Motion Architect does the work for you . . .
configure, diagnose, debug

Motion Architect has been designed for use with all 6000 Series products—for both servo and stepper technologies. The versatility of Microsoft Windows and the 6000 Series language allow you to solve applications ranging from the very simple to the complex.

Motion Architect comes as standard with each of the 6000 Series products and is a tool that makes using these controllers even simpler—considerably shortening the project development time.

Using Motion Architect, you can open multiple windows at once. For example, both the Program Editor and Terminal Emulator windows can be opened to run the program, get information, and then make changes to the program.

On-line help is available throughout Motion Architect, including interactive access to the contents of the Compumotor 6000 Series Software Reference Guide.

Standardizing your motion control software requirements around Motion Architect protects your software investment.

- The code is transferable to any 6000 Series indexer or servo controller
- Reduce your learning curve and development
- Reduce maintenance and support training
- This is the platform for future products and enhancements

Motion Architect requires:

- Microsoft Windows, release 3.1 or later or Windows NT. Motion Architect automatically detects the operating system on your computer and installs the proper drivers.
- At least 2 MB of RAM
- At least 3 MB of hard disk space

This does not include the memory requirements for additional add-on modules.

The heart of Motion Architect is the shell

The shell provides an integrated environment to access four main modules. These modules consist of:

- System Configurator and Code Generator (Setup): Automatically generate controller code for basic system setup parameters (I/O definitions, encoder operations, drive setup, etc.), based on answers you give to dialogue boxes.
- Program Editor (Editor): Create blocks or lines of 6000 Series controller code, or copy portions of code from a previous file. You can save Editor files for later use in a high-level program (e.g., BASIC, C, etc.), or in the Terminal or Panel modules.

- Terminal Emulator (Terminal): Providing communication directly with the 6000 Series product, the terminal emulator allows you to type in and execute controller code and transfer code files to and from the controller. Owners of 6000 Series bus-based controllers can transfer (download) the soft operating system.
- Test Panel and Program Tester (Panel): Create your own test panel to exercise your programs and check the activity of I/O, motion, system status indicators, timers and counters, and the communications interface.

In addition to the functions of the preceding modules, Motion Architect gives you these on-line resources (see Help pull-down menu):

- Context-Sensitive Help: Access via the Help pull-down menu, the Help buttons in the dialogue boxes, or by pressing the F1 key at any time. This resource provides comprehensive help information about the modules.
- On-Line User Guides:
  – 6000 Series Programming Guide
  – 6000 Series Software Reference Guide

The modules listed below are sold separately as add-on utilities to Motion Architect. After they are installed, you can access them from the utilities menu. To purchase one of these options, contact your local Automation Technology Centre.

- Servo Tuner™ (Tuning and Data Gathering Tool): Servo Tuner is a graphical data acquisition tool to make drive tuning much easier.
- CompuCAM™: CAD-to-Motion (CAM) software allows you to translate DXF, HP-GL, and G-code files into 6000 Series language motion programs.