

# MI Motion toolbox

## .NET Control software

### Description:

The suite « MI Motion Toolbox » is a set of software tools that provide simplified interface for programming, maintenance and troubleshooting of your Midi Ingénierie motor/axis controller.

This suite is made up of four major elements based on .NET components:

- **MonMiCom:** A setup application allowing to setup the axis, access parameters, and program embedded sequences. Simplified GUI makes it ideal to communicate with the modules without writing a single line of code.
- **MidiIngenierie.Com.dll:** .NET object handling low level communication and network topology. No need to waste your time on checksum calculation, the component does it for you...
- **MidiIngenierie.Axe.dll:** .NET objects handling high-level axis commands. The user no longer needs to care for the syntax of the commands. Access parameters and functions in just a few clicks.
- Many examples are available in LabVIEW™, Visual BASIC, C#... Getting started with your project has never been easier!

Compatible with major development platforms as LabVIEW™, LabWINDOWS™, Visual BASIC and C# those objects allow you to reduce the development time of your movements control application. So, the principal functions as speed control, position or torque control are reachable in one program line or in one VI in LabVIEW™;

The software suite "MI Motion Toolbox" is delivered free of charge with all DMAC and BMAC.



### Features

- .Net Components for 32bit and 64bit Windows environments (plus XP embedded and CE)
- Supports BMAC, DMAC and µMAC
- Integration in the Microsoft Visual Studio toolbar

### References

- MMT MI Motion Toolbox

### Technical specifications:

	Communication component	Axis component
Low level access functions	✓ RS232, RS485, USB, Ethernet	
Movement functions		✓ Move_Speed, Move_On, Move_To, Stop, Halt...
Setting functions		✓ Current_Ratio, Torque_Ratio, Hard_Ends, Soft_Ends, Input, Input_Analog, Output...
DMAC	✓	✓
BMAC	✓	✓
microMAC	✓	✓



## Software integration:

