *config*, and also using data from the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The Motor's flash configuration information in *external* is in addition to the Motor's flash configuration information in *config*, i.e., the flash configuration information in *config* and in external is not the same information. Note that *config* or *external* can be NULL (but not both NULL).

Remarks

external either points to a structure of type MEIMotorConfig{} or is NULL.

Return Values	
MPIMessageOK	if <i>MotorFlashConfigSet</i> successfully sets the Motor's flash configuration using data from the structure(s) <i>flash</i> is either an MEIFlash handle or MPIHandleVOID. If <i>flash</i> is MPIHandleVOID, an MEIFlash object will be created and deleted internally.
MEIFlashMessageNETWORK_TOPOLOGY_ERROR	returned because the SynqNet topology has not yet been saved to flash using <i>meiSynqNetFlashTopologySave()</i> .

See Also

[MEIMotorConfig](#) | [MEIFlash](#) | [mpiMotorFlashConfigGet](#) | [meiSynqNetFlashTopologySave](#)

mpiMotorGeneralIn

Declaration

```
long mpiMotorGeneralIn(MPIMotor      motor,
                       long          startBit,
                       long          bitCount,
                       unsigned long *state);
```

Required Header: stdmpi.h
Change History: Added in 03.02.00

Description

mpiMotorGeneralIn reads the current input state of one or more general purpose bits.

motor	a handle to the Motor object
startBit	the first general purpose bit that will be returned by the function.
bitCount	the number of general purpose bits that will be returned by the function.
*state	the address of the current state of the inputs that is returned.

Return Values	
MPIMessageOK	if <i>MotorGeneralIn</i> successfully reads the current input state of one or more general purpose bits.

See Also

[General Purpose Motor I/O](#)

mpiMotorGeneralOutGet

Declaration

```
long mpiMotorGeneralOutGet(MPIMotor      motor,
                           long          startBit,
                           long          bitCount,
                           unsigned long *state);
```

Required Header: stdmpi.h
Change History: Added in 03.02.00

Description

mpiMotorGeneralOutGet function reads the current output state of one or more general purpose bits.

motor	a handle to the Motor object
startBit	the first general purpose bit that will be returned by the function.
bitCount	the number of general purpose bits that will be returned by the function.
*state	the address of the current state of the general purpose bits will be returned.

Return Values	
MPIMessageOK	if <i>MotorGeneralOutGet</i> successfully reads the current output state of one or more general purpose output bits.

See Also

[General Purpose Motor I/O](#)

mpiMotorGeneralOutSet

Declaration

```
long mpiMotorGeneralOutSet(MPIMotor      motor,
                           long          startBit,
                           long          bitCount,
                           unsigned long state,
                           long          wait);
```

Required Header: stdmpi.h
Change History: Added in 03.02.00

Description

mpiMotorGeneralOutSet function changes the state of one or more general purpose bits.

motor	a handle to the Motor object.
startBit	the first general purpose bit that will be returned by the function.
bitCount	the number of general purpose bits that will be returned by the function.
state	the new state of the general purpose bits that will be returned.
wait	See Motor Digital Output Waits .

Return Values	
MPIMessageOK	if <i>MotorGeneralOutSet</i> successfully changes the state of one or more general purpose bits.

See Also

[General Purpose Motor I/O](#) | [Motor Digital Output Waits](#)

meiMotorInfo

Declaration

```
long meiMotorInfo(MPIMotor      motor,  
                  MEIMotorInfo *info);
```

Required Header: stdmei.h

Description

meiMotorInfo reads the static information about the network, node, and drive interface associated with the motor object, and writes it into the structure pointed to by *info*.

motor	a handle to the Motor object
*info	a pointer to a motor information structure

Return Values	
MPIMessageOK	if <i>MotorInfo</i> successfully writes the network and node/drive interface information into the Motor structure.

See Also

[meiMotorStatus](#)

mpiMotorStatus / meiMotorStatus

Declaration: mpiMotorStatus

```
long mpiMotorStatus(MPIMotor    motor,
                   MPIStatus *status,
                   void      *external)
```

Required Header: stdmpi.h

Description

mpiMotorStatus writes a Motor's (***motor***) status into the structure pointed to by ***status***, and also into the implementation-specific structure pointed to by ***external*** (if ***external*** is not NULL).

The ***motor's*** status information in ***external*** is in addition to the motor's status information in ***status***, i.e, the status configuration information in ***status*** and in ***external*** is not the same information. Note that ***external*** can be NULL (but status must not be NULL).

Remarks

external either points to a structure of type MEIMotorStatus{...} or is NULL.

motor	a handle to the Motor object
*status	a pointer to the motor status structure returned by the method
*external	a pointer to an implementation-specific structure

Return Values

MPIMessageOK	if <i>MotorStatus</i> successfully gets the status of a Motor object.
MPIMessageARG_INVALID	if the <i>status</i> pointer is NULL.

Declaration: meiMotorStatus

```
long meiMotorStatus(MPIControl    control,  
                   long          motorNumber  
                   MPIStatus    *status,  
                   void          *external)
```

Required Header: stdmei.h

Description

meiMotorStatus gets a Motor's status and writes it to the structure pointed to by ***status***, and also writes it into the implementation-specific structure pointed to by ***external*** (if ***external*** is not NULL).

The ***motor's*** status information in ***external*** is in addition to the motor's status information in ***status***, i.e, the status configuration information in ***status*** and in ***external*** is not the same information. Note that ***external*** can be NULL (but status must not be NULL).

Remarks

external either points to a structure of type MEIMotorStatus{...} or is NULL.

control	a handle to the Control object
motorNumber	index to the motor
*status	a pointer to the motor status structure returned by the method
*external	pointer to an implementation-specific structure

Return Values	
MPIMessageOK	if <i>MotorStatus</i> successfully gets the status of a Motor object.
MPIMessageARG_INVALID	if the <i>status</i> pointer is NULL.

Sample Code

```
void readDACOutputs(MPIMotor motor)
{
    long returnValue;
    MPIStatus status;
    MEIMotorStatus motorStatus;

    returnValue = mpiMotorStatus(motor, &status, &motorStatus);
    msgCHECK(returnValue);

    printf("Output CMD = %.4f\n", motorStatus.dac.cmd.level);
    printf("Output AUX = %.4f\n", motorStatus.dac.aux.level);
}
```

See Also

[MPIStatus](#) | [MEIMotorStatus](#)

mpiMotorEventConfigGet

Declaration

```
long mpiMotorEventConfigGet(MPIMotor          motor,
                           MPIEventType       eventType,
                           MPIMotorEventConfig *eventConfig,
                           void                *external)
```

Required Header: stdmpi.h

Description

mpiMotorEventConfigGet gets the Motor's (*motor*) configuration for the event specified by *eventType* and writes it into the structure pointed to by *eventConfig*, and also writes it to the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The event configuration information in *external* is in addition to the event configuration information in *eventConfig*, i.e, the event configuration information in *eventConfig* and in *external* is not the same information. Note: Set *eventConfig* or *external* to NULL. One must be NULL, the other must be passed a pointer.

Remarks

external either points to a structure of type MEIMotorEventConfig{} or is NULL.

Sample Code

```
for(index = 0; index < AXIS_COUNT; index++)
{ // turn off error limit and limit switch actions for
  motors 0 to AXIS_COUNT
    returnValue = mpiMotorEventConfigGet(motor[index],
      MPIEventTypeLIMIT_ERROR, &eventConfig, NULL);
    msgCHECK(returnValue);

    eventConfig.action = MPIActionNONE;

    returnValue = mpiMotorEventConfigSet(motor[index],
      MPIEventTypeLIMIT_ERROR, &eventConfig, NULL);
    msgCHECK(returnValue);

    returnValue = mpiMotorEventConfigGet(motor[index],
      MPIEventTypeLIMIT_HW_NEG, &eventConfig, NULL);
    msgCHECK(returnValue);
```

```
    eventConfig.action = MPIActionNONE;

    returnValue = mpiMotorEventConfigSet(motor[index],
        MPIEventTypeLIMIT_HW_NEG, &eventConfig, NULL);
    msgCHECK(returnValue);

    returnValue = mpiMotorEventConfigGet(motor[index],
        MPIEventTypeLIMIT_HW_POS, &eventConfig, NULL);
    msgCHECK(returnValue);

    eventConfig.action = MPIActionNONE;

    returnValue = mpiMotorEventConfigSet(motor[index],
        MPIEventTypeLIMIT_HW_POS, &eventConfig, NULL);
    msgCHECK(returnValue);
}
```

Return Values

MPIMessageOK

if *MotorEventConfigGet* successfully writes the Motor's configuration for the event to the structure(s)

See Also

[MEIMotorEventConfig](#) | [mpiMotorEventConfigSet](#) | [Error Limit and Limit Switch Errors](#)

mpiMotorEventConfigSet

Declaration

```
long mpiMotorEventConfigSet(MPIMotor          motor,
                           MPIEventType       eventType,
                           MPIMotorEventConfig *eventConfig,
                           void                *external)
```

Required Header: stdmpi.h

Description

mpiMotorEventConfigSet reads the structure pointed to by *eventConfig* and sets the Motor's (*motor*) configuration for the event specified by *eventType*.

The event configuration information in *external* is in addition to the event configuration information in *eventConfig*, i.e, the event configuration information in *eventConfig* and in *external* is not the same information.

NOTE: Set *eventConfig* or *external* to NULL. One must be NULL, the other must be passed a pointer.

Remarks

external either points to a structure of type MEIMotorEventConfig{} or is NULL.

Return Values	
MPIMessageOK	if <i>MotorEventConfigGet</i> successfully writes the Motor's configuration for the event to the structure(s)

See Also

[MEIMotorEventConfig](#) | [mpiMotorEventConfigGet](#) | [Error Limit and Limit Switch Errors](#)

mpiMotorEventNotifyGet

Declaration

```
long mpiMotorEventNotifyGet(MPIMotor      motor,  
                           MPIEventMask *eventMask,  
                           void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorEventNotifyGet writes the event mask (that specifies the event type(s) for which host notification has been requested) to the location pointed to by **eventMask**, and also writes it into the implementation-specific location pointed to by **external** (if **external** is not NULL).

The event notification information in **external** is in addition to the event notification information in **eventmask**, i.e, the event notification information in **eventmask** and in **external** is not the same information. Note that **eventmask** or **external** can be NULL (but not both NULL).

Event notification is enabled for event types specified in **eventmask**, which is a bit mask of MPIEventMask bits associated with the desired MPIEventType values. Event notification is disabled for event types not specified in **eventmask**. The MPIEventMask bits must be set of cleared using the MPIEventMask macros.

Remarks

external either points to a structure of type MEIEventNotifyData{} or is NULL. The MEIEventNotifyData{} structure is an array of firmware addresses, whose contents are placed into the MEIEventStatusInfo{} structure (of all events generated by this object).

Return Values	
MPIMessageOK	if <i>MotorEventNotifyGet</i> successfully writes the event mask to the location(s)

See Also

[MPIEventType](#) | [MEIEventNotifyData](#) | [MEIEventStatusInfo](#)
[mpiMotorEventNotifySet](#)

mpiMotorEventNotifySet

Declaration

```
long mpiMotorEventNotifySet(MPIMotor      motor,  
                           MPIEventMask eventMask,  
                           void          *external)
```

Required Header: stdmpi.h

Description

mpiMotorEventNotifySet requests host notification of the event(s) that are generated by *motor* and specified by *eventMask*, and also specified by the implementation-specific location pointed to by *external* (if *external* is not NULL).

The event notification information in *external* is in addition to the event notification information in *eventmask*, i.e, the event notification information in *eventmask* and in *external* is not the same information. Note that *eventmask* or *external* can be NULL (but not both NULL).

Event notification is enabled for event types specified in *eventMask*, a bit mask of MPIEventMask bits associated with the desired MPIEventType values. Event notification is disabled for event types that are not specified in *eventMask*. The MPIEventMask bits must be set of cleared using the MPIEventMask macros.

The mask of event types generated by a Motor object consists of bits from MPIEventMaskMOTION and MPIEventMaskAXIS.

Remarks

external either points to a structure of type MEIEventNotifyData{} or is NULL. The MEIEventNotifyData{} structure is an array of firmware addresses, whose contents are placed into the MEIEventStatusInfo{} structure (of all events generated by this object).

To	Then
enable host notification of all events	set <i>eventmask</i> to MPIEventMaskALL
disable host notification of all events	set <i>eventmask</i> to MPIEventTypeNONE

Sample Code

```

for(index = 0; index < AXIS_COUNT; index++)
{ // turn off error limit and limit switch actions for
  motors 0 to AXIS_COUNT
  returnValue = mpiMotorEventConfigGet(motor[index],
    MPIEventTypeLIMIT_ERROR, &eventConfig, NULL);
  msgCHECK(returnValue);

  eventConfig.action = MPIActionNONE;

  returnValue = mpiMotorEventConfigSet(motor[index],
    MPIEventTypeLIMIT_ERROR, &eventConfig, NULL);
  msgCHECK(returnValue);

  returnValue = mpiMotorEventConfigGet(motor[index],
    MPIEventTypeLIMIT_HW_NEG, &eventConfig, NULL);
  msgCHECK(returnValue);

  eventConfig.action = MPIActionNONE;

  returnValue = mpiMotorEventConfigSet(motor[index],
    MPIEventTypeLIMIT_HW_NEG, &eventConfig, NULL);
  msgCHECK(returnValue);

  returnValue = mpiMotorEventConfigGet(motor[index],
    MPIEventTypeLIMIT_HW_POS, &eventConfig, NULL);
  msgCHECK(returnValue);

  eventConfig.action = MPIActionNONE;

  returnValue = mpiMotorEventConfigSet(motor[index],
    MPIEventTypeLIMIT_HW_POS, &eventConfig, NULL);
  msgCHECK(returnValue);
}

```

Return Values

MPIMessageOK

if *MotorEventNotifySet* successfully requests host notification of the event(s) that are specified by ***eventMask*** and generated by ***motor***

See Also

[MPIEventType](#) | [MEIEventNotifyData](#) | [MEIEventStatusInfo](#)
[mpiMotorEventNotifyGet](#)

mpiMotorEventReset

Declaration

```
long mpiMotorEventReset(MPIMotor      motor,  
                        MPIEventMask eventMask)
```

Required Header: stdmpi.h

Description

mpiMotorEventReset resets the event(s) that are specified in ***eventMask*** and generated by ***motor***. Your application must call *MotorEventReset* only after one or more latchable events have occurred.

Return Values	
MPIMessageOK	if <i>MotorEventReset</i> successfully resets the event(s) that are specified in <i>eventMask</i> and generated by <i>motor</i>

See Also

mpiMotorMemory

Declaration

```
long mpiMotorMemory(MPIMotor motor,  
void **memory)
```

Required Header: stdmpi.h

Description

mpiMotorMemory sets (writes) an address (used to access a Control object's memory) to the contents of ***memory***.

Return Values

MPIMessageOK

if *MotorMemory* successfully writes the Motor's address to the contents of *memory*.

See Also

[mpiMotorMemoryGet](#) | [mpiMotorMemorySet](#)

mpiMotorMemoryGet

Declaration

```
long mpiMotorMemoryGet(MPIMotor motor,  
                        void      *dst,  
                        void      *src,  
                        long      count)
```

Required Header: stdmpi.h

Description

mpiMotorMemoryGet copies ***count*** bytes of a Motor's (***motor***) memory (starting at address ***src***) to application memory (starting at address ***dst***).

Return Values

MPIMessageOK

if *MotorMemoryGet* successfully copies data from Motor memory to application memory

See Also

[mpiMotorMemorySet](#) | [mpiMotorMemory](#)

mpiMotorMemorySet

Declaration

```
long mpiMotorMemorySet(MPIMotor motor,  
                        void      *dst,  
                        void      *src,  
                        long      count)
```

Required Header: stdmpi.h

Description

mpiMotorMemorySet copies *count* bytes of application memory (starting at address *src*) to a Motor's (*motor*) memory (starting at address *dst*).

Return Values

MPIMessageOK

if *MotorMemorySet* successfully copies data from application memory to Motor memory

See Also

[mpiMotorMemoryGet](#) | [mpiMotorMemory](#)

meiMotorEncoderReset

Declaration

```
long meiMotorEncoderReset(MPIMotor motor)
```

Required Header: stdmei.h

Description

meiMotorEncoderReset clears the encoder fault status registers for the primary and secondary encoder associated with the motor object.

Return Values

MPIMessageOK	if <i>MotorEncoderReset</i> successfully resets the motor's encoder value.
---------------------	--

See Also

meiMotorMultiTurnReset

Declaration

```
long meiMotorMultiTurnReset(MPIMotor    motor);
```

Required Header: stdmei.h

Description

meiMotorMultiTurnReset clears the SynqNet drive multi-turn data for absolute type encoders. This is only needed when configuring the zero location for an absolute encoder or when the absolute encoder's battery is replaced. meiMotorMultiTurnReset is an offline operation. Make sure all motors (amp enables) are disabled before executing a multi-turn reset. The SynqNet network may be shutdown (dropped from SYNQ mode) due to specific drive limitations.

Not all SynqNet drives support or require this feature. Please see the drive manufacturer's documentation for details.

motor	a handle to the Motor object
--------------	------------------------------

Return Values	
MPIMessageOK	if <i>MotorMultiTurnReset</i> successfully clears the SynqNet drive multi-turn data for absolute type encoders.

See Also

mpiMotorControl

Declaration

```
const MPIControl mpiMotorControl(MPIMotor motor)
```

Required Header: stdmpi.h

Description

mpiMotorControl returns a handle to the Control object with which the motor is associated.

motor	a handle to the Motor object
--------------	------------------------------

Return Values	
MPIControl	handle to a Control object
MPIHandleVOID	if motor is invalid

See Also

[mpiMotorCreate](#) | [mpiControlCreate](#)

mpiMotorFilterMapGet

Declaration

```
long mpiMotorFilterMapGet(MPIMotor motor,  
                          MPIObjectMap *filtermap)
```

Required Header: stdmpi.h

Description

mpiMotorFilterMapGet gets the object map of the Filters [that are associated with a Motor (*motor*)] and writes it into the structure pointed to by *filtermap*.

Return Values

MPIMessageOK	if <i>MotorFilterMapGet</i> successfully writes the Filter's object map (associated with a Motor) to the structure
---------------------	--

See Also

[mpiMotorFilterMapSet](#)

mpiMotorFilterMapSet

Declaration

```
long mpiMotorFilterMapSet(MPIMotor      motor,  
                          MPIObjectMap filtermap)
```

Required Header: stdmpi.h

Description

mpiMotorFilterMapSet sets the Filters [that are associated with a Motor (***motor***)], using data from the object map specified by ***filtermap***.

Return Values

MPIMessageOK	if <i>MotorFilterMapSet</i> successfully sets the Filters using data from the object map
---------------------	--

See Also

[mpiMotorFilterMapGet](#)

mpiMotorNumber

Declaration

```
long mpiMotorNumber( MPIMotor motor,  
                    long    *number )
```

Required Header: stdmpi.h

Description

mpiMotorNumber writes the index of a Motor (***motor***, on the motion controller that ***motor*** is associated with) to the contents of ***number***.

Return Values

MPIMessageOK

if *MotorNumber* successfully writes the Motor's index to the contents of ***number***

See Also

meiMotorCompareListGet

Declaration

```
long meiMotorCompareListGet(MPIMotor motor,  
                           long      *compareCount,  
                           long      *compareList);
```

Required Header: stdmei.h

Description

meiMotorCompareListGet sets ***compareCount*** to the number of compares that ***motor*** has. It sets ***compareList*** to the number of the compare object for each compare.

Return Values	
MPIMessageOK	if <i>motor</i> is a valid MPIMotor object.

See Also

meiMotorEncoderRatio

Declaration

```
long meiMotorEncoderRatio(MPIControl control,
                           long motorNumber,
                           long encoderNumber,
                           MEIMotorEncoderRatio *ratio)
```

Required Header: stdmei.h

Description

meiMotorEncoderRatio gets encoder ratio from the XMP.

WARNING: This is a customer-specific method that is only supported with custom firmware. To inquire about using this method, please contact an MEI Applications Engineer.

Return Values	
MPIMessageOK	if <i>meiMotorEncoderRatio</i> successfully gets encoder ration from the XMP.
MPIMessageARG_INVALID	if arguments are not valid

See Also

MEIMotorAmpFaults

Definition

```
typedef struct MEIMotorAmpFaults {
    long          count;
    long          code[MEIMotorAmpFaultsMAX];
    MEIMotorAmpFaultMsg message[MEIMotorAmpFaultsMAX];
} MEIMotorAmpFaults;
```

Description

MPIAxisInPosition contains the amp fault information from a SynqNet drive. The amp fault messages are drive specific. Not all drives support amp fault messages. For details, please see the SqNodeLib header files and the drive manufacturer's documentation.

count	The number of amp faults in the buffer.
code	An array of drive specific amp fault coded values.
message	An array of drive specific amp fault message strings.

See Also

[meiMotorAmpFault](#) | [meiMotorAmpFaultClear](#)

MEIMotorAmpFaultsMsg

Definition

```
typedef char    MEIMotorAmpFaultMsg[MEIMotorAmpMsgMAX];
```

Description

MEIMotorAmpFaultsMsg defines the amp fault message string definition.

See Also

[MEIMotorAmpMsgMAX](#)

MEIMotorAmpWarnings

Definition

```
typedef struct MEIMotorAmpWarnings {
    long          count;
    long          code[MEIMotorAmpWarningsMAX];
    MEIMotorAmpWarningMsg message[MEIMotorAmpWarningsMAX];
} MEIMotorAmpWarnings;
```

Description

MEIMotorAmpWarnings contains the amp warning information from a SynqNet drive. The amp warning messages are drive specific. Not all drives support amp warning messages. For details, please see the SqNodeLib header files and the drive manufacturer's documentation.

count	The number of amp faults in the buffer.
code	An array of drive specific amp fault coded values.
message	An array of drive specific amp fault message strings.

See Also

[meiMotorAmpWarning](#) | [meiMotorAmpWarningClear](#)

MEIMotorAmpWarningsMsg

Definition

```
typedef char MEIMotorAmpWarningsMsg[MEIMotorAmpMsgMAX];
```

Description

MEIMotorAmpWarningsMsg defines the maximum number of amp warning messages per motor.

See Also

MPIMotorBrake

Definition

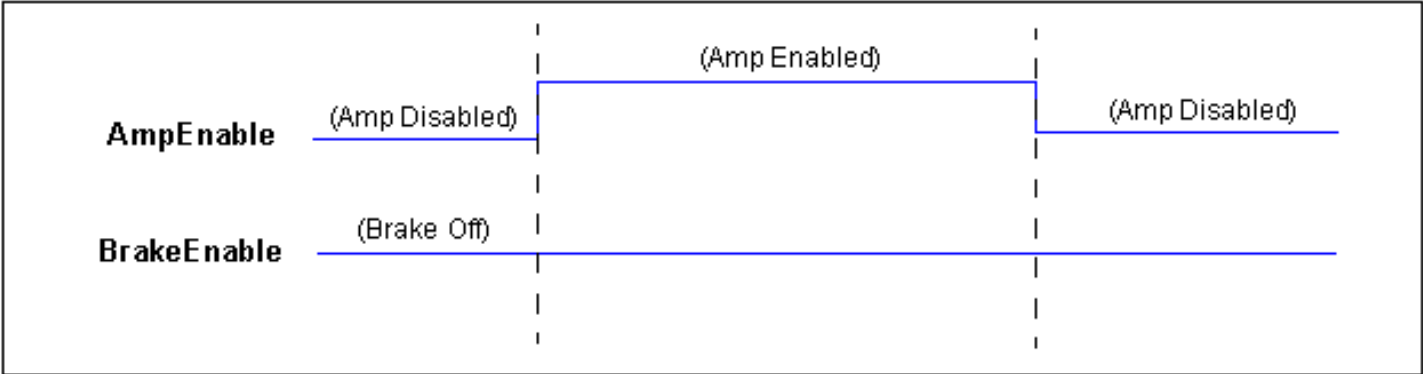
```
typedef struct MPIMotorBrake {
    MPIMotorBrakeMode    mode;
    float                applyDelay;
    float                releaseDelay;
} MPIMotorBrake;
```

Description

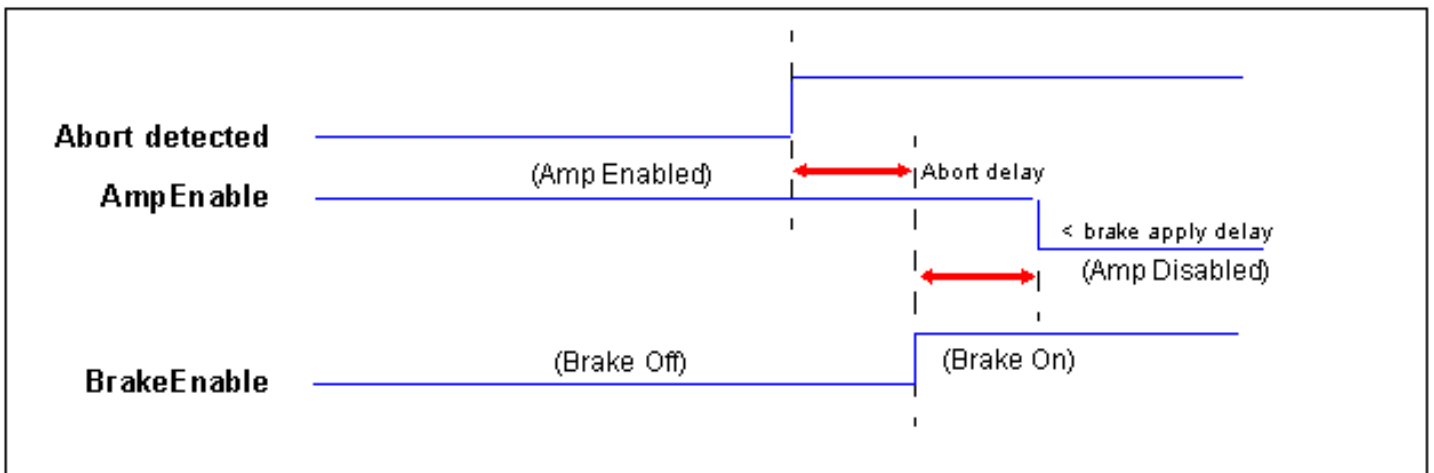
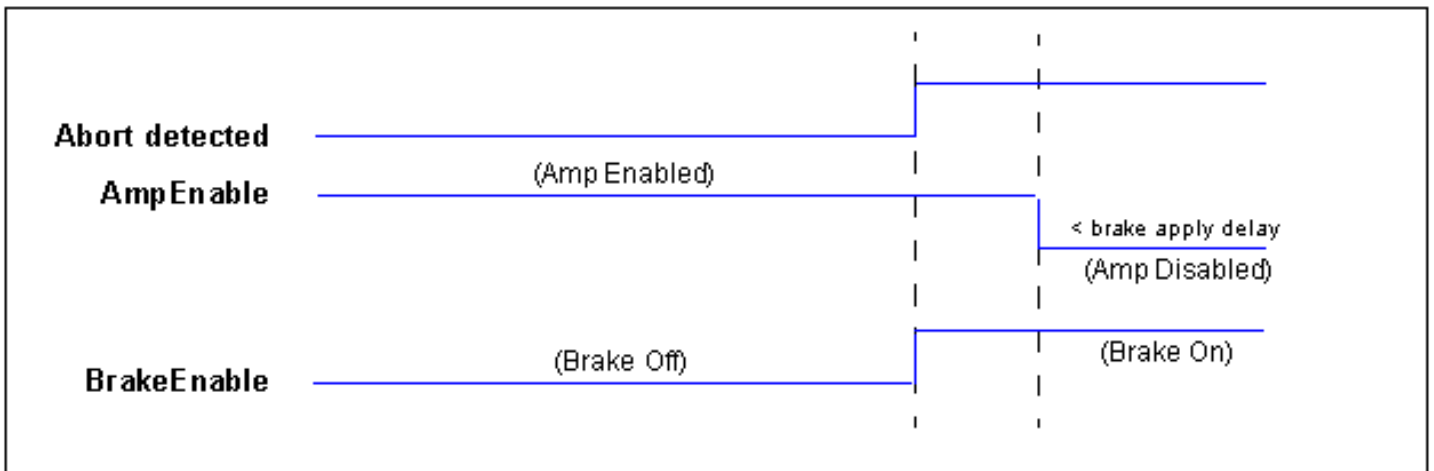
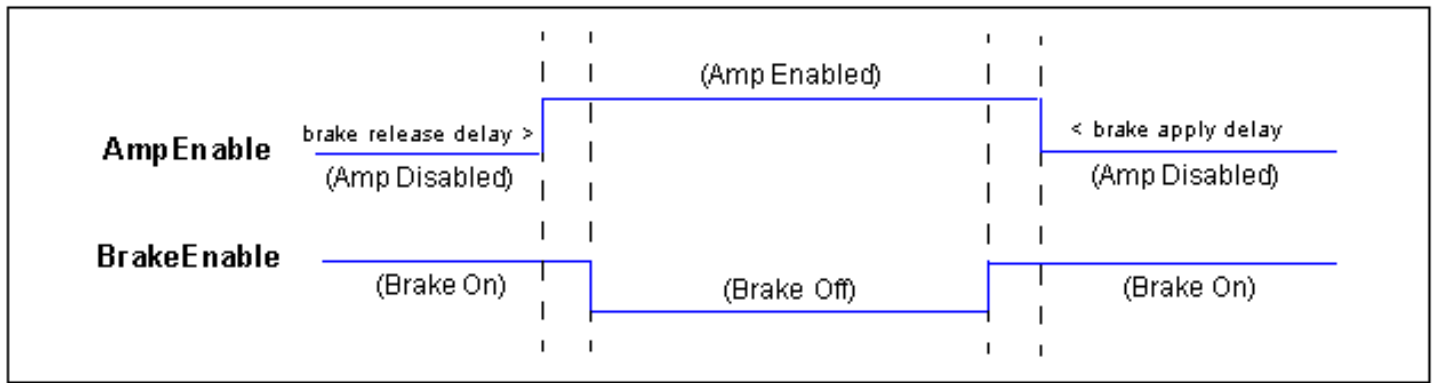
MPIMotorBrake specifies the configuration for a motor's dedicated brake logic. Each motor object has a dedicated brake output. The controller enables/disables the brake depending on the amp enable state and the brake configuration. When the amp enable is disabled, the brake is set to an active state. When the amp enable is enabled, the brake is set to an inactive state.

mode	An enumerated brake mode. See MPIMotorBrakeMode .
applyDelay	The time between when the brake is active and the amp enable is disabled. The units are in seconds.
releaseDelay	The time between when the amp enable is enabled and the brake is inactive. The units are in seconds.

See the diagrams below for the brake logic details:



Case 1. Amp On/Off with NO Brake



See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#) | [MPIMotorConfig](#) | [MPIMotorDedicatedOut](#)

MPIMotorBrakeMode

Definition

```
typedef enum{  
    MPIMotorBrakeModeNONE,  
    MPIMotorBrakeModeDELAY,  
} MPIMotorBrakeMode;
```

Description

MPIMotorBrakeMode is an enumeration of modes for the dedicated brake signal.

MPIMotorBrakeModeNONE	Brake feature is disabled.
MPIMotorBrakeModeDELAY	Brake is enabled/disabled with specified delays.

See Also

[MPIMotorBrake](#) | [MPIMotorConfig](#)

MPIMotorConfig / MEIMotorConfig

Definition: MPIMotorConfig

```
typedef struct MPIMotorConfig {
    MPIMotorType      type;

    /* Event configuration, ordered by MPIEventType */
    MPIMotorEventConfig  event[MPIEventTypeMOTOR_LAST];

    float            abortDelay;
    float            enableDelay;
    MPIMotorBrake     brake;

    MPIObjectMap      filterMap;
} MPIMotorConfig;
```

Description

event	Structure to configure various Motor Events. See MPIMotorEventConfig description.
abortDelay	Sets time value, in seconds, to delay Abort action after Event has occurred.
enableDelay	Sets time value, in seconds, to delay Enabling of the amplifier after commanded.
brake	Configures the dedicated brake logic. See MPIMotorBrake .
filterMap	Get/Set a map of Filter Objects to which the Motor is mapped. Default mapping is Filter 0 to Motor 0, Filter 1 to Motor 1, etc. See also MPIObjectMap description in Object section.

Definition: MEIMotorConfig

```

typedef struct MEIMotorConfig {
    MEIMotorEncoder      Encoder[MEIXmpMotorEncoders];
    MEIMotorStatusOutput StatusOutput;

    MEIMotorIoConfig     Io[MEIMotorIoConfigIndexLAST];

    MEIMotorFaultConfig  faultConfig;

    MEIMotorStepper      Stepper;
    MEIMotorDacConfig    Dac;

    MEIXmpCommutationBlock Commutation;
                        /* read-only from field Theta to end */

    MEIXmpLimitData        Limit[MEIXmpLimitLAST];

    MPIAction             nodeFailureAction;
    MPIAction             userFaultAction;
                        /* see MEISqNodeConfigUserFault{} structure */
    MEIMotorDisableAction disableAction;
} MEIMotorConfig;

```

Description

Encoder	Structure to configure Motor Encoder type and parameters
StatusOutput	A structure to configure a motor's digital outputs to monitor axis status bits. Requires custom firmware.
Io	An array of motor I/O configuration structures.
faultConfig	A structure to configure a motor's fault bits. Support for motor fault bits is node/drive specific.
Stepper	Structure to configure Motor Stepper parameters. See MEIMotorStepper description.
Dac	Structure that includes Command and Auxiliary DAC configuration for each motor. See MEIMotorDacConfig description.
Commutation	A structure to configure controller sinusoidal commutation. This structure is controller specific. Please see the Sinusoidal Commutation Application Note for more details.
limit	Structure used to configure custom motor limits and events.
nodeFailureAction	Action applied to the motor when a Node failure occurs.
userFaultAction	Action applied to the motor when a User Fault occurs.

disableAction

Used to configure the controller to set the command position equal to the actual position while the motor is disabled.

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

MEIMotorDacConfig

Definition

```
typedef struct MEIMotorDacConfig {  
    MEIXmpDACPhase      Phase;  
    MEIMotorDacChannelConfig Cmd;  
    MEIMotorDacChannelConfig Aux;  
} MEIMotorDacConfig;
```

Description

MEIMotorDacConfig is a structure that includes Command and Auxiliary DAC configuration for each motor.

See Also

[meiMotorDacConfigGet](#) | [meiMotorDacConfigSet](#)

MEIMotorDacChannelConfig

Definition

```
typedef struct MEIMotorDacChannelConfig {
    float          Offset; /* volts */
    float          Scale;
    MEIXmpDACInputType  InputType;
    MEIXmpGenericValue *Input;
} MEIMotorDacChannelConfig;
```

Description

MEIMotorDacChannelConfig is a structure used to configure the DAC settings.

Offset	Set DAC Offset value. Valid values range from -10 Volts to +10 Volts.
Scale	Multiplier for the Dac channel. Default value is 1.0.
InputType	An enumerated value to define whether the Dac channel input is a float or a long. The input type is reserved for special or custom configurations.
Input	A pointer to a MEIXmpGenericValue, which is a union of a long and float value. The input pointer is reserved for special or custom configurations.

See Also

MEIMotorDacChannelStatus

Definition

```
typedef struct MEIMotorDacChannelStatus {  
    float      level; /* volts */  
} MEIMotorDacChannelStatus;
```

Description

MEIMotorDacChannelConfig is a structure used to configure the DAC settings.

level	<i>level</i> reflects the DAC output value. Valid values range from -10 Volts to +10 Volts.
--------------	---

See Also

MEIMotorDacStatus

Definition

```
typedef struct MEIMotorDacStatus {  
    MEIMotorDacChannelStatus    cmd;  
    MEIMotorDacChannelStatus    aux;  
} MEIMotorDacStatus;
```

Description

MEIMotorDacStatus is a structure that returns the Status for both Command and Auxiliary DACs. It is used to read the ***cmd*** and ***aux*** DAC level (in volts) from the controller.

See Also

MPIMotorDedicatedIn

Definition

```
typedef enum {
    MPIMotorDedicatedInAMP_FAULT          = MEIXmpMotorDedicatedFlagsMaskAMP_FAULT, /*
bit 0 */
    MPIMotorDedicatedInBRAKE_APPLIED      = MEIXmpMotorDedicatedFlagsMaskBRAKE_ON, /*
bit 1 */
    MPIMotorDedicatedInHOME                = MEIXmpMotorDedicatedFlagsMaskHOME, /*
bit 2 */
    MPIMotorDedicatedInLIMIT_HW_POS       = MEIXmpMotorDedicatedFlagsMaskPOS_LIMIT, /*
bit 3 */
    MPIMotorDedicatedInLIMIT_HW_NEG       = MEIXmpMotorDedicatedFlagsMaskNEG_LIMIT, /*
bit 4 */
    MPIMotorDedicatedInINDEX_PRIMARY      = MEIXmpMotorDedicatedFlagsMaskENC_INDEX0, /*
bit 5 */
    MPIMotorDedicatedInFEEDBACK_FAULT     = MEIXmpMotorDedicatedFlagsMaskENC_FAULT, /*
bit 6 */
    MPIMotorDedicatedInCAPTURED           = MEIXmpMotorDedicatedFlagsMaskCAPTURED, /*
bit 7 */
    MPIMotorDedicatedInHALL_A              = MEIXmpMotorDedicatedFlagsMaskHALL_A, /*
bit 8 */
    MPIMotorDedicatedInHALL_B              = MEIXmpMotorDedicatedFlagsMaskHALL_B, /*
bit 9 */
    MPIMotorDedicatedInHALL_C              = MEIXmpMotorDedicatedFlagsMaskHALL_C, /*
bit 10 */
    MPIMotorDedicatedInAMP_ACTIVE          = MEIXmpMotorDedicatedFlagsMaskAMP_ACTIVE, /*
bit 11 */
    MPIMotorDedicatedInINDEX_SECONDARY    = MEIXmpMotorDedicatedFlagsMaskENC_INDEX1, /*
bit 12 */
    MPIMotorDedicatedInWARNING             = MEIXmpMotorDedicatedFlagsMaskWARNING, /*
bit 13 */
    MPIMotorDedicatedInDRIVE_STATUS_9     = MEIXmpMotorDedicatedFlagsMaskDRIVE_STATUS9, /*
bit 14 */
    MPIMotorDedicatedInDRIVE_STATUS_10    = MEIXmpMotorDedicatedFlagsMaskDRIVE_STATUS10, /*
bit 15 */
} MPIMotorDedicatedIn;
```

Change History: Added in the 03.02.00

Description

MPIMotorDedicatedIn is an enumeration of bit masks for the motor's dedicated inputs. The support for dedicated inputs is node/drive specific. See the node/drive manufacturer's documentation for details.

MPIMotorDedicatedInAMP_FAULT	Generated by the masked motor fault bits. Active when one or more masked motor faults bits are active. See MEIMotorFaultConfig .
MPIMotorDedicatedInBRAKE_APPLIED	Mechanical brake state.
MPIMotorDedicatedInHOME	Position calibration sensor.
MPIMotorDedicatedInLIMIT_HW_POS	Hardware limit for the positive direction.
MPIMotorDedicatedInLIMIT_HW_NEG	Hardware limit for the negative direction.
MPIMotorDedicatedInINDEX_PRIMARY	Primary encoder index input signal.
MPIMotorDedicatedInFEEDBACK_FAULT	Position feedback status. TRUE when position feedback fails, FALSE when operating properly.
MPIMotorDedicatedInCAPTURED	Currently not supported.
MPIMotorDedicatedInHALL_A	Reflects the state of Hall Sensor A
MPIMotorDedicatedInHALL_B	Reflects the state of Hall Sensor B
MPIMotorDedicatedInHALL_C	Reflects the state of Hall Sensor C
MPIMotorDedicatedInAMP_ACTIVE	A bit set by the drive that indicates the amplifier's state. 1 = Amplifier is closing the current loop and the motor winding are energized. 0 = Amplifier is not closing the current loop and the motor windings are not energized. Support for this bit varies depending on the drive type.
MPIMotorDedicatedInINDEX_SECONDARY	Secondary encoder index input signal.
MPIMotorDedicatedInWARNING	Drive warning state. 1 = drive warning status bit is active and warning message is available 0 = drive warning status bit is not active. Support for this bit varies depending on the drive type.
MPIMotorDedicatedInDRIVE_STATUS_9	State of bit 9 in the SynqNet drive specific status register.
MPIMotorDedicatedInDRIVE_STATUS_10	State of bit 10 in the SynqNet drive specific status register.

See Also

[MPIMotorDedicatedOut](#)

MPIMotorDedicatedOut

Definition

```
typedef enum {
    MPIMotorDedicatedOutAMP_ENABLE      = MEIXmpMotorDedicatedFlagsMaskAMP_ENABLE,
    /* bit 0 */
    MPIMotorDedicatedOutBRAKE_RELEASE  = MEIXmpMotorDedicatedFlagsMaskBRAKE_RELEASE,
    /* bit 1 */
} MEIMotorDedicatedOut;
```

Change History: Added in the 03.02.00

Description

MPIMotorDedicatedOut is an enumeration of bit masks for the motor's dedicated outputs. The support for dedicated outputs is node/drive specific. See the node/drive manufacturer's documentation for details.

MPIMotorDedicatedOutAMP_ENABLE	Enable/disable drive or amplifier. Drive is enabled when TRUE, disabled when FALSE.
MPIMotorDedicatedOutBRAKE_RELEASE	Enable/disable mechanical brake. Brake is released (motor shaft is free) when TRUE, engaged when FALSE.

See Also

[MPIMotorDedicatedIn](#)

MEIMotorDisableAction

Definition

```
typedef enum MEIMotorDisableAction {
    MEIMotorDisableActionNONE,
    MEIMotorDisableActionCMD_EQ_ACT,
} MEIMotorDisableAction;
```

Description

MEIMotorDisableAction is an enumeration of controller actions to be applied when the Amp Enable is disabled. This feature can be configured by calling `mpiMotorConfigSet(...)` with the `disableAction` element in the `MEIMotorConfig` structure set to one of the values defined in the `MEIMotorDisableAction` enumeration.

The default configuration is `MEIMotorDisableActionCMD_EQ_ACT`. This configuration applies some safety features which eliminate motor jumps when the Amp Enable is enabled. This is the recommended configuration for all servo motor types.

The `CMD_EQ_ACT` action does not operate with stepper motors. If the motor type is a stepper, make sure to set the disable action to `NONE`. The pulse output is based on the command position, so if the controller sets the command position equal to the actual position during motion, it will cause very unusual motion profiles.

MEIMotorDisableActionNONE	No action. When the Amp Enable is disabled (or enabled), the controller continues to calculate and apply the torque demand output value.
MEIMotorDisableActionCMD_EQ_ACT	Command position equals actual position action (default). When the Amp Enable is disabled, the controller will: 1) Disable the servo loop output (except for the offset). 2) Set the command position equal to the actual position every sample. 3) Clear the integrator error. When the Amp Enable is enabled, the controller will operate the servo loop normally.

See Also

[mpiMotorConfigSet](#) | [MEIMotorConfig](#) | [MEIMotorDisableAction](#)

MPIMotorEncoder / MEIMotorEncoder

Definition: MPIMotorEncoder

```
typedef enum {
    MPIMotorEncoderPRIMARY,
    MPIMotorEncoderSECONDARY,
} MPIMotorEncoder;
```

Description

MPIMotorEncoder is an enumeration of encoder feedback inputs for a motor.

MPIMotorEncoderPRIMARY	The first encoder feedback for a motor.
MPIMotorEncoderSECONDARY	The second encoder feedback for a motor.

Definition: MEIMotorEncoder

```
typedef struct MEIMotorEncoder {
    MEIMotorEncoderType    type;
    long                   encoderPhase;
                           /* 0 => normal, else reversed */
    long                   filterDisable;
                           /* 0 => quad filter enabled,
                           else not enabled */
    long                   countsPerRev;
    MEIMotorEncoderRatio    ratio;
    MEIMotorEncoderReverseModulo reverseModulo;
} MEIMotorEncoder;
```

Description

MEIMotorEncoder is an enumeration of encoder feedback inputs for a motor.

type [†]	The type of feedback being used by the motor.
encoderPhase [†]	Controls the direction of the encoder counts (only applicable with quadrature encoder feedback).
filterDisable [†]	Enables/Disables the use of filters on the encoder signal.
countsPerRev	The number of encoder counts per one revolution of the motor's shaft.
ratio	Custom firmware required. Encoder feedback ratio for scaling.
reverseModulo	Custom firmware required. Reverse modulo value for the encoder to handle rollover.

[†] - If you attempt to change this value and hardware is not connected, an error message will be returned.

See Also

[Error Limit and Limit Switch Errors](#) | [mpiMotorCreate](#)

MPIMotorEncoderFault

Definition

```
typedef enum {
    MPIMotorEncoderFaultPRIMARY,
    MPIMotorEncoderFaultSECONDARY,
    MPIMotorEncoderFaultPRIMARY_OR_SECONDARY,
} MPIMotorEncoderFault;
```

Description

MPIMotorEncoderFault is an enumeration of encoder fault sources for motor encoder fault events. Each motor object supports a primary and secondary encoder. The hardware may or may not support a secondary encoder.

MPIMotorEncoderFaultPRIMARY	Sets the Motor Event (Encoder Fault) to trigger from the primary encoder.
MPIMotorEncoderFaultSECONDARY	Sets the Motor Event (Encoder Fault) to trigger from the secondary encoder.
MPIMotorEncoderFaultPRIMARY_OR_SECONDARY	Sets the Motor Event (Encoder Fault) to trigger from either the primary or secondary encoder.

See Also

[MPIMotorEventConfig](#) | [MPIMotorEventTrigger](#)

MPIMotorEncoderFaultMask

Definition

```
typedef enum {
    MPIMotorEncoderFaultMaskNONE,
    MPIMotorEncoderFaultMaskBW_DET,
    MPIMotorEncoderFaultMaskILL_DET,
    MPIMotorEncoderFaultMaskABS_ERR,
    MPIMotorEncoderFaultMaskALL
} MPIMotorEncoderFaultMask;
```

Description

MPIMotorEncoderFaultMask is an enumeration to mask bits from MPIMotorEncoderFault register.

MPIMotorEncoderFaultMaskBW_DET	Mask for Broken Wire detection
MPIMotorEncoderFaultMaskILL_DET	Mask for Illegal State detection
MPIMotorEncoderFaultMaskABS_ERR	Mask for Absolute Encoder Error

See Also

MEIMotorEncoderRatio

Definition

```
typedef struct MEIMotorEncoderRatio {  
    long    A;    /* denominator */  
    long    B;    /* numerator */  
} MEIMotorEncoderRatio;
```

Description

MEIMotorEncoderRatio is used to set the Encoder ratio. Ratio is programmed into the firmware via a denominator (A) and a numerator (B). $B/A = \text{ratio}$.

NOTE: Custom Firmware is required to support this data type.

A	the denominator.
B	the numerator.

See Also

MEIMotorEncoderReverseModulo

Definition

```
typedef struct MEIMotorEncoderReverseModulo {
    long    *Ptr;    /* XMP Address */
    long    Rollover;
} MEIMotorEncoderReverseModulo;
```

Description

MEIMotorEncoderReverseModulo is used to program the firmware to calculate a 32-bit encoder position based off of the data that is pointed to by ***Ptr**. Each sample, the firmware calculates a delta from the data that is pointed to by ***Ptr** and the **Rollover** value. This delta is added to a 32-bit counter to create a 32-bit position.

NOTE: Custom Firmware is required to support this data type.

*Ptr	a pointer to the XMP address.
Rollover	the value is the resolution of the incoming data pointed to by *Ptr.

See Also

MEIMotorEncoderType

Definition

```
typedef enum MEIMotorEncoderType{
    MEIMotorEncoderTypeQUAD_AB,
    MEIMotorEncoderTypeDRIVE,
    MEIMotorEncoderTypeSSI,
} MEIMotorEncoderType;
```

Description

MEIMotorEncoderType is the type of encoder being used for feedback. The encoder type is drive specific. Therefore, an appropriate default value should be set by the MPI.

MEIMotorEncoderTypeQUAD_AB	Quadrature encoder feedback.
MEIMotorEncoderTypeDRIVE	Drive memory interface feedback. This includes all feedback types supported by the drive.
MEIMotorEncoderTypeSSI	Synchronous Serial Interface (SSI) absolute encoder feedback.

See Also

MPIMotorEventConfig / MEIMotorEventConfig

Definition: MPIMotorEventConfig

```
typedef struct MPIMotorEventConfig {
    MPIAction          action;
    MPIMotorEventTrigger trigger;
    long              direction; /* boolean */
    float             duration;  /* seconds */
} MPIMotorEventConfig;
```

Description

MPIMotorEventConfig is a structure used to configure Motor Events.

direction	Only used for Hardware and Software limits. Setting <i>direction</i> to TRUE requires the direction of motion to be in direction of the Limit to trigger the event. If <i>direction</i> is set to FALSE, a limit event can be generated regardless of the direction of motion.
duration	time that Limit (e.g. Home, Pos. and Neg. Limits, User Limit) must be asserted before Event is generated. Value in seconds. NOTE: The duration parameter for the home limit should be zero for standard configurations. A non-zero value will result in the home limit being missed.

Definition: MEIMotorEventConfig

```
typedef MEIXmpLimitData MEIMotorEventConfig;

typedef struct {
    MEIXmpLimitCondition    Condition[MEIXmpLimitConditions];
    MEIXmpStatus            Status;
    MEIXmpLogic             Logic;
    MEIXmpLimitOutput       Output;
    long                    Count;
    long                    State;
} MEIXmpLimitData;
```

Description

MEIMotorEventConfig is an enumeration of encoder feedback inputs for a motor.

condition	is a structure that configures the conditional statements evaluated to generate a Limit Event. Each limit may have up to two conditions (MEIXmpLimitConditions = 2). This structure is described in further detail in App Note 215 .
status	an enum that defines what actions the XMP will take when a user limit evaluates TRUE. Always set Status to at least MEIXmpStatusLIMIT to notify the motor object that a limit has occurred. Valid Status values are listed in the Values of Status table below.
logic	an enum that sets the logic applied between the two condition block outputs, Condition[0] and Condition[1]. Valid Logic values are listed in the Values of Logic table below.
output	is a structure that allows specific action to be taken when the Limit Event is generated. In addition to generating a Motion Action, a Limit can write to any other valid XMP Firmware register defined in the *OutputPtr with value described by AndMask and OrMask. This structure is described in further detail in App Note 215 .
count	For internal use only. The MPI method, mpiMotorEventConfigSet(...) will not write these values.
state	For internal use only. The MPI method, mpiMotorEventConfigSet(...) will not write these values.

Values of Status	Action to be taken
MEIXmpStatusLIMIT	None
MEIXmpStatusLIMIT MEIXmpStatusPAUSE	Axes attached to the motor will be Paused
MEIXmpStatusLIMIT MEIXmpStatusSTOP	Axes attached to the motor will be Stopped
MEIXmpStatusLIMIT MEIXmpStatusABORT	Axes attached to the motor will be Aborted
MEIXmpStatusLIMIT MEIXmpStatusESTOP	Axes attached to the motor will be E-Stopped
MEIXmpStatusLIMIT MEIXmpStatusESTOP_ABORT	Axes attached to the motor will be E-Stopped and Aborted

Values of Logic	Evaluates	Motor object notified that a limit has occurred if...
MEIXmpLogicNEVER	Nothing	No event is generated
MEIXmpLogicSINGLE	Condition[0]	Condition[0] == TRUE
MEIXmpLogicOR	Condition[0], Condition[1]	(Condition[0] Condition[1]) == TRUE
MEIXmpLogicAND	Condition[0], Condition[1]	(Condition[0] && Condition[1]) == TRUE
other MEIXmpLogic enums	For internal use only.	

See Also

[MPIMotorEventConfig and Motor Limit Configuration](#) |
 See [App Note 215](#) for a more in-depth breakdown of this structure. |
[mpiMotorEventConfigGet](#) | [mpiMotorEventConfigSet](#) | [MPIEncoderFault](#) |
[Error Limit and Limit Switch Errors](#)

MPIMotorEventTrigger

Definition

```
typedef union {
    long          polarity; /* 0 => active low, else active high */
    long          position; /* MPIEventTypeLIMIT_SW_[POS|NEG] */
    float         error;    /* MPIEventTypeLIMIT_ERROR */
    MPIMotorEncoderFault encoder; /* MPIEventTypeENCODER_FAULT */
} MPIMotorEventTrigger;
```

Description

polarity	Configures the polarity for the motor event trigger. If polarity = 0 (FALSE), the event will trigger on an active low signal. If polarity = 1 (TRUE), the event will trigger on an active high signal.
position	Configures the positive and negative software position limits. The controller monitors the actual position and compares it to the positive and negative software position limits. If the positive limit is exceeded the controller will generate a MPIEventTypeLIMIT_SW_POS event. If the negative limit is exceeded the controller will generate a MPIEventTypeLIMIT_SW_NEG event.
error	Configures the position error limit. The controller calculates the position error each sample period: (command position - actual position) = position error. If the position error exceeds the range of the specified error limit, the controller will generate a MPIEventTypeLIMIT_ERROR.
encoder	Configures the controller to monitor the primary or secondary for faults. The encoder should be set to one of the values defined by the MPIMotorEncoderFault{...} enumeration. When configured, if the primary, secondary, or either encoder generates a fault, the controller will generate the MPIEventTypeENCODER_FAULT.

See Also

[MPIMotorEventConfig](#) | [MPIMotorEncoderFault](#) | [MPIEventType](#) | [MEIEventType](#) | [Error Limit and Limit Switch Errors](#)

MEIMotorFaultBit

Definition

```
typedef enum MEIMotorFaultBit {
    MEIMotorFaultBitINVALID,
    MEIMotorFaultBitAMP_FAULT,
    MEIMotorFaultBitDRIVE_FAULT,
    MEIMotorFaultBitWATCHDOG_FAULT,
    MEIMotorFaultBitCHECKSUM_ERROR,
    MEIMotorFaultBitFEEDBACK_FAULT,
    MEIMotorFaultBitAMP_NOT_POWERED,
    MEIMotorFaultBitDRIVE_NOT_READY,
    MEIMotorFaultBitFEEDBACK_FAULT_SECONDARY,
} MEIMotorFaultBit;
```

Description

MEIMotorFaultBit is an enumeration of motor fault bits for the SynqNet node drive interface. The support for motor fault bits is node/drive specific. Please see the node\drive manufacturer's documentation for details.

MEIMotorFaultBitAMP_FAULT

External amp fault input pin. Indicates a fault condition in the amplifier.

Available on remote motion blocks.

MEIMotorFaultBitDRIVE_FAULT

Bit in the drive interface status register. Indicates a fault condition in the drive.

NOT available on remote motion blocks.

MEIMotorFaultBitWATCHDOG_FAULT

Bit in the drive interface status register. Indicates a drive failure due to a watchdog timeout. The node alternately sets/clears the watchdog each sample, the drive's processor then clears/sets the watchdog. If the drive's processor does not respond, the watchdog fault bit is set.

NOT available on remote motion blocks.

MEIMotorFaultBitCHECKSUM_ERROR

Bit in the drive interface status register. Indicates the data transfer (via serial or parallel memory interface) between the failed SynqNet node FPGA and drive with a checksum error.

NOT available on remote motion blocks.

MEIMotorFaultBitFEEDBACK_FAULT

Bit in the drive interface status register. Active when one or more of the feedback status bits is triggered. Indicates that the drive/motor position feedback system has failed.

Available on remote motion blocks.

MEIMotorFaultBitAMP_NOT_POWERED

Bit in the drive interface status register. The SynqNet drive amplifier power stage does not have sufficient voltage. The motor windings cannot be energized properly until this bit is clear.

NOT available on remote motion blocks.

MEIMotorFaultBitDRIVE_NOT_READY

Bit in the drive interface status register. The SynqNet drive is not ready to receive commands or servo motors. This fault indicates the drive has not completed its processor initialization or there is some other serious drive processor problem.

NOT available on remote motion blocks.

MEIMotorFaultBitFEEDBACK_FAULT_SECONDARY

Bit in the drive interface status register. Active when one or more of the secondary feedback status bits is triggered. Indicates that the drive/motor auxiliary position feedback system has failed.

Available on remote motion blocks.

See Also

[MEIMotorFaultMask](#) | [MEIMotorFaultConfig](#) | [meiMotorStatus](#)

MEIMotorFaultConfig

Definition

```
typedef struct MEIMotorFaultConfig {
    MEIMotorFaultMask    faultMask; /* sets the
                                   MEIMotorDedicatedInAMP_FAULT state */
} MEIMotorFaultConfig;
```

Description

MEIMotorFaultConfig specifies the motor fault bit configuration.

faultMask†	A mask of motor fault bits. The masked motor fault bits will be monitored by the controller's motor object. If any masked motor fault bit is active (TRUE), the motor's dedicated amp fault input (MEIMotorDedicatedInAMP_FAULT) is set active (TRUE). The support for motor fault bits is node/drive specific. During SynqNet network initialization, the SqNodeLib automatically configures the faultMask based on the node type. See the node/drive manufacturer's documentation for details.
-------------------	--

† - If you attempt to change this value and hardware is not connected, an error message will be returned.

See Also

[MEIMotorFaultBit](#) | [MEIMotorFaultMask](#) | [meiMotorStatus](#)

MEIMotorFaultMask

Definition

```
typedef enum MEIMotorFaultMask {
    MEIMotorFaultMaskAMP                = (1<< MEIMotorFaultBitAMP_FAULT),
    MEIMotorFaultMaskDRIVE               = (1<< MEIMotorFaultBitDRIVE_FAULT),
    MEIMotorFaultMaskWATCHDOG           = (1<< MEIMotorFaultBitWATCHDOG_FAULT),
    MEIMotorFaultMaskCHECKSUM           = (1<< MEIMotorFaultBitCHECKSUM_ERROR),
    MEIMotorFaultMaskFEEDBACK           = (1<< MEIMotorFaultBitFEEDBACK_FAULT),
    MEIMotorFaultMaskAMP_NOT_POWERED    = (1<< MEIMotorFaultBitAMP_NOT_POWERED),
    MEIMotorFaultMaskDRIVE_NOT_READY    = (1<< MEIMotorFaultBitDRIVE_NOT_READY),
    MEIMotorFaultMaskFEEDBACK_FAULT_SECONDARY = (1<<
MEIMotorFaultBitFEEDBACK_FAULT_SECONDARY),
} MEIMotorFaultMask;
```

Description

MEIMotorFaultMask is an enumeration of motor fault bit masks for the SynqNet node drive interface. The support for motor fault bits is node/drive specific. Please see the node\drive manufacturer's documentation for details.

MEIMotorFaultMaskAMP	External amp fault input pin. Indicates a fault condition in the amplifier. Available on remote motion blocks.
MEIMotorFaultMaskDRIVE	Bit in the drive interface status register. Indicates a fault condition in the drive. NOT available on remote motion blocks.
MEIMotorFaultMaskWATCHDOG	Bit in the drive interface status register. Indicates a drive failure due to a watchdog timeout. The node alternately sets/clears the watchdog each sample, the drive's processor then clears/sets the watchdog. If the drive's processor does not respond, the watchdog fault bit is set. NOT available on remote motion blocks.
MEIMotorFaultMaskCHECKSUM	Bit in the drive interface status register. Indicates the data transfer (via serial or parallel memory interface) between the failed SynqNet node FPGA and drive with a checksum error. NOT available on remote motion blocks.

MEIMotorFaultMaskFEEDBACK	Bit in the drive interface status register. Active when one or more of the feedback status bits is triggered. Indicates that the drive/motor position feedback system has failed. Available on remote motion blocks.
MEIMotorFaultMaskAMP_NOT_POWERED	Bit in the drive interface status register. The SynqNet drive amplifier power stage does not have sufficient voltage. The motor windings cannot be energized properly until this bit is clear. NOT available on remote motion blocks.
MEIMotorFaultMaskDRIVE_NOT_READY	Bit in the drive interface status register. The SynqNet drive is not ready to receive commands or servo motors. This fault indicates the drive has not completed its processor initialization or there is some other serious drive processor problem. NOT available on remote motion blocks.
MEIMotorFaultMaskFEEDBACK_FAULT_SECONDARY	Bit in the drive interface status register. Active when one or more of the secondary feedback status bits is triggered. Indicates that the drive/motor auxiliary position feedback system has failed. Available on remote motion blocks.

See Also

[MEIMotorFaultBit](#) | [MEIMotorFaultConfig](#) | [meiMotorStatus](#)

MPIMotorFeedback

Definition

```
typedef    double    MPIMotorFeedback[MPIMotorEncoderLAST];
```

Description

MPIMotorFeedback is an array of doubles used to store motor feedback (both primary and secondary).

See Also

[MPIMotorEncoder](#) | [mpiMotorFeedback](#)

MPIMotorGeneralIo

Definition

```
typedef enum MPIMotorGeneralIo {  
    MPIMotorGeneralIo0,  
    MPIMotorGeneralIo1,  
    MPIMotorGeneralIo2,  
    MPIMotorGeneralIo3,  
    MPIMotorGeneralIo4,  
    MPIMotorGeneralIo5,  
    MPIMotorGeneralIo6,  
    MPIMotorGeneralIo7,  
    MPIMotorGeneralIo8,  
    MPIMotorGeneralIo9,  
    MPIMotorGeneralIo10,  
    MPIMotorGeneralIo11,  
    MPIMotorGeneralIo12,  
    MPIMotorGeneralIo13,  
    MPIMotorGeneralIo14,  
    MPIMotorGeneralIo15,  
} MPIMotorGeneralIo;
```

Change History: Added in the 03.02.00

Description

MPIMotorGeneralIo enumeration gives labels for each of the general purpose outputs that a motor can support.

MPIMotorGeneralIo0	General I/O bit 0.
MPIMotorGeneralIo1	General I/O bit 1.
MPIMotorGeneralIo2	General I/O bit 2.
MPIMotorGeneralIo3	General I/O bit 3.
MPIMotorGeneralIo4	General I/O bit 4.
MPIMotorGeneralIo5	General I/O bit 5.
MPIMotorGeneralIo6	General I/O bit 6.
MPIMotorGeneralIo7	General I/O bit 7.
MPIMotorGeneralIo8	General I/O bit 8.

MPIMotorGeneralIo9	General I/O bit 9.
MPIMotorGeneralIo10	General I/O bit 10.
MPIMotorGeneralIo11	General I/O bit 11.
MPIMotorGeneralIo12	General I/O bit 12.
MPIMotorGeneralIo13	General I/O bit 13.
MPIMotorGeneralIo14	General I/O bit 14.
MPIMotorGeneralIo15	General I/O bit 15.

See Also

Please see [General Purpose I/O](#)

MEIMotorInfo

Definition

```
typedef struct MEIMotorInfo {
    MEIMotorInfoNodeType    nodeType;
    struct {
        long    networkNumber;
        long    nodeNumber;
        long    driveIndex;
    } sqNode;

    long    captureCount;
    long    encoderCount;
    long    probeCount;

    MEIMotorInfoDedicatedIn    dedicatedIn[MPIMotorDedicatedInLAST];
    MEIMotorInfoDedicatedOut    dedicatedOut[MPIMotorDedicatedOutLAST];
    MEIMotorInfoGeneralIo    generalIo[MPIMotorGeneralIoLAST];
} MEIMotorInfo;
```

Change History: Modified in the 03.02.00

Description

MEIMotorInfo structure contains static data determined during network initialization. It identifies the network, node, and drive interface associated with the motor object.

nodeType	Identifies the type of node. See MEIMotorInfoNodeType .
networkNumber	An index to the SynqNet network (0, 1, 2 etc.).
nodeNumber	An index to the node (0, 1, 2, etc.).
driveIndex	An index to the drive interface (0, 1, 2, etc.).
captureCount	Counts the number of captures for the motor.
encoderCount	Counts the number of encoders for the motor.
probeCount	Counts the number of hardware Probe engines for the motor.
dedicatedIn	Details about the dedicated inputs.
dedicatedOut	Details about the dedicated outputs.
generalIo	Details about the general purpose I/O.

See Also

[meiMotorInfo](#)

MEIMotorInfoDedicatedIn

Definition

```
typedef struct MEIMotorInfoDedicatedIn {  
    long supported;  
} MEIMotorInfoDedicatedIn;
```

Change History: Added in the 03.02.00

Description

supported	0 = This dedicated input is NOT supported by the hardware. 1 = This dedicated input is supported by the hardware.
------------------	--

See Also

MEIMotorInfoDedicatedOut

Definition

```
typedef struct MEIMotorInfoDedicatedOut {
    long    supported;
} MEIMotorInfoDedicatedOut;
```

Change History: Added in the 03.02.00

Description

supported	0 = This dedicated output is NOT supported by the hardware.
	1 = This dedicated output is supported by the hardware.

See Also

MEIMotorInfoNodeType

Definition

```
typedef enum MEIMotorInfoNodeType {  
    MEIMotorInfoNodeTypeNONE,  
    MEIMotorInfoNodeTypeSQNODE,  
} MEIMotorInfoNodeType;
```

Description

MEIMotorInfoNodeType is an enumeration of node types. It specifies the node type associated with the motor.

MEIMotorInfoNodeTypeNONE	Not a network node. The node is local to the controller.
MEIMotorInfoNodeTypeSQNODE	A SynqNet node type.

See Also

[MEIMotorInfo](#)

MEIMotorIoConfig

Definition

```
typedef struct MEIMotorIoConfig {  
    MEIMotorIoType      Type;  
} MEIMotorIoConfig;
```

Description

MEIMotorIoConfig specifies the configuration for the motor's digital I/O.

Type
The I/O bit function. See MEIMotorIoType . If you attempt to change this value and hardware is not connected, an error message will be returned.

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

MEIMotorIoConfigIndex

Definition

```
typedef enum MEIMotorIoConfigIndex {  
    MEIMotorIoConfigIndex0,  
    MEIMotorIoConfigIndex1,  
    MEIMotorIoConfigIndex2,  
    MEIMotorIoConfigIndex3,  
    MEIMotorIoConfigIndex4,  
    MEIMotorIoConfigIndex5,  
    MEIMotorIoConfigIndex6,  
    MEIMotorIoConfigIndex7,  
    MEIMotorIoConfigIndex8,  
    MEIMotorIoConfigIndex9,  
    MEIMotorIoConfigIndex10,  
    MEIMotorIoConfigIndex11,  
    MEIMotorIoConfigIndex12,  
    MEIMotorIoConfigIndex13,  
    MEIMotorIoConfigIndex14,  
    MEIMotorIoConfigIndex15,  
} MEIMotorIoConfigIndex;
```

Description

MEIMotorIoConfigIndex is an enumeration of configurable motor I/O, indexed by a number.

MEIMotorIoConfigIndex0	motor I/O number 0
MEIMotorIoConfigIndex1	motor I/O number 1
MEIMotorIoConfigIndex2	motor I/O number 2
MEIMotorIoConfigIndex3	motor I/O number 3
MEIMotorIoConfigIndex4	motor I/O number 4
MEIMotorIoConfigIndex5	motor I/O number 5
MEIMotorIoConfigIndex6	motor I/O number 6
MEIMotorIoConfigIndex7	motor I/O number 7
MEIMotorIoConfigIndex8	motor I/O number 8
MEIMotorIoConfigIndex9	motor I/O number 9

MEIMotorIoConfigIndex10	motor I/O number 10
MEIMotorIoConfigIndex11	motor I/O number 11
MEIMotorIoConfigIndex12	motor I/O number 12
MEIMotorIoConfigIndex13	motor I/O number 13
MEIMotorIoConfigIndex14	motor I/O number 14
MEIMotorIoConfigIndex15	motor I/O number 15

See Also

[MEIMotorIoConfig](#)

MEIMotorIoType

Definition

```
typedef enum MEIMotorIoType {
    MEIMotorIoTypeOUTPUT,

    MEIMotorIoTypePULSE_A,
    MEIMotorIoTypePULSE_B,
    MEIMotorIoTypeCOMPARE_0,
    MEIMotorIoTypeCOMPARE_1,
    MEIMotorIoTypeBRAKE,
    MEIMotorIoTypeSOURCE6,
    MEIMotorIoTypeSSI_CLOCK0,
    MEIMotorIoTypeSSI_CLOCK1,

    MEIMotorIoTypeSOURCE9,
    MEIMotorIoTypeSOURCE10,
    MEIMotorIoTypeSOURCE11,
    MEIMotorIoTypeSOURCE12,
    MEIMotorIoTypeSOURCE13,
    MEIMotorIoTypeSOURCE14,
    MEIMotorIoTypeSOURCE15,

    MEIMotorIoTypeINPUT,

    MEIMotorIoTypeLAST,
    MEIMotorIoTypeFIRST = MEIMotorIoTypeINVALID+1,

    MEIMotorIoTypeSOURCE1 = MEIMotorIoTypePULSE_A,
    MEIMotorIoTypeSOURCE2 = MEIMotorIoTypePULSE_B,
    MEIMotorIoTypeSOURCE3 = MEIMotorIoTypeCOMPARE_0,
    MEIMotorIoTypeSOURCE4 = MEIMotorIoTypeCOMPARE_1,
    MEIMotorIoTypeSOURCE5 = MEIMotorIoTypeBRAKE,
    MEIMotorIoTypeSOURCE7 = MEIMotorIoTypeSSI_CLOCK0,
    MEIMotorIoTypeSOURCE8 = MEIMotorIoTypeSSI_CLOCK1,
} MEIMotorIoType;
```

Change History: Modified in the 03.02.00

Description

MEIMotorIoType is an enumeration of motor I/O functions. A SynqNet node's motor I/O may support one or more features depending on the node hardware and FPGA. MotorIoType contains the generic enumerations for all nodes. For the node specific enumerations, please see the individual SqNode modules for details.

MEIMotorIoTypeOUTPUT	discrete digital output
MEIMotorIoTypeSOURCE1	motor I/O source number 1 for node-specific feature.
MEIMotorIoTypeSOURCE2	motor I/O source number 2 for node-specific feature.
MEIMotorIoTypeSOURCE3	motor I/O source number 3 for node-specific feature.
MEIMotorIoTypeSOURCE4	motor I/O source number 4 for node-specific feature.
MEIMotorIoTypeSOURCE5	motor I/O source number 5 for node-specific feature.
MEIMotorIoTypeSOURCE6	motor I/O source number 6 for node-specific feature.
MEIMotorIoTypeSOURCE7	motor I/O source number 7 for node-specific feature.
MEIMotorIoTypeSOURCE8	motor I/O source number 8 for node-specific feature.
MEIMotorIoTypeSOURCE9	motor I/O source number 9 for node-specific feature.
MEIMotorIoTypeSOURCE10	motor I/O source number 10 for node-specific feature.
MEIMotorIoTypeSOURCE11	motor I/O source number 11 for node-specific feature.
MEIMotorIoTypeSOURCE12	motor I/O source number 12 for node-specific feature.
MEIMotorIoTypeSOURCE13	motor I/O source number 13 for node-specific feature.
MEIMotorIoTypeSOURCE14	motor I/O source number 14 for node-specific feature.
MEIMotorIoTypeSOURCE15	motor I/O source number 15 for node-specific feature.
MEIMotorIoTypeINPUT	discrete digital input

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

MEIMotorIoTypeMask

Definition

```
typedef enum MEIMotorIoTypeMask {
    MEIMotorIoTypeMaskOUTPUT      = (1<<MEIMotorIoTypeOUTPUT),
    MEIMotorIoTypeMaskSOURCE1     = (1<<MEIMotorIoTypeSOURCE1),
    MEIMotorIoTypeMaskSOURCE2     = (1<<MEIMotorIoTypeSOURCE2),
    MEIMotorIoTypeMaskSOURCE3     = (1<<MEIMotorIoTypeSOURCE3),
    MEIMotorIoTypeMaskSOURCE4     = (1<<MEIMotorIoTypeSOURCE4),
    MEIMotorIoTypeMaskSOURCE5     = (1<<MEIMotorIoTypeSOURCE5),
    MEIMotorIoTypeMaskSOURCE6     = (1<<MEIMotorIoTypeSOURCE6),
    MEIMotorIoTypeMaskSOURCE7     = (1<<MEIMotorIoTypeSOURCE7),
    MEIMotorIoTypeMaskSOURCE8     = (1<<MEIMotorIoTypeSOURCE8),
    MEIMotorIoTypeMaskSOURCE9     = (1<<MEIMotorIoTypeSOURCE9),
    MEIMotorIoTypeMaskSOURCE10    = (1<<MEIMotorIoTypeSOURCE10),
    MEIMotorIoTypeMaskSOURCE11    = (1<<MEIMotorIoTypeSOURCE11),
    MEIMotorIoTypeMaskSOURCE12    = (1<<MEIMotorIoTypeSOURCE12),
    MEIMotorIoTypeMaskSOURCE13    = (1<<MEIMotorIoTypeSOURCE13),
    MEIMotorIoTypeMaskSOURCE14    = (1<<MEIMotorIoTypeSOURCE14),
    MEIMotorIoTypeMaskSOURCE15    = (1<<MEIMotorIoTypeSOURCE15),

    MEIMotorIoTypeMaskINPUT      = (1<<MEIMotorIoTypeINPUT),

    MEIMotorIoTypeMaskPULSE_A    = (1<<MEIMotorIoTypePULSE_A),
    MEIMotorIoTypeMaskPULSE_B    = (1<<MEIMotorIoTypePULSE_B),

    MEIMotorIoTypeMaskCOMPARE_0  = (1<<MEIMotorIoTypeCOMPARE_0),
    MEIMotorIoTypeMaskCOMPARE_1  = (1<<MEIMotorIoTypeCOMPARE_1),

    MEIMotorIoTypeMaskBRAKE      = (1<<MEIMotorIoTypeBRAKE),

    MEIMotorIoTypeMaskSSI_CLOCK0  = (1<<MEIMotorIoTypeSSI_CLOCK0),
    MEIMotorIoTypeMaskSSI_CLOCK1  = (1<<MEIMotorIoTypeSSI_CLOCK1),
} MEIMotorIoTypeMask;
```

Change History: Added in the 03.02.00

Description

MEIMotorIoTypeMask is an enumeration to mask bits from the MEIMotorInfo structure.

MEIMotorIoTypeMaskOUTPUT	Supports the output configuration.
MEIMotorIoTypeMaskPULSE_A	Supports the Pulse A configuration.
MEIMotorIoTypeMaskPULSE_B	Supports the Pulse B configuration.
MEIMotorIoTypeMaskCOMPARE_0	Currently not supported.
MEIMotorIoTypeMaskCOMPARE_1	Currently not supported.
MEIMotorIoTypeMaskBRAKE	See MPIMotorBrake
MEIMotorIoTypeMaskSSI_CLOCK0	Supports the SSI_CLOCK0 configuration.
MEIMotorIoTypeMaskSSI_CLOCK1	Supports the SSI_CLOCK1 configuration.
MEIMotorIoTypeMaskINPUT	Supports the input configuration.

See Also

[MPIMotorBrake](#) | [MEIMotorInfo](#) | [mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

MPIMotorMessage / MEIMotorMessage

Definition: MPIMotorMessage

```
typedef enum {
    MPIMotorMessageMOTOR_INVALID,
    MPIMotorMessageTYPE_INVALID,
} MPIMotorMessage;
```

Required Header: stdmpi.h

Change History: Modified in the 03.02.00

Description

MPIMotorMessage is an enumeration of Motor error messages that can be returned by the MPI library.

MPIMotorMessageMOTOR_INVALID

The motor number is out of range. This message code is returned by [mpiMotorCreate\(...\)](#) if the motor number is less than zero or greater than or equal to MEIXmpMAX_Motors.

MPIMotorMessageTYPE_INVALID

The motor type is not valid. This message code is returned by mpiMotorConfigGet/Set(...) if the motor type is not a value defined in the enumeration [MPIMotorType](#). To avoid this error, use one of the defined motor types in MPIMotorType.

Definition: MEIMotorMessage

```
typedef enum {
    MEIMotorMessageMOTOR_NOT_ENABLED,
    MEIMotorMessageSECONDARY_ENCODER_NA,
    MEIMotorMessageHARDWARE_NOT_FOUND,
    MEIMotorMessageSTEPPER_INVALID,
    MEIMotorMessageDISABLE_ACTION_INVALID,
    MEIMotorMessagePULSE_WIDTH_INVALID,
    MEIMotorMessageFEEDBACK_REVERSAL_NA,
    MEIMotorMessageFILTER_DISABLE_NA,
} MEIMotorMessage;
```

Required Header: stdmei.h

Description

MEIMotorMessage is an enumeration of Motor error messages that can be returned by the MPI library.

MEIMotorMessageMOTOR_NOT_ENABLED

The motor number is not active in the controller. This message code is returned by [mpiMotorEventConfig\(...\)](#) if the specified motor is not enabled in the controller. To correct the problem, use [mpiControlConfigSet\(...\)](#) to enable the motor object, by setting the motorCount to greater than the motor number. For example, to enable motor 0 to 3, set motorCount to 4.

MEIMotorMessageSECONDARY_ENCODER_NA

The motor's secondary encoder is not available. This message code is returned by [mpiMotorConfigSet\(...\)](#) or [mpiMotorEventConfigSet\(...\)](#) if the encoder fault trigger is configured for a secondary encoder when the hardware does not support a secondary encoder. To correct the problem, do not select the secondary encoder when configuring the encoder fault conditions.

MEIMotorMessageHARDWARE_NOT_FOUND

The motor object's hardware resource is not available. This message code is returned by [mpiMotorConfigGet\(...\)](#) or [mpiMotorConfigSet\(...\)](#) if the node hardware for the motor is not found. During controller and network initialization the nodes and motor count for each node is discovered and mapped to the controller's motor objects. An application should not configure a motor object if there is no mapped hardware to receive the service commands. To correct this problem, verify that all expected nodes were found. Use [meiSqNodeInfo\(...\)](#) to determine the node topology and motor count per node. Check the node hardware power and network connections.

MEIMotorMessageSTEPPER_INVALID

The motor object stepper configuration is not valid. These message codes are returned by [mpiMotorConfigGet\(...\)](#) or [mpiMotorConfigSet\(...\)](#) if the motor type is configured for stepper while the disable action is configured for command position equals actual position. The disable action feature sets the command position equal to the actual position when the amp enable signal is set to disable. Stepper motor types are driven by a digital pulse, which is triggered by the controller's command position. Do not use disable action set to command equals actual with stepper motor types.

MEIMotorMessageDISABLE_ACTION_INVALID

The motor object stepper configuration is not valid. These message codes are returned by [mpiMotorConfigGet\(...\)](#) or [mpiMotorConfigSet\(...\)](#) if the motor type is configured for stepper while the disable action is configured for command position equals actual position. The disable action feature sets the command position equal to the actual position when the amp enable signal is set to disable. Stepper motor types are driven by a digital pulse, which is triggered by the controller's command position. Do not use disable action set to command equals actual with stepper motor types.

MEIMotorMessagePULSE_WIDTH_INVALID

The motor object stepper pulse width is not valid. The pulse width must be no greater than 1 millisecond and no less than 100 nanoseconds.

MEIMotorMessageFEEDBACK_REVERSAL_NA

Feedback reversal is not applicable or is not supported for the feedback type specified.

MEIMotorMessageFILTER_DISABLE_NA

Disabling of filters is not applicable or is not supported for the feedback type specified.

See Also

[mpiMotorCreate](#)

MEIMotorStatus

Definition

```
typedef struct MEIMotorStatus {
    MEIMotorDacStatus      dac;
    MEIMotorFaultMask     faultMask;
    MEIMotorStepperStatus  stepper;
} MEIMotorStatus;
```

Description

MEIMotorStatus returns the specific Motor Status registers of the controller.

dac	The status for both Command and Auxiliary DACs.
faultMask	The motor fault bit masks for the SynqNet node drive interface.
stepper	Shows the status of the pulse module. It is used for checking network synchronization with the pulse module. It can also be used to check if a pulse velocity/width error occurred.

See Also

[MEIMotorStepperStatus](#)

MEIMotorStatusOutput

Definition

```
typedef struct MEIMotorStatusOutput {
    long          *outPtr;
    MEIXmpIOMask  ioMask[MEIXmpMotorStatusOutputs];
} MEIMotorStatusOutput;
```

Description

MEIMotorStatusOutput specifies which motor outputs to follow the motor status bits. This feature requires custom controller firmware.

*outPtr	a pointer to controller memory.
ioMask	a bit mask to select the motor output signals.

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

MEIMotorStepper

Definition

```
typedef struct MEIMotorStepper {
    long                loopback;    /* TRUE = FPGA pulse feedback,
                                     FALSE = encoder feedback */
    MEIMotorStepperPulse pulseA;
    MEIMotorStepperPulse pulseB;
    double              pulseWidth; /* output pulse width (sec),
                                     10^(-7) < pulseWidth < 10^(-3) */
} MEIMotorStepper;
```

Description

MEIMotorStepper is a structure used to configure Stepper Motor parameters.

To use pulse outputs, you will need to:

- 1. Configure the motor type for STEPPER.
- 2. See the motor's stepper pulse width. Make sure it meets the drive's requirments and is not smaller than 2x the minimum pulse period.
- 3. Enable the motor's stepper loopback if there is no encoder feedback.
- 4. Configure the motor's stepper pulseA and pulseB types for STEP, DIR, CW, CCW, QUADA, or QUADB.
- 5. Select the motor I/O's config type for pulseA and pulseB. This will route the pulseA/B signals to the node's digital outputs.

loopback†	enables Step Loopback feature. When enabled, step output pulses counted to generate Actual Position. When disabled, external feedback device is required to generate actual position.
pulseA	Structure used to configure Step Pulse A.
pulseB	Structure used to configure Step Pulse B.
pulseWidth†	sets width of Step pulse. Valid values range from a minimum width of 0.1 usec to maximum width of 25.5 usec.

† - If you attempt to change this value and hardware is not connected, an error message will be returned.

See Also

[MEIMotorStepperPulse](#) | [MEIMotorStepperPulseType](#)

MEIMotorStepperPulse

Definition

```
typedef struct MEIMotorStepperPulse {  
    MEIMotorStepperPulseType    type;  
    long                        invert;  
} MEIMotorStepperPulse;
```

Description

MEIMotorStepperPulse is a structure used to configure Stepper Motor parameters.

To use pulse outputs, you will need to:

1. Configure the motor type for STEPPER.
2. See the motor's stepper pulse width. Make sure it meets the drive's requirements and is not smaller than 2x the minimum pulse period.
3. Enable the motor's stepper loopback if there is no encoder feedback.
4. Configure the motor's stepper pulseA and pulseB types for STEP, DIR, CW, CCW, QUADA, or QUADB.
5. Select the motor I/O's config type for pulseA and pulseB. This will route the pulseA/B signals to the node's digital outputs.

type	Configures the stepper motor's pulse type. If you attempt to change this value and hardware is not connected, an error message will be returned.
invert	If set to TRUE the actual Pulse output will be inverted by the FPGA. If you attempt to change this value and hardware is not connected, an error message will be returned.

See Also

[MEIMotorStepper](#)

MEIMotorStepperPulseType

Definition

```
typedef enum MEIMotorStepperPulseType {
    MEIMotorStepperPulseTypeSTEP,
    MEIMotorStepperPulseTypeDIR,

    MEIMotorStepperPulseTypeCW,
    MEIMotorStepperPulseTypeCCW,

    MEIMotorStepperPulseTypeQUADA,
    MEIMotorStepperPulseTypeQUADB,

} MEIMotorStepperPulseType;
```

Description

MEIMotorStepperPulseType is an enumeration used to specify the pulse output signal type.

MEIMotorStepperPulseTypeSTEP	This will enable the pulse output (either A or B) to generate a step output. Use it together with MEIMotorStepperPulseTypeDIR to provide a complete step interface.
MEIMotorStepperPulseTypeDIR	This will enable the pulse output (either A or B) to output the direction of the move. Use it together with MEIMotorStepperPulseTypeSTEP to provide a complete step interface.
MEIMotorStepperPulseTypeCW	This will enable the pulse output (either A or B) to output a clockwise pulse train. Used together with MEIMotorStepperPulseTypeCCW to provide a complete step interface.
MEIMotorStepperPulseTypeCCW	This will enable the pulse output (either A or B) to output a counter-clockwise pulse train. Use it together with MEIMotorStepperPulseTypeCW to provide a complete step interface.
MEIMotorStepperPulseTypeQUADA	This will enable the pulse output (either A or B) to output a quadrature signal (90 degree phase difference to MEIMotorStepperPulseTypeQUADB). Use it together with MEIMotorStepperPulseTypeQUADB to provide a complete quadrature interface.

MEIMotorStepperPulseTypeQUADB	This will enable the pulse output (either A or B) to output a quadrature signal (90 degree phase difference to MEIMotorStepperPulseTypeQUADA). Use it together with MEIMotorStepperPulseTypeQUADA to provide a complete quadrature interface.
--------------------------------------	---

See Also

MEIMotorStepperStatus

Definition

```
typedef struct MEIMotorStepperStatus {  
    long    pulseLockLost; /* TRUE if Pulse jitter logic has lost lock,  
                             otherwise FALSE */  
    long    pulseStatus;    /* TRUE if a Pulse was generated incorrectly,  
                             otherwise FALSE */  
} MEIMotorStepperStatus;
```

Description

MEIMotorStepperStatus is a structure used to check for error conditions relating to the pulse module.

pulseLockLost	Indicates that the pulse module lost timing lock with the SynqNet network.
pulseStatus	Indicates that the pulse module generated a new pulse when the previous pulse was not finished. It usually indicates that the pulse width is incorrect for the desired velocity.

See Also

[MEIMotorStatus](#) | [MEIMotorStepper](#)

MPIMotorType

Definition

```
typedef enum {  
    MPIMotorTypeINVALID,  
  
    MPIMotorTypeSERVO,  
    MPIMotorTypeSTEPPER,  
} MPIMotorType;
```

Description

MPIMotorType is an enumeration of valid Motor Types.

MPIMotorTypeSERVO	Motor configured as Servo
MPIMotorTypeSTEPPER	Motor configured as Stepper

See Also

[mpiMotorConfigGet](#) | [mpiMotorConfigSet](#)

mpiMotorEncoderFaultMaskBIT

Declaration

```
#define mpiMotorEncoderFaultMaskBIT(fault) (0x1 << (fault))
```

Required Header: stdmpi.h

Description

mpiMotorEncoderFaultMaskBIT converts the motor encoder fault into the motor encoder fault mask.

See Also

[MPIMotorEncoderFault](#) | [MPIMotorEncoderFaultMask](#)

MEIMotorAmpFaultsMAX

Definition

```
#define MEIMotorAmpFaultsMAX (32) /* max faults per motor */
```

Description

MEIMotorAmpFaultsMAX defines the maximum number of amp fault messages per motor.

See Also

MEIMotorAmpMsgMAX

Definition

```
#define    MEIMotorAmpMsgMAX    (200) /* max chars per motor */
```

Description

MEIMotorAmpMsgMAX defines the maximum number of characters per amp fault message.

See Also

MEIMotorAmpWarningsMAX

Definition

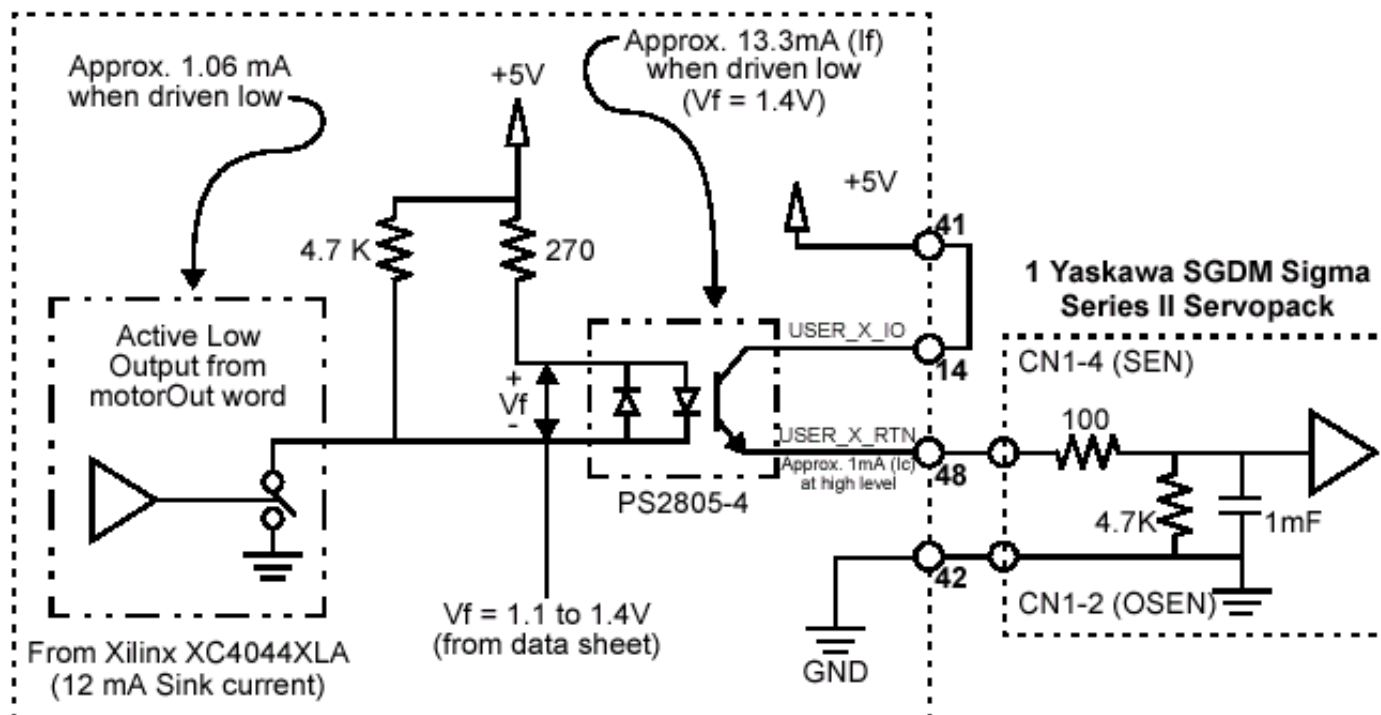
```
#define MEIMotorAmpWarningsMAX (32) /* max Warnings per motor */
```

Description

MEIMotorAmpWarningsMAX defines the maximum number of amp warning messages per motor.

See Also

ABS Encoder Support



[Return to Motor Objects](#)

Working with Absolute Encoders

Currently, only absolute motor encoders of Yaskawa SGDM Sigma Series II Servopacks are supported by the MPI. Custom firmware is needed in order to use these absolute encoders. Contact MEI for more information.

The encoders are automatically interrogated at power-up or after a controller reset. Axis Origin and Command Positions are set to correctly reflect the absolute position of the motor with no position error initially. The absolute position is the position within a single revolution.

The encoder interrogation is controlled by a SEN signal (to the drive) which must be connected to a configured XMP Transceiver or User Out signal. There are no restrictions as to which XMP signal is used except that current drive limitations may limit the number of drives connected to the same XMP signal.

The MEIMotorEncoder{ } structure has been added to the MEIMotorConfig{ } object:

```
typedef struct MEIMotorEncoder {
    MEIXmpEncoderType    type;
    long                 countsPerRev;
} MEIMotorEncoder;

typedef struct MEIMotorConfig {
    MEIMotorEncoder      Encoder[MEIXmpMotorEncoders];
    MEIXmpIO             StatusOutput[MEIXmpMotorStatusOutputs];

    MEIMotorTransceiver  Transceiver[MEIXmpMotorTransceivers];
    long                 UserOutInvert;    /* Opto Polarity */
    MEIMotorStepper      Stepper;
    long                 EncoderTermination;

    /* Commutation is read-only from field Theta to end*/
    MEIXmpCommutationBlock Commutation;

    MEIXmpLimitData      Limit[MEIXmpLimitLAST];

    MEIMotorFilterInput  FilterInput[MEIXmpMotorFilterInputs];
} MEIMotorConfig;
```