

softMC301 Motion Controller



Control software: Codesys or Control Studio



Real-time linux operating system



EtherCAT or CANOpen fieldbus



Motion control up to 6 axes



An ideal solution for controlling mechanical stages, gantry platforms, Delta and Scara robots

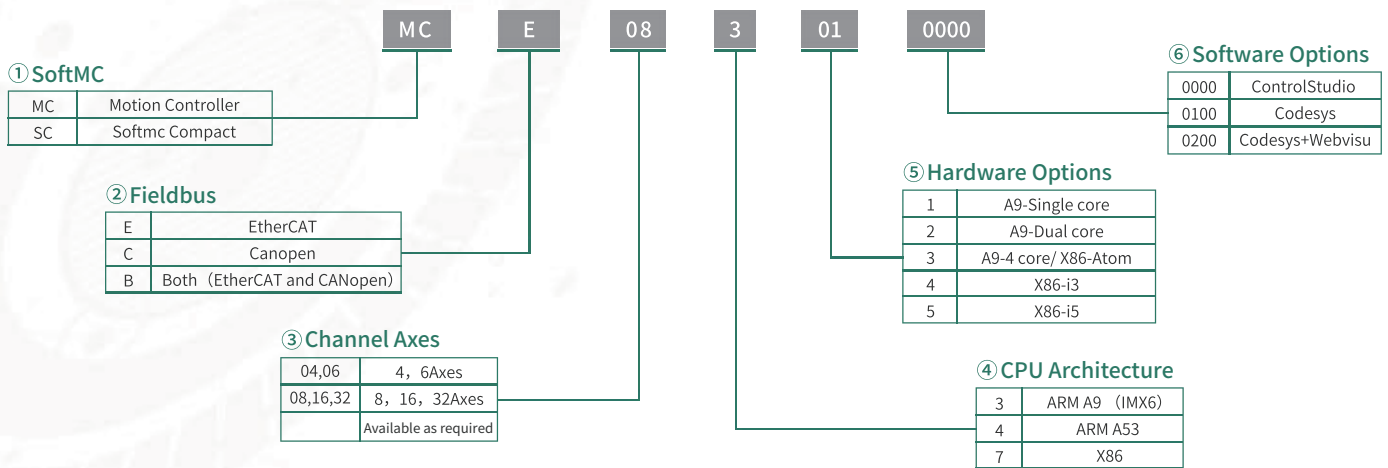


IEC 61131-3 (IL, ST, LD, FBD, SFC) and CFC editors (Codesys)
MC-Basic programming language (Control Studio)



Support multiple communication protocols

Product Naming Rules



Technical Parameters

System	
CPU	ARM CortexA9 processor
RAM	512MB 800MHz DDR3
MicroSO	1xMicroSD card slot
Ethernet port	1x Intel GbE EtherCAT or CAN or Ethernet
USB	2x USB
RS232	2 (1/1), TxD and RxD, full duplex

Environment/Installation	
Installation method	Installed via DIN guide rail
Operating temperature	0° C - 45° C
Dimensions	32.5 mm x 99.5 mm x 74.3 mm (W x H x D)
Certification	CE

Programming Software

Codesys is a feature-rich software, Programming is carried out via PLCopen-compliant IEC 61131-3 function blocks. It supports C/C++ for software engineers, so you can choose the most suitable language for program development. It has a human-machine interface and provides a trend chart for continuous data recording. It also supports motion control functions, such as point-to-point motion, cam table, multi-axis interpolation (G code), and robot coordinate conversion.

Support Communication Protocols

Modbus TCP

Canopen

OPC UA

TCP/IP

Support Motion Control Function

- Single-axis/multi-axis motion
- Master-slave (camming, gearing)
- Acceleration curve settings (trapezoid, sin, quadratic spline)
- G code (programming in DIN 66025)
- Hybrid motion
- Simulated motion (offline program verification)
- User-definable scalar units (m, inch, mm/s and rpm)
- Support real-time online program modification
- Support 3D compensation table
- Conveyor tracking
- Robotic kinematics for standard and non-standard types
- Advanced spatial interpolation for all kinematics
- Dynamic model (identification and online dynamic reversal)
- Real-time robot impact detection