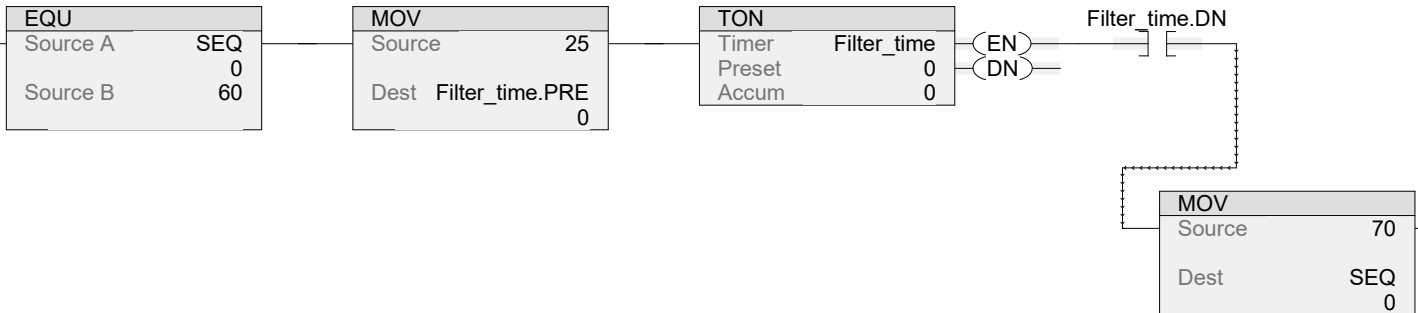
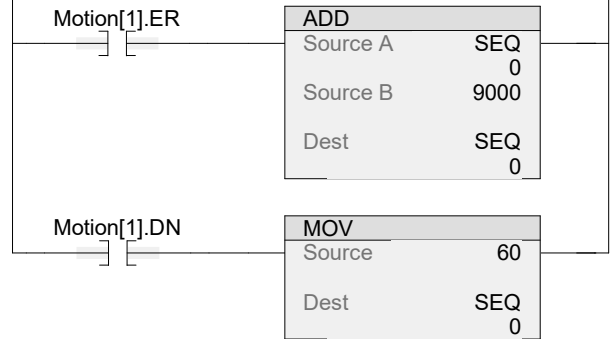
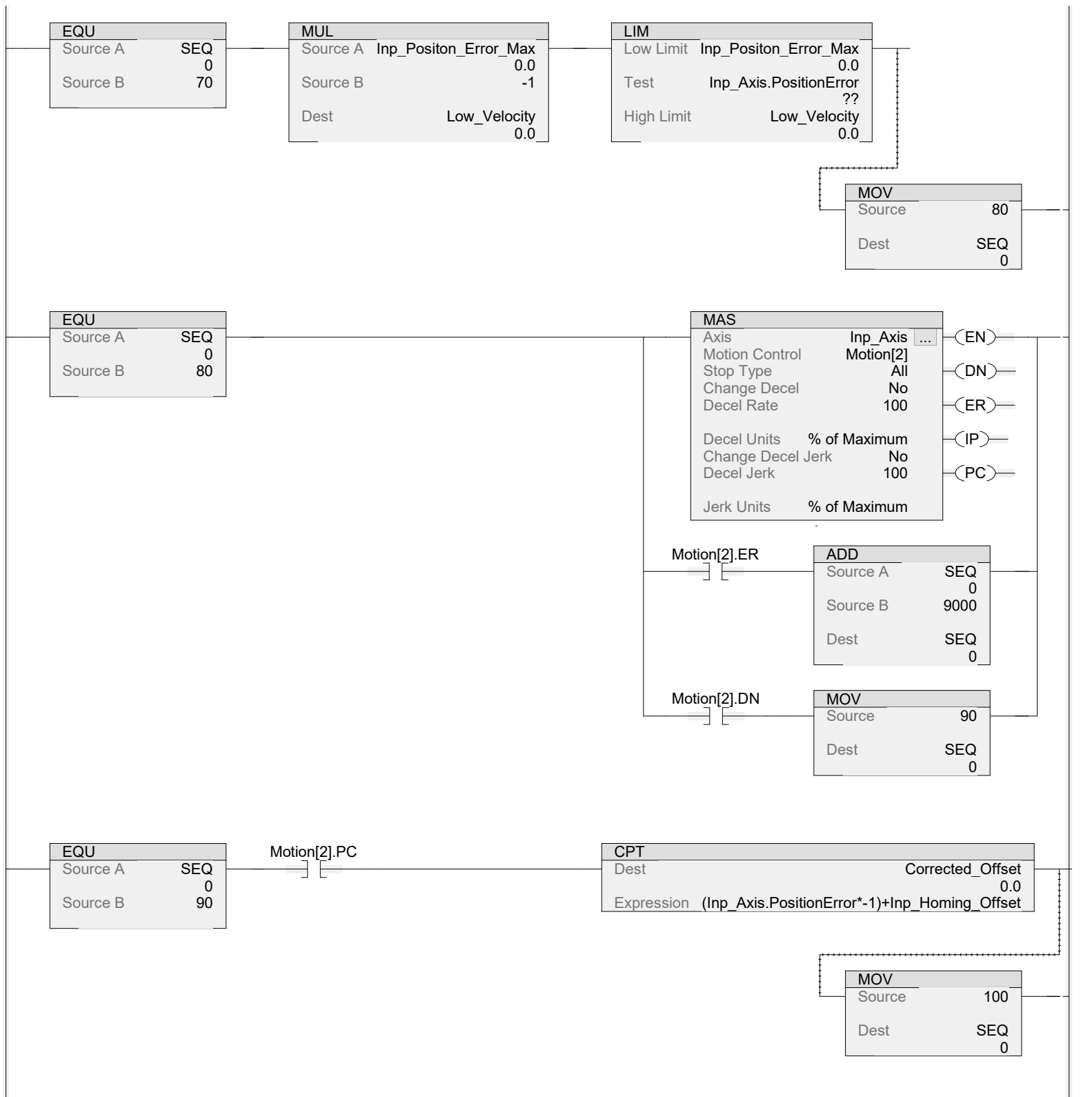


EQU	
Source A	SEQ 0
Source B	50

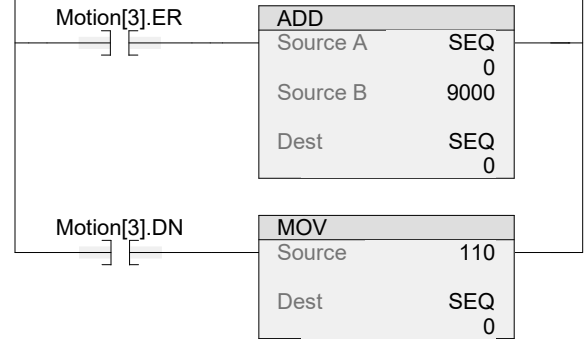
MAJ	
Axis	Inp_Axis ...
Motion Control	Motion[1]
Direction	Inp_Homing_Direction
	0
Speed	Inp_Homming_Speed
	0.0
Speed Units	Units per sec
Accel Rate	50
Accel Units	% of Maximum
Decel Rate	50
Decel Units	% of Maximum
Profile	Trapezoidal
Accel Jerk	100
Decel Jerk	100
Jerk Units	% of Maximum
Merge	Disabled
Merge Speed	Programmed
Lock Position	0
Lock Direction	None





EQU	
Source A	SEQ 0
Source B	100

MAM	
Axis	Inp_Axis ...
Motion Control	Motion[3]
Move Type	1
Position	Corrected_Offset 0.0
Speed	Inp_Homming_Speed 0.0
Speed Units	Units per sec
Accel Rate	20
Accel Units	% of Maximum
Decel Rate	20
Decel Units	% of Maximum
Profile	Trapezoidal
Accel Jerk	100
Decel Jerk	100
Jerk Units	% of Maximum
Merge	Disabled
Merge Speed	Programmed
Lock Position	0
Lock Direction	None
Event Distance	0
Calculated Data	0



EQU	
Source A	SEQ 0
Source B	110

Motion[3].PC

MOV	
Source	120
Dest	SEQ 0

