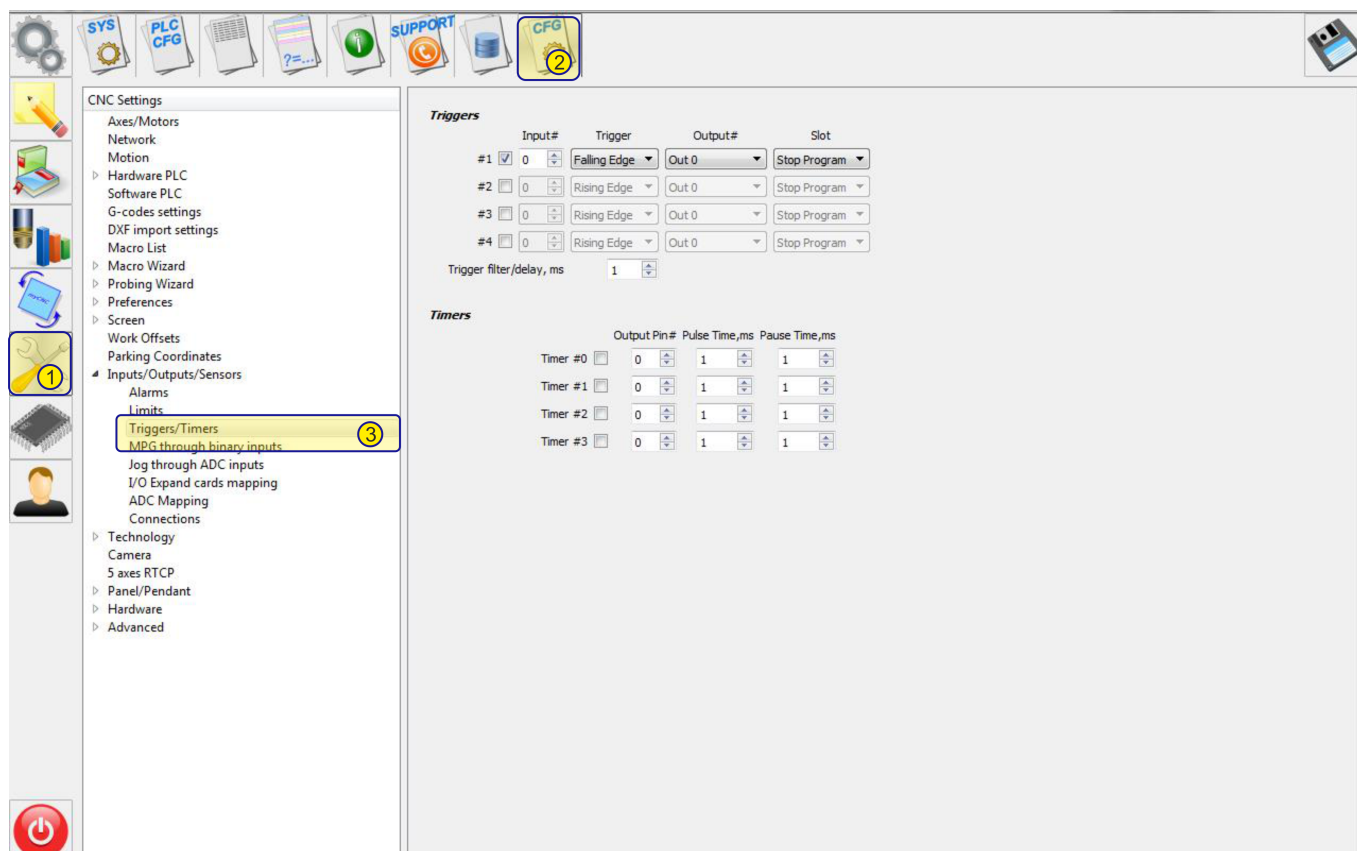
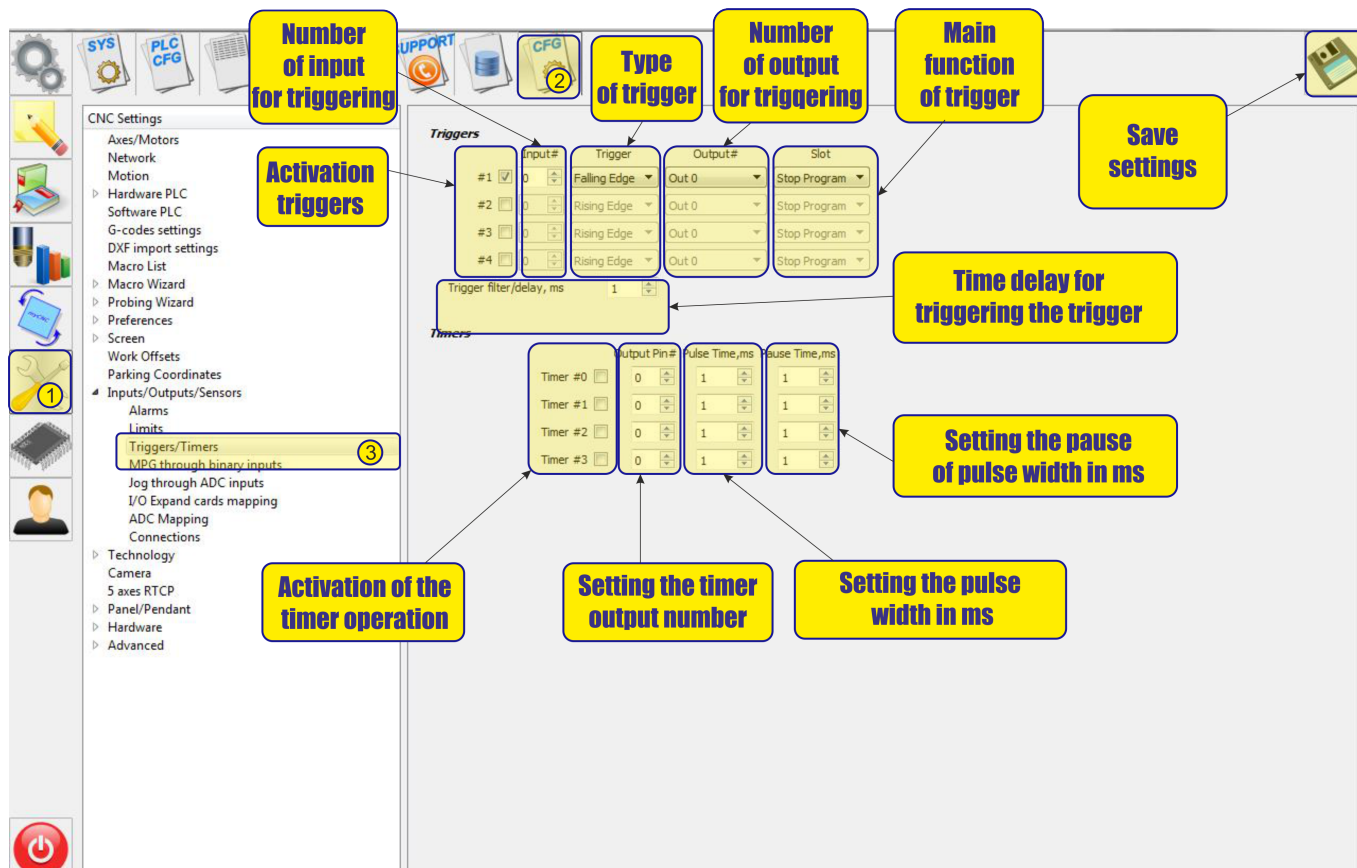


Triggers/Timers

Main window:



Basic functions:



Triggers

- To activate the trigger , it is necessary to check the box next to number of trigger:

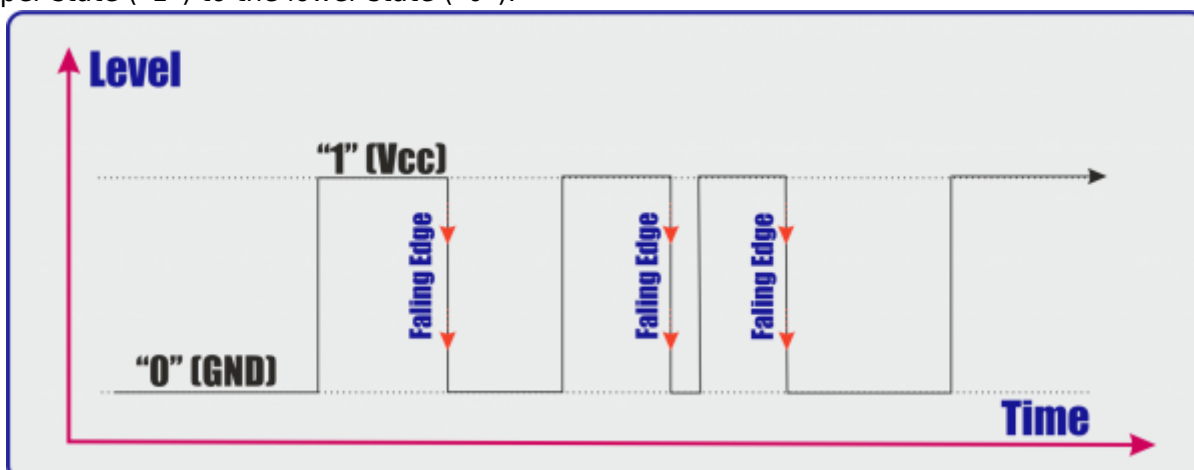
Triggers				
	Input#	Trigger	Output#	Slot
#1	<input checked="" type="checkbox"/> 0	Falling Edge	Out 0	Stop Program

- Then select the type of triggering the trigger.

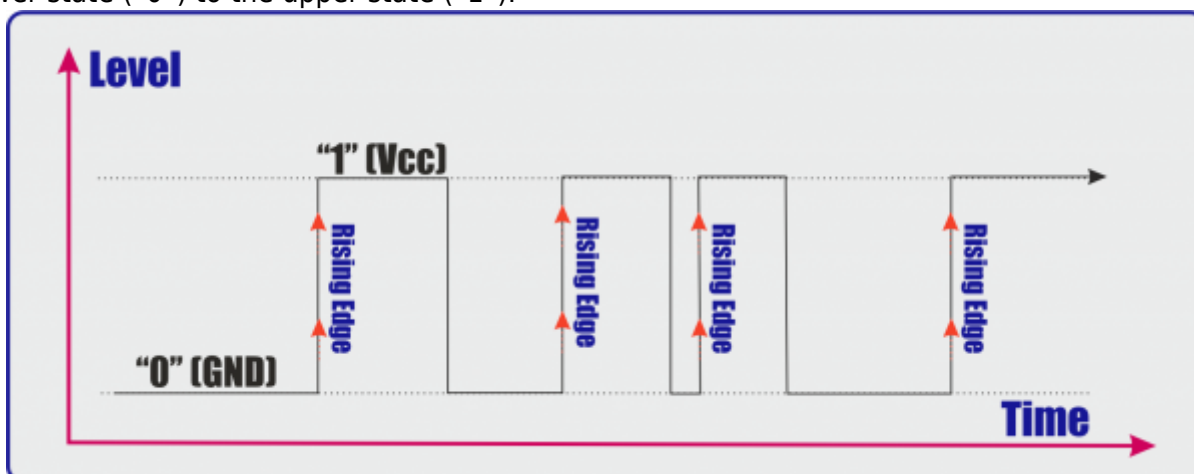
Triggers				
	Input#	Trigger	Output#	Slot
#1	<input checked="" type="checkbox"/> 0	Falling Edge	Out 0	Stop Program
#2	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#3	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#4	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program

Trigger filter/delay, ms

- Faling Edge** - Trigger triggering on the falling edge of the impulse, i.e. when passing from the upper state ("1") to the lower state ("0").



- Rising Edge** - Trigger triggering on the rising edge of the impulse, i.e. when passing from the lower state ("0") to the upper state ("1").



- After tripping, you can select the controller's output

	Input#	Trigger	Output#	Slot
#1	<input checked="" type="checkbox"/> 0	Falling Edge	Out 0	Stop Program
#2	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#3	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#4	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program

Trigger filter/delay, ms: 1

Output# dropdown menu: Out 0, Out 1, Out 2, Out 3, Out 4, Out 5, Out 6, Out 7, Out 8, Out 9

- You can also choose to start the necessary procedure for triggering the trigger

Triggers

	Input#	Trigger	Output#	Slot
#1	<input checked="" type="checkbox"/> 0	Falling Edge	Out 0	Stop Program
#2	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#3	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program
#4	<input type="checkbox"/> 0	Rising Edge	Out 0	Stop Program

Trigger filter/delay, ms: 1

Slot dropdown menu: Stop Program, TRIG01, TRIG02, TRIG03, TRIG04, TRIG05, TRIG06, TRIG07, TRIG08

Timers

- To activate the timer , it is necessary to check the box next to number of timer:

Timers

	Output Pin#	Pulse Time,ms	Pause Time,ms
Timer #0	<input checked="" type="checkbox"/> 1	3	2
Timer #1	<input checked="" type="checkbox"/> 0	1	1

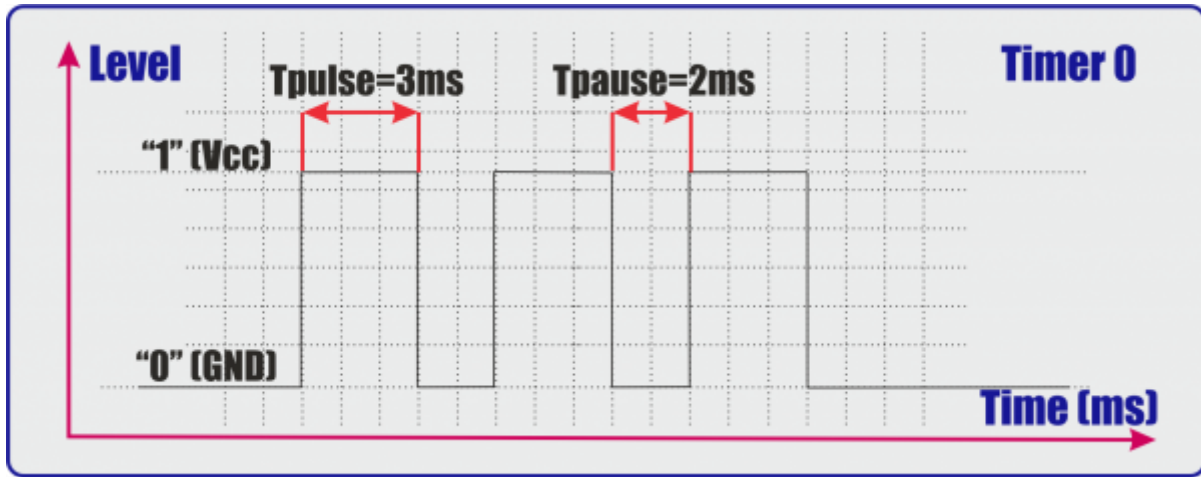
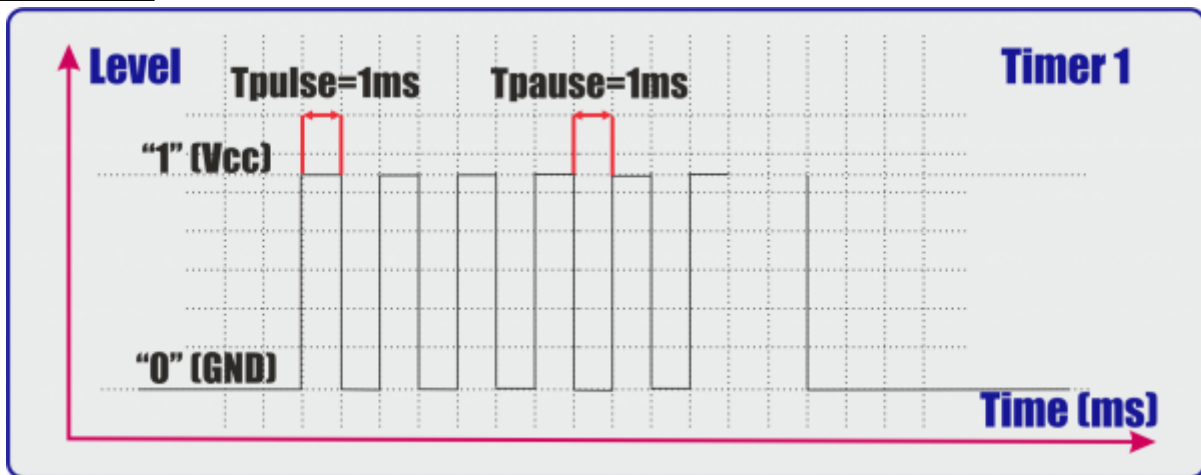
- After activating the timer, it is necessary to select the operating output of the controller

Timers

	Output Pin#	Pulse Time,ms	Pause Time,ms
Timer #0	<input checked="" type="checkbox"/> 1	3	2
Timer #1	<input checked="" type="checkbox"/> 0	1	1

- You must select the duration of the output pulse and the length of the pause. Values are set in ms:

Timer 0 schedule

*Timer 1 schedule*

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