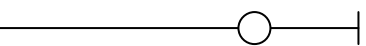


<b>NCF 010</b>	<b>Move Absolute(REAL) _NCF010_MoveAbsolute_REAL</b>
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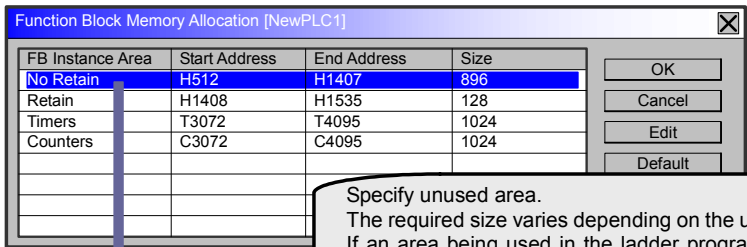
<b>Basic function</b>	Executes positioning with the absolute movement.																																			
<b>Symbol</b>	<p>Always ON (P_On)</p> <p>Unit No.</p> <p>Axis No.</p> <p>Start</p> <p>Position command</p> <p>Speed command</p>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">_NCF010_MoveAbsolute_REAL</td> <td style="padding: 2px;">(BOOL)</td> <td style="padding: 2px;">(BOOL)</td> </tr> <tr> <td style="padding: 2px;">EN</td> <td style="padding: 2px;">EN</td> <td style="padding: 2px;">ENO</td> </tr> <tr> <td style="padding: 2px;">Unit No.</td> <td style="padding: 2px;">(INT)</td> <td style="padding: 2px;">(BOOL)</td> </tr> <tr> <td style="padding: 2px;">UnitNo</td> <td style="padding: 2px;">UnitNo</td> <td style="padding: 2px;">Done</td> </tr> <tr> <td style="padding: 2px;">Axis No.</td> <td style="padding: 2px;">(INT)</td> <td style="padding: 2px;">(BOOL)</td> </tr> <tr> <td style="padding: 2px;">Axis</td> <td style="padding: 2px;">Axis</td> <td style="padding: 2px;">CommandAborted</td> </tr> <tr> <td style="padding: 2px;">Start</td> <td style="padding: 2px;">(BOOL)</td> <td style="padding: 2px;">(BOOL)</td> </tr> <tr> <td style="padding: 2px;">Execute</td> <td style="padding: 2px;">Execute</td> <td style="padding: 2px;">Error</td> </tr> <tr> <td style="padding: 2px;">Position command</td> <td style="padding: 2px;">(REAL)</td> <td style="padding: 2px;">(WORD)</td> </tr> <tr> <td style="padding: 2px;">Position</td> <td style="padding: 2px;">Position</td> <td style="padding: 2px;">ErrorID</td> </tr> <tr> <td style="padding: 2px;">Speed command</td> <td style="padding: 2px;">(REAL)</td> <td style="padding: 2px;">Velocity</td> </tr> </table>	_NCF010_MoveAbsolute_REAL	(BOOL)	(BOOL)	EN	EN	ENO	Unit No.	(INT)	(BOOL)	UnitNo	UnitNo	Done	Axis No.	(INT)	(BOOL)	Axis	Axis	CommandAborted	Start	(BOOL)	(BOOL)	Execute	Execute	Error	Position command	(REAL)	(WORD)	Position	Position	ErrorID	Speed command	(REAL)	Velocity	 <p>Positioning completed</p> <p>Abort</p> <p>Error flag</p> <p>Error code</p>
_NCF010_MoveAbsolute_REAL	(BOOL)	(BOOL)																																		
EN	EN	ENO																																		
Unit No.	(INT)	(BOOL)																																		
UnitNo	UnitNo	Done																																		
Axis No.	(INT)	(BOOL)																																		
Axis	Axis	CommandAborted																																		
Start	(BOOL)	(BOOL)																																		
Execute	Execute	Error																																		
Position command	(REAL)	(WORD)																																		
Position	Position	ErrorID																																		
Speed command	(REAL)	Velocity																																		

<b>File name</b>	Lib\FBL\omronlib\PositionController\NCF\_NCF010_MoveAbsolute_REAL12.cxf
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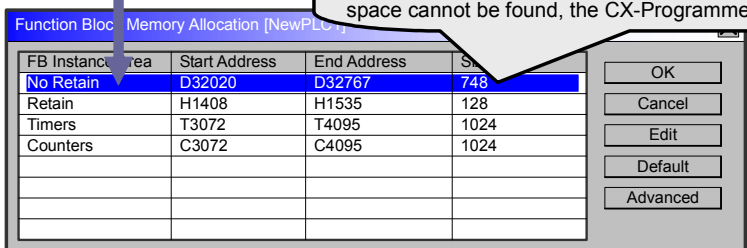
<b>Applicable models</b>	Position Control Unit	CJ1W-NCF71, CS1W-NCF71
CPU Unit	CS1*-CPU**H Unit Version 3.0 or later	CJ1*-CPU**H Unit Version 3.0 or later
	CJ1M-CPU** Unit Version 3.0 or later	CP1H
CX-Programmer	Version 5.0 or later	

<b>Languages in function block definitions</b>	Ladder programming
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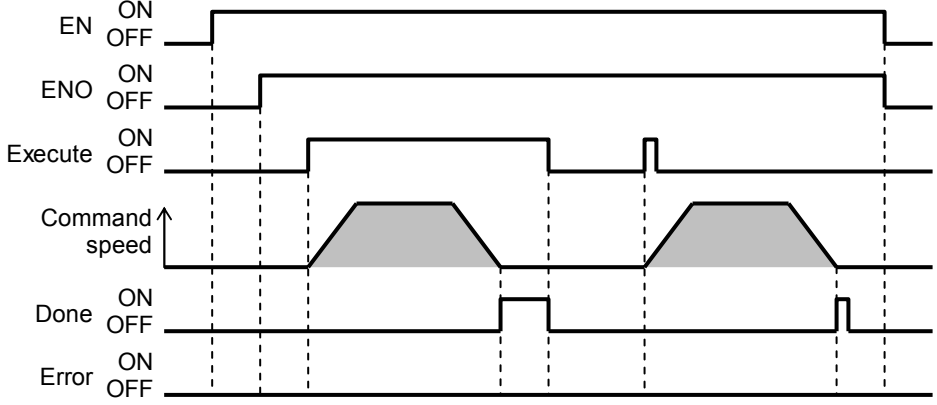
<b>Conditions for usage</b>	<p>The following conditions for usage should be the Position Control Unit version 1.2 or earlier. (It will not be required in the Position Control Unit version 1.3 or later)</p> <p>■CX-Programmer Setting</p> <p>The function blocks related to the Position Control Units will not operate if the area H512 or higher (default setting) is specified as the Non Retain Area through the Function block memory allocation. Make sure to change the memory area to unused area (DM or EM, for example) from the CX-Programmer. To change this value, click <b>PLC/Function Block Memory/Function Block Memory Allocation</b> from the Menu Bar.</p>
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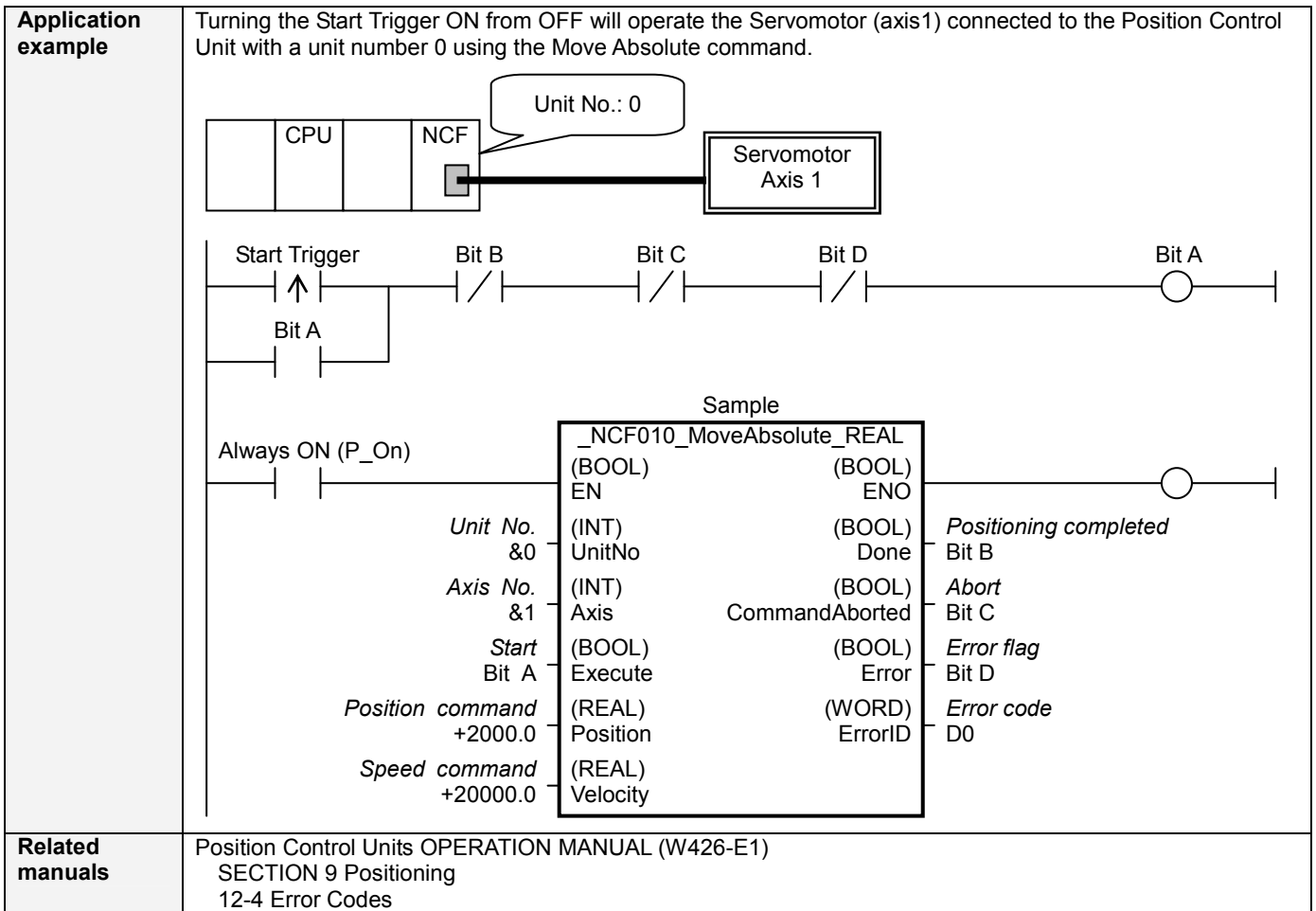


Specify unused area.  
The required size varies depending on the used FB and the number of FBs. If an area being used in the ladder program is specified or sufficient free space cannot be found, the CX-Programmer will display a compile error.



For example, to use the memory area from D32020 to D32767 (748 words), specify the addresses as shown in the left.

<p><b>Function description</b></p>	<p>When the Start (Execute) turns ON, a positioning operation for the axis of the specified Unit No. (UnitNo) and Axis No. (Axis) is started using the specified Position command (Position) and Speed command (Velocity). Changing the Speed command (Velocity) during positioning by this FB will change the actual operation speed. The Positioning completed (Done) is turned ON when the positioning operation for the FB has been completed. This flag will not be turned ON if the positioning operation is canceled because another operation has been started from a different instance, for a deceleration stop, or because an error has occurred. The Error flag (Error) will be turned ON and the Error code (ErrorID) will be output if an error occurs for the FB. This will not occur for error in other FBs or other instances of the FB. These statuses (Done/CommandAborted/Error/ErrorID) will be reset when the Start (Execute) turns OFF. If the Start (Execute) turns OFF before the positioning operation has been completed, the status will be set for at least one cycle when corresponding conditions have occurred.</p> 
<p><b>Kind of FB definition</b></p>	<p>Always execution type. Connect the EN input to the Always ON Flag (P_On). The same instance cannot be used in two or more places.</p>
<p><b>FB precautions</b></p>	<ul style="list-style-type: none"> <li>Executing this FB during the positioning operation will cause a duplicate start. Positioning operation will be performed to the absolute position specified in Position command (Position) from the point at which the last execution was started. Refer to the <i>Related Manuals</i> for details.</li> </ul>
<p><b>EN input condition</b></p>	<ul style="list-style-type: none"> <li>Connect the EN input to the Always ON Flag (P_On). If another bit is connected to EN, the FB outputs will be held when the connected bit turns OFF.</li> </ul>
<p><b>Restrictions Other</b></p>	<ul style="list-style-type: none"> <li>Changing the Speed command (Velocity) during positioning by this FB will change the actual operation speed. However, the speed will not be changed if the Speed command (Velocity) is less than <math>-2.147483e+009</math> or exceeds <math>+2.147483e+009</math>. Ex.1) When changing the Speed command value <math>+1000.0(+1000)</math> to <math>+2.147483e+009</math> during the operation: The speed command value for the Position Control Unit is changed to <math>+2.147483e+009(+2147483000)</math>. Some Position Control Units may cause an error. Ex.2) When changing the Speed command value <math>+1000.0(+1000)</math> to <math>+2.147484e+009</math> during the operation: The Speed command value for the Position Control Unit remains <math>+1000.0(+1000)</math> without any change.</li> <li>The following cannot be specified for this FB: "Acceleration/deceleration curve designation", "Forward rotation current limit designation" and "Reverse rotation current limit designation". If any of these functions is required, specify them in advance outside the FB.</li> <li>This FB uses Unit Error Reset, Write Data, Read Data and Save Data Bits of the Position Control Unit (see Note). Therefore, do not turn these bits ON or OFF between the period from the rising edge of EN to the rising edge of ENO. For the same reason, do not use these bits for coil outputs (OUT commands).</li> <li>The output variable of FB may not change even if EN is turned ON. In that case, check if any of Unit Error Reset, Write Data, Read Data and Save Data Bit is left ON.</li> <li>This FB uses the Absolute Movement Bit in the Axis Operating Output Memory Areas. Therefore, do not turn these bits ON or OFF until the operation is completed. For the same reason, do not use these bits for coil outputs (OUT commands).</li> <li>Starting this FB while the Interrupt Feeding Bit of Axis Operating Output Memory Areas is ON will cause an error.</li> </ul> <p>Note: For calculation of bit addresses, these bits are referenced in this FB in the first execution of each instance, and when changing "Unit No. (UnitNo)", "Axis No. (Axis)" of the input variable and set "Start (Execute)".</p>



## Variable Tables

### Input Variables

Name	Variable name	Data type	Default	Range	Description
EN	EN	BOOL			1 (ON): FB started 0 (OFF): FB not started
Unit No.	UnitNo	INT	&0	&0 to &15	Specify the unit number.
Axis No.	Axis	INT	&1	&1 to &16	Specify the axis number.
Start	Execute	BOOL	0(OFF)		↑ : Starts the absolute move.
Position command	Position	REAL	+0.0	-2.147483e+009 to +2.147483e+009	Specify the numeric value of absolute movement to set for the present position. Unit: Command units
Speed command	Velocity	REAL	+0.0	+0.0 to +2.147483e+009	Specify the target speed. Unit: Command units/s Changing the value while this FB is in operation will change the actual operating speed.

### Output Variables

Name	Variable name	Data type	Range	Description
ENO	ENO	BOOL		1 (ON): FB operating normally 0 (OFF): FB not operating normally <ul style="list-style-type: none"> <li>•FB not started</li> <li>•Input variable out of the range</li> <li>•FB ended with error</li> <li>•Common Parameters could not be read</li> </ul>
Positioning completed	Done	BOOL		Turns ON when the positioning operation has been completed.
Abort	CommandAborted	BOOL		1 (ON): Aborted It will be aborted when any of the following conditions is met during operation <ul style="list-style-type: none"> <li>•Turns ON when the other Move command done (Duplicate Move).</li> <li>•Stopped with Deceleration Stop or Emergency Stop.</li> <li>•Executed Servo Unlock, Deviation Counter Reset on an operating axis.</li> <li>•Attempted to execute FB while Servo Unlock, Deceleration Stop, Emergency Stop or Deviation Counter Reset Bit is ON.</li> <li>•Detected the Stop Execution Flag is ON.</li> <li>•The Absolute Movement Bit is changed by the other FB during Absolute Movement in operation.</li> </ul>
Error flag	Error	BOOL		Turns ON when an error has occurred in the FB.
Error code	ErrorID	WORD		Returns the error code when an error has occurred in the FB. Refer to the <i>Related Manuals</i> for details on errors. A code of #0000 will be returned if any of the following conditions is satisfied. <ul style="list-style-type: none"> <li>•Input variable is out of range.</li> <li>•The common parameters of the Position Control Units are out of range.</li> <li>•Not established communications with a specified axis.</li> <li>•The Interrupt Feeding Bit of Axis Operating Output Memory Areas is ON before Absolute Movement is executed by this FB.</li> </ul>

### ■Version History

Version	Date	Contents
1.00	2004.06.	Original production
1.10	2005.01.	Limitation about the setting timing with "Unit No. (UnitNo)" and "Axis No. (Axis)" was removed.
1.20	2007.11.	The restrictions on the Interrupt Feeding Designation of the Axis Operating Output Memory Areas have been removed.

### ■Upgrade Details

Version	Contents
1.10	In version 1.00, "Unit No. (UnitNo)" and "Axis No. (Axis)" must be set when EN was ON and "Start (Execute)" was OFF. This means not sometimes working normally when "Unit No. (UnitNo)" and "Axis No. (Axis)" are changed simultaneously with ON of "Start (Execute)". In version 1.10, this limitation was removed.
1.20	In the version 1.10, the Interrupt Feeding Designation of the Axis Operating Output Memory Areas was always monitored. Therefore, an error was output by the FB regardless of an axis status when turning ON the Interrupt Feeding Designation after completing to accept the command to operate an axis. In the version 1.20, it is monitored only when starting an axis operation and not monitored after a positioning operation has started.

### ■Note

This document explains the function of the function block.

It does not provide information of restrictions on the use of Units and Components or combination of them. For actual applications, make sure to read the operation manuals of the applicable products.