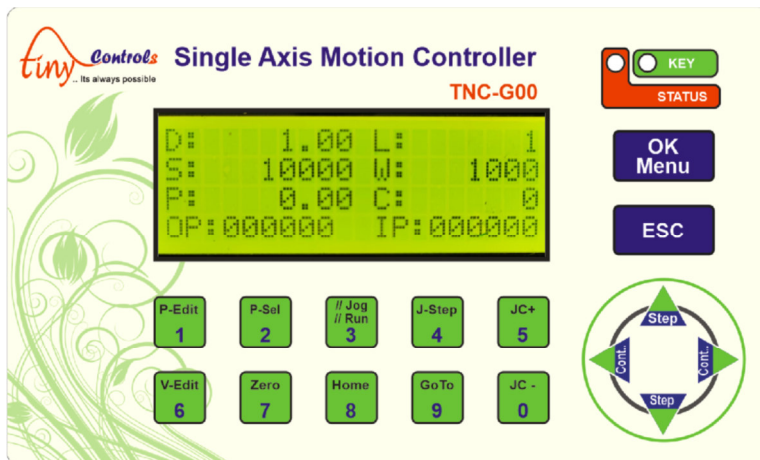




Single Axis Motion Controller – TNC-G00



Document: Operation Manual
Document #: TNC-G00-1
Document Rev: 1
Product: TNC-G00
(Single Axis Motor Controller)
Product Rev: 1.0
Created: 12-2023
Updated: Initial

This manual contains information for installing and operating the following product:

- TNC-G00 , Single Axis Programmable General Purpose Motion Controller

“TINY CONTROLS” AND THE TINY CONTROLS COMPANY’S LOGO ARE COPYRIGHTS OF TINY CONTROLS PVT. LTD. OTHER TRADEMARKS, TRADE NAMES, AND SERVICE MARKS OWNED OR REGISTERED BY ANY OTHER COMPANY AND USED IN THIS MANUAL ARE THE PROPERTY OF THEIR RESPECTIVE COMPANIES.

TINY CONTROLS PRIVATE LIMITED
B-17/a, NISHAT PARK, KAKROLA, NEW DELHI, INDIA – 110078
WEB: <http://www.tinycontrols.com>
PHONE: +91-991-119-3210

GENERAL DESCRIPTION

TNC-G00 is programmable motion controller intended to replace PLC and HMI in many applications at lower cost. Controller supports linear as well as rotary mode. Rotary or Division command is intended to control rotary tables but can also be used to perform many custom operations. In circular motion (i.e. division mode), there is no accumulation of error (i.e. the error is distributed along whole circle motion if the programmed motion cannot be achieved exactly due step angle not exactly divisible).

As NESTED LOOPS are also supported, the programs can do a lot of complex operations.

The following commands are supported: (see Program edit section for details)

Motion Setup: Dir CW, Dir CCW, Speed, Accel, SetDiv

Motion Commands: Movmm, MovDiv, Goto, Motor on, Motor off

Control Commands: Waitfor [INx, Mt, Arrowkey], BlokSkp[INx], SKP End, BlokRun[INx],

I/O Manipulation: OutLow[OUTx], OutHigh[OUTx], In=>Out[Ix->Ox]

Recursion: PrgmEnd[Stop, Repeat], LoopFor[count,L], LoopEnd

Dwell Command : Wait_mS

Process Counting: Count++

Home Commands: Home

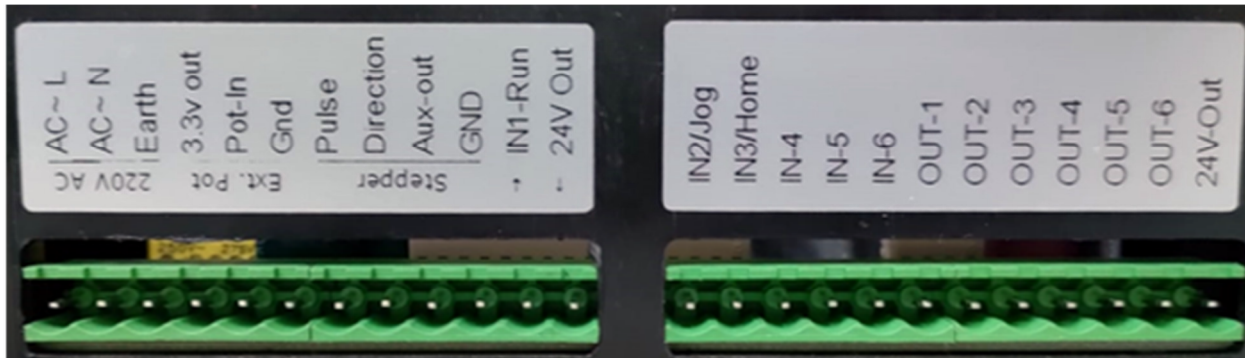
No Operation: NOP

Reset Position: Rst Pos

SPECIFICATION/FEATURES:

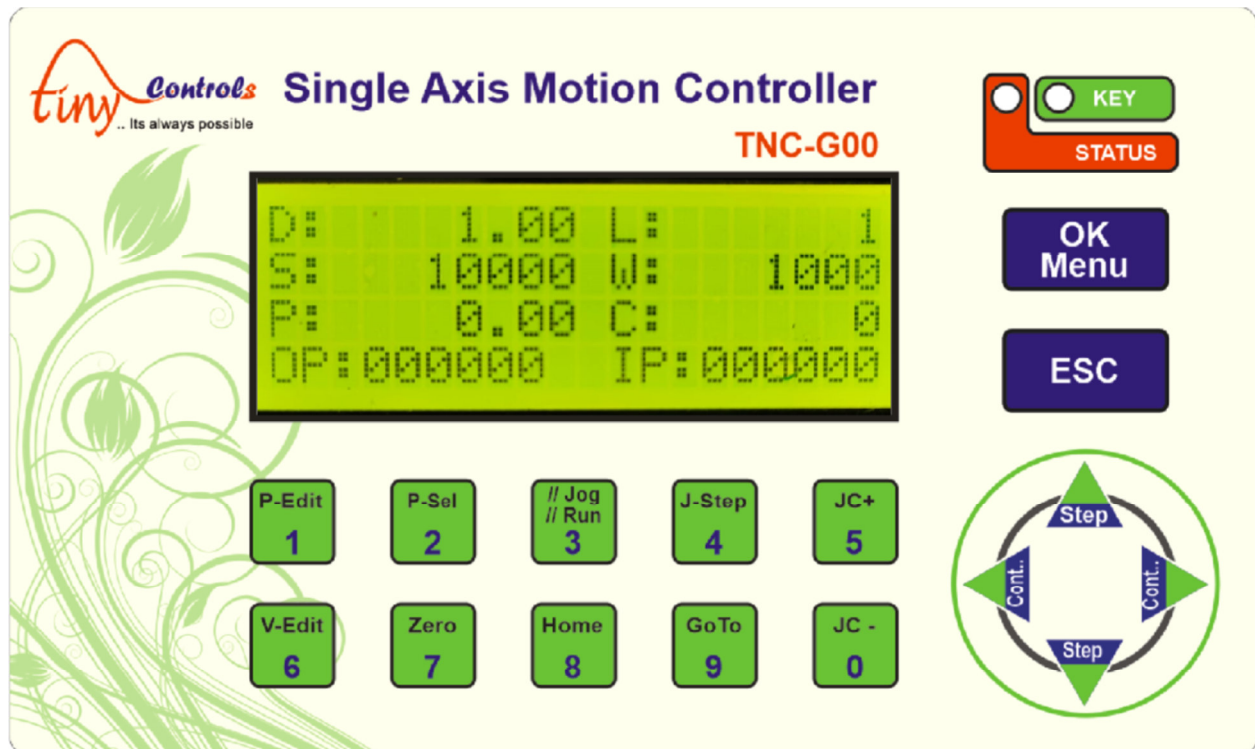
- **Supply Voltage:** 90V to 250V AC 50Hz/60Hz
- **Pulse Rate:** 100 KHz
- **Overall Size:** 165mm x 102mm x 76 mm
- **Mounting:** Panel Cutout 155mmx92mm
- **Inputs:** *6 NPN NO Inputs, 1 Analog Potetiometer Input
- **Outputs:** 3 Outputs for Motors Step, Direction and Reserved
6 Open collector 24V relay driver
- **Display:** 20x4 Line alphanumeric
- **Temperature:** 55 Degree C Max operation temperature

Connection



Pin Number (From Left to Right)

| | |
|-------|--|
| 1-3 | Power Supply Input (90V to 260V) AC 50Hz/60Hz & Earth |
| 4-6 | External Potentiometer Connection |
| 7-10 | Step, Direction, Reserved and Gnd Connection for Motor Driver |
| 11 | In1 Active Low Program-Run/Jog Run |
| 12 | 24VDC supply output, can be used for relays/Sensor etc, Max current 200 mA |
| 13 | In2 Active Low Jog Run |
| 14 | In3 General Purpose NPN NO inputs, can be used for homing as well |
| 15-17 | General Purpose NPN NO inputs |
| 18-23 | OUT1 to OUT6 Open Collector Driver for Driving Relay or Controller Inputs |
| 24 | 24VDC supply output, can be used for relays/Sensor etc, Max current 200 mA |



Numeric keys are used to enter values in editing or menu settings, alternate functions assigned to the numeric keys are explained below:

P-Sel : Six programs are be saved in the controller, using this key to load a program (1 to 6)

P-Edit : Selected program can be edited, use this key to enter program editing mode.

V-Edit : Variables shown in “Run” mode can be edited when the controller is in program mode and the program is not executing , use this key to enter editing mode.

//Run//Jog : This key toggles between Jog and program run mode.

Zero : In jog mode, this key resets the position to zero.

Home : Initiate homing cycle, “home” sensor input is used for homing and position is set to zero after completion.

Jstep : In Jog mode, sets the value of step movement.

Goto : In Jog mode, sets the position to move the motor

JC+ : In Jog mode, Increase the motor speed by 10%

JC- : In Jog mode, decrease the motor speed by 10%

Step (Up) : Moves the motor in +ve direction by one “Jstep”.

Step (Down) : Moves the motor in iv direction by one “Jstep”.

Cont.. (Left) : Moves motor continuously at set speed in -ve Direction.

Cont.. (Right) : Moves motor continuously at set speed in +ve Direction.

OK/Menu : Confirms values, Long press to enter Setting menu.

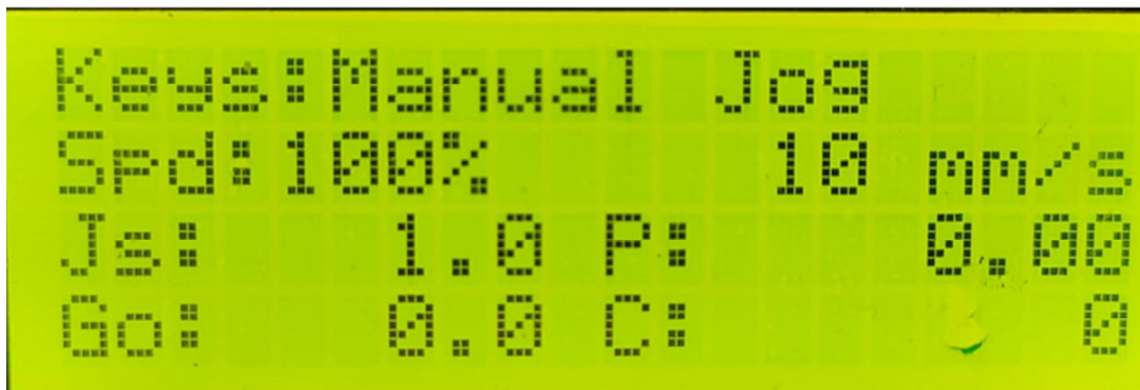
ESC : Cancel values, stops some movement, cancel homing cycle etc.

Operation

Controller works in two modes:

- 1) JOG Mode
- 2) RUN (program Mode)
- 3) **//Run//Jog** : This key toggles between Jog and program run mode.

Jog mode is basic mode and doesn't need any programming. Jog mode screens is shown below.



Jogging can be controlled/performed using “arrow keys” or using Inputs “IN1 & IN2”. First line shows the mode used for operation and can be selected by **“V-edit”** key.

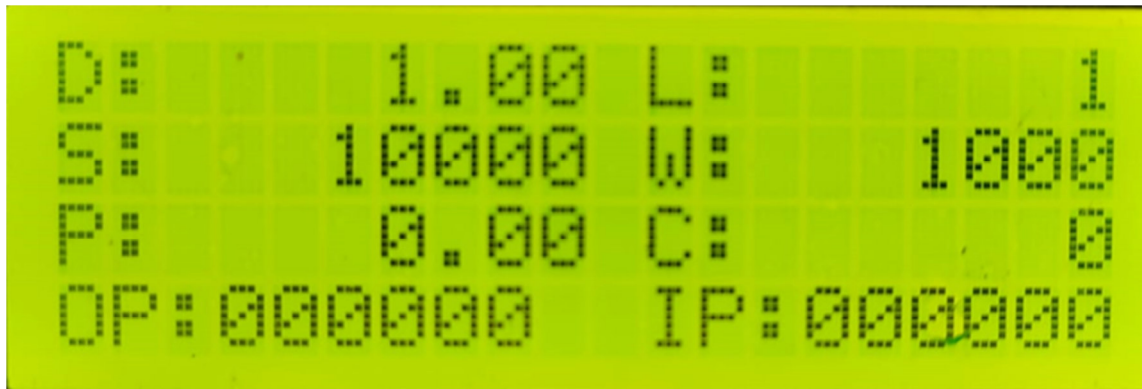
Unit is displayed as mm/s for Linear mode and degree/s for Rotary mode.

Following modes are available:

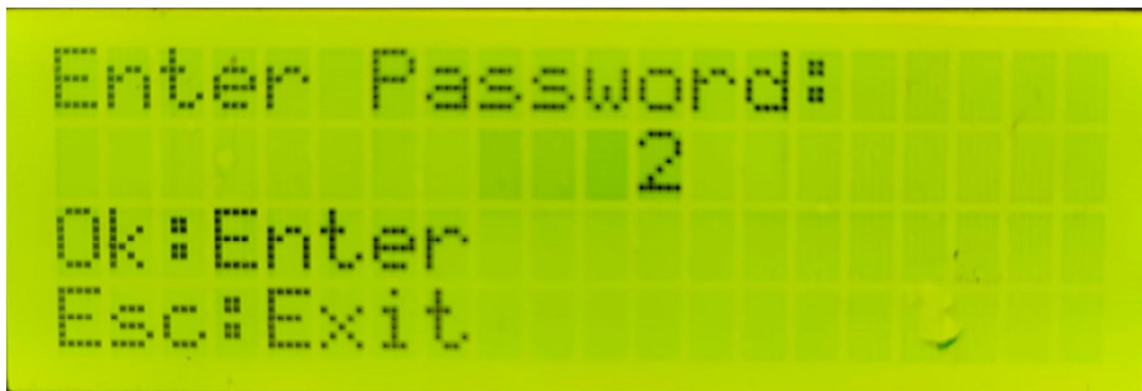
- **“Keys: Manual Jog”** – use “Up/Down” keys for step movement, “Left/Right” keys for continuous movement.
- **“Inputs: CW priority”** - “IN1 & IN2” rotate motor in CW/CCW direction, if both inputs are active CW direction input takes priority.
- **“Inputs: CCW priority”** - “IN1 & IN2” rotate motor in CW/CCW direction, if both inputs are active CCW direction input takes priority.
- **“Inputs: Start/Start”** - “IN1 & IN2” triggers motion start CW/CCW direction respectively, to stop motor same input is used to triggers the stop action.

- **“Inputs: Start/Stop”** - “IN1 & IN2” inputs triggers Start/Stop actions, default direction set in the setting menu is used.
- **“Inputs: Step mode”** - “IN1 & IN2” inputs triggers “Step” movement in CW/CCW directions respectively.

In Run mode, the controller executes the selected program, use V-Edit key to edit the variables on run screen; these values are reflected in program if used.

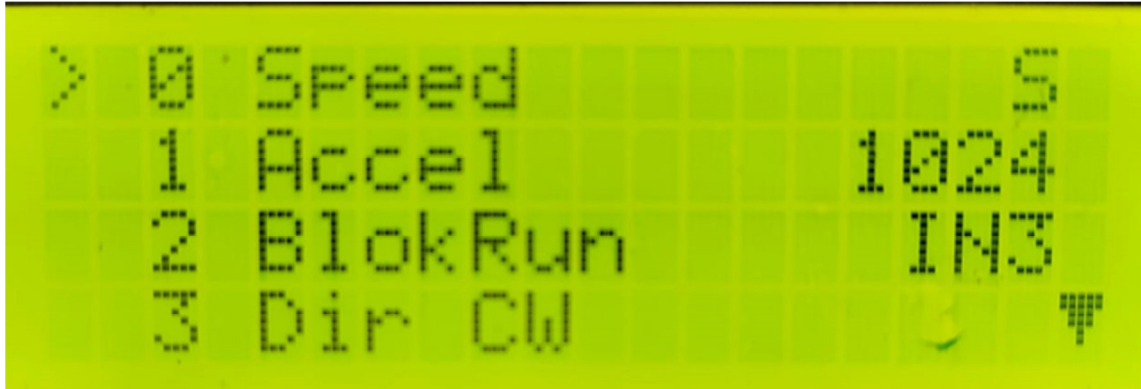


Long press OK key to enter Setting menu, default password is “2626”



Program Command / Program Editing

After the password is entered, press “Ok” to edit the currently selected program (there are 6 programs)



Arrow mark shows the current command being edited, use “left/right keys to scroll through the available commands, use ok to edit the parameters of the command.

- Long press “1” inserts a new “NOP” (No operation) command above the current command, this NOP command then can be edited using left/right keys same as above.
- Long press “0” to delete a command at the current location.
- Commands after the “PrgEnd” command are ignored.

Settings

Following settings can be changed from this menu:

| <i>SN</i> | <i>Setting Name</i> | <i>Description</i> | <i>Range / Allowed Values / Selectable Options</i> |
|-----------|---------------------|--------------------------------------|---|
| 1 | <i>Type</i> | <i>Motor Type</i> | <i>Linear or Rotary</i> |
| 2 | <i>Motor Dir</i> | <i>Motor Default Direction</i> | <i>CW or CCW</i> |
| 3 | <i>Home Dir</i> | <i>Motor Homing Direction</i> | <i>CW or CCW</i> |
| 4 | <i>Gearing</i> | <i>Gear Ratio for Motor</i> | <i>0.01 to 9999.99</i> |
| 5 | <i>Stp/mm</i> | <i>Steps per mm for Motor</i> | <i>1 to 99999</i> |
| 6 | <i>Stp/Rot</i> | <i>Steps per Rotation for Motor</i> | <i>1 to 99999</i> |
| 7 | <i>Stp/Sec</i> | <i>Speed Steps per Sec for Motor</i> | <i>1 to 99999</i> |
| 8 | <i>Accel</i> | <i>Acceleration for Motor</i> | <i>1 to 99999</i> |
| 9 | <i>HomSped</i> | <i>Motor Homing Speed</i> | <i>1 to 99999 Steps per Second (Limited to Motor Speed)</i> |
| 10 | <i>HomAccel</i> | <i>Motor Homing Acceleration</i> | <i>1 to 99999</i> |
| 11 | <i>JogSped</i> | <i>Motor Jogging Speed</i> | <i>1 to 99999 Steps per Second (Limited to Motor Speed)</i> |
| 12 | <i>ExtPot</i> | <i>External Potentiometer Enable</i> | <i>Used in Continuous Mode for speed control</i> |
| 13 | <i>FactoryRst</i> | <i>Reset Settings or Programs</i> | <i>Select "Settings" or "Programs" to defaults</i> |
| 14 | <i>Ucnt</i> | <i>Lifetime Motion Counter</i> | <i>Displays number of programs executed so far (Not resettable by user)</i> |
| 15 | <i>TNC-G00 V</i> | <i>Displays Software version</i> | <i>Only of information about the controller</i> |

Executing the Program

The selected program number in Settings is executed by asserting IN1-Run input to the controller, if the input is removed program is paused and can be resumed by again giving the IN1-Run input.

Supported Commands

| SN | Command | Parameters Supported | Comments |
|----|------------------|--|--|
| 1 | Nop | No Operation | Place holder command, to be changed into other command at later stage, or for adding a very small delay in the program. |
| 2 | Dir CW , Dir CCW | | Set motor direction, affects all future moves. |
| 3 | Speed | S, 1 – 99999 | Set motor Speed (Steps/Sec) for future moves |
| 4 | Accel | 1 - 99999 | Set motor acceleration / deceleration |
| 5 | SetDiv | W, 1 – 99999 | Set number of divisions per rotation for Rotary. for future “MvDiv” (move by division) moves, |
| 6 | Movmm | D 0.01 – 9999.99 | *Moves motor by mm |
| 7 | MvDiv | D 0.01 – 9999.99 | Moves motor by selected Divisions out of total divisions set for per rotation (see example) Please enter whole number only, rounded off to whole number if any decimal value is entered |
| 8 | Rst Pos | | Resets internal motor position counter to zero, does not move a motor. |
| 9 | MT On | | Start continuous motion for Motor |
| 10 | MT Off | | Stops continuous motion for Motor |
| 11 | Home | | Initiate “Homing” sequence for the motor. “IN3-Home” is sensor input is used for homing |
| 12 | Goto | D, 0.01 – 9999.99 | Absolute motor movement for motor. |
| 13 | Waitfor | IN3, IN4, IN5, IN6 AROWKEY MOTOR | Program is paused and waits for some event : - Wait for one Input (3~6) to be triggered - Wait for an “Arrow Key” to be pressed - Wait till for move to be completed |
| 14 | Wait_mS | W, 1 – 99999 | Wait for W / time (in millisceonds) |
| 15 | Count++ | | Increment counter displayed on the screen |
| 16 | Out Low | OUT1, OUT2, OUT3 OUT4, OUT5, OUT6 | Activate Corresponding Output. |
| 17 | Out Hig | OUT1, OUT2, OUT3 OUT4, OUT5, OUT6 | Deactivates Corresponding Output. |
| 18 | In=>Out | I4->O1, I4->O2, I4->O3 I5->O1, I5->O2, I5->O3 I6->O1, I6->O2, I6->O3 | Copies/Latches an input state to output pin Example “I4>O1” copies Input 4 state to Output 1 |
| 19 | LoopFor | L, 1 - 99999 | Repeat command till next “Loopend” See Example |
| 20 | LoopEnd | | Used along with “LoopFor” (See Example) |
| 21 | BlokSkp | IN3, IN4, IN5, IN6 | Conditional block Skip command (See Example) |
| 22 | BlokRun | IN3, IN4, IN5, IN6 | Conditional block Run command (See Example) |
| 23 | BlokEnd | | Used along with “BlokSkp” or “BlokRun” command (See Example) |
| 24 | PrgmEnd | Stop Repeat | Marks Program End “Repeat” parameter makes program to reset and repeat over from the beginning “Stop” makes program to run only once |

Program Structure and Programs Example

This section explains program structure and later shows small sections of code for achieving a particular function. These small fragments can be combined into a larger program to realize complex custom machines.

Also see next where six default programs (that comes factory programmed) are explained.

Program Structure:

Command 1

Command 2

Command 3

LoopFor XX

Command 4

Command 5

Loop End

Command 8

PrgmEnd Repeat

- Commands are executed from top to bottom
- LoopFor command repeats the command in the “LoopFor” and “Loop End” block, XX times
- In the example on the left :
 - Command 1, 2, 3 executed once
 - Command 4,5 executed XX times
 - Command 8 is executed once, after Loop ends
 - PrgmEnd with “Repeat” then repeats the whole program again, forever

Factory Programmed Programs

This section explains six default programs (that comes factory programmed).

- These can be used as it or can be used as a starting point for user custom programs.
- You can reset these to default again by going to “Settings Menu” and running the “Factory Reset” command.

Default Program1:

| | |
|---------|--------|
| Out Hig | OUT1 |
| Wait_ms | 500 |
| Out Low | OUT1 |
| Out Hig | OUT2 |
| Wait_ms | 500 |
| Out Low | OUT2 |
| Out Hig | OUT3 |
| Wait_ms | 500 |
| Out Low | OUT3 |
| Out Hig | OUT4 |
| Wait_ms | 500 |
| Out Low | OUT4 |
| Out Hig | OUT5 |
| Wait_ms | 500 |
| Out Low | OUT5 |
| Out Hig | OUT6 |
| Wait_ms | 500 |
| Out Low | OUT6 |
| PrgmEnd | Repeat |

Above program turn ON the outputs sequentially for 500mS endlessl, can be used for testing outputs.

Default Program2:

In=>OUT I4->O1
In=>OUT I5->O2
In=>OUT I6->O3
PrgmEnd Repeat

Above program copies input status to the outputs, I4,I5 & I6 inputs are copied to the O4,I5 & I6 outputs respectively.

Default Program3:

Speed 20000
Accel 1024
Out Hig OUT1
Movmm 1.00
Waitfor MOTOR
Out Low OUT1
Out Hig OUT2
Wait_ms 500
Out Low OUT2
PrgmEnd Repeat

Above program:

- Sets Motor Speed and Aceeleration
- Turn ON output 1
- Move motor by 1mm and wait for movement to end
- Turns OFF output1 and turns ON output 2
- Waits for 500mS and turns OFF output 2
- Repeats Above sequence

Default Program4:

| | |
|----------------|---------------|
| <i>Speed</i> | <i>S</i> |
| <i>Accel</i> | <i>1024</i> |
| <i>BlokRun</i> | <i>IN3</i> |
| <i>Out Hig</i> | <i>OUT3</i> |
| <i>Dir CW</i> | |
| <i>Loopfor</i> | <i>3</i> |
| <i>Movmm</i> | <i>1.00</i> |
| <i>LoopEnd</i> | |
| <i>Waitfor</i> | <i>MOTOR</i> |
| <i>Out Low</i> | <i>OUT3</i> |
| <i>BlokEnd</i> | |
| <i>BlokRun</i> | <i>IN4</i> |
| <i>Out Hig</i> | <i>OUT4</i> |
| <i>Dir CW</i> | |
| <i>Loopfor</i> | <i>4</i> |
| <i>Movmm</i> | <i>1.00</i> |
| <i>LoopEnd</i> | |
| <i>Waitfor</i> | <i>MOTOR</i> |
| <i>Out Low</i> | <i>OUT4</i> |
| <i>BlokEnd</i> | |
| <i>BlokRun</i> | <i>IN5</i> |
| <i>Out Hig</i> | <i>OUT5</i> |
| <i>Dir CW</i> | |
| <i>Loopfor</i> | <i>5</i> |
| <i>Movmm</i> | <i>1.00</i> |
| <i>LoopEnd</i> | |
| <i>Waitfor</i> | <i>MOTOR</i> |
| <i>Out Low</i> | <i>OUT5</i> |
| <i>BlokEnd</i> | |
| <i>PrgmEnd</i> | <i>Repeat</i> |

Above program illustrate Nesting of Loops for further complex functionality, explanation coming soon...

Default Program5:

```
Speed      S
Accel      1024
SetDiv     W
    BlokRun    IN3
    Dir CW
    MvDiv     D
    Waitfor   MOTOR
    BlokEnd

    BlokRun    IN4
    Dir CCW
    MvDiv     D
    Waitfor   MOTOR
    BlokEnd
PrgmEnd    Repeat
```

This is a practical program that can be used for **indexing application** as it is or can be customized further. In defaults state it works as below:

- Motor speed is set from variable "S"
- Acceleration is set to 1024
- Total number of Indexing Divisions are set from variable "W"
- First block of code between "BlokRun" and "BlokEnd" is executed if Input 3 is found **active**. If Input 3 is found **inactive** this block is skipped otherwise following 3 commands are executed: **1)** Motor direction is set to "Clockwise" **2)** Motor is moved by number of division set in variable "D" and **3)** Waits till moment is completed.
- Second block of code between "BlokRun" and "BlokEnd" is executed if Input 4 is found **active**. If Input 4 is found **inactive** this block is skipped otherwise following 3 commands are executed: **1)** Motor direction is set to "Counter Clockwise" **2)** Motor is moved by number of division set in variable "D" and **3)** Waits till moment is completed.
- Program is repeated.

Effectively above indexing program takes 2 inputs (IN3 and IN4) and INDEX the motor in clockwise or counter clockwise direction respectively. Eg if variable "W" is set to 4 and variable "D" is set to 1, on each input IN3 motor will move by 90 degrees clockwise. Or in each input on IN4 motor will move 90 degrees reverse direction.

Default Program6:

```
Speed      S
Accel      1024
  BlokRun   IN3
  Dir CW
  Movmm     D
  Waitfor   MOTOR
  BlokEnd

  BlokRun   IN4
  Dir CCW
  Movmm     D
  Waitfor   MOTOR
  BlokEnd
PrgmEnd    Repeat
```

This is a practical program that can be used for **Linear Movement application** as it is or can be customized further. In defaults state it works as below:

- Motor speed is set from variable "S"
- Acceleration is set to 1024
- First block of code between "BlokRun" and "BlokEnd" is executed if Input 3 is found **active**. If Input 3 is found **inactive** this block is skipped otherwise following 3 commands are executed: **1)** Motor direction is set to "Clockwise" **2)** Motor is moved by distance (mm) set in variable "D" and **3)** Waits till moment is completed.
- Second block of code between "BlokRun" and "BlokEnd" is executed if Input 4 is found **active**. If Input 4 is found **inactive** this block is skipped otherwise following 3 commands are executed: **1)** Motor direction is set to "Counter Clockwise" **2)** Motor is moved by distance (mm) set in variable "D" and **3)** Waits till moment is completed.
- Program is repeated.

Effectively above indexing program takes 2 inputs (IN3 and IN4) and moves the motor in clockwise or counter clockwise direction respectively. Eg if "D" is set to 10, on each input IN3 motor will move 10mms clockwise. Or in each input on IN4 motor will move 10mm in reverse direction.