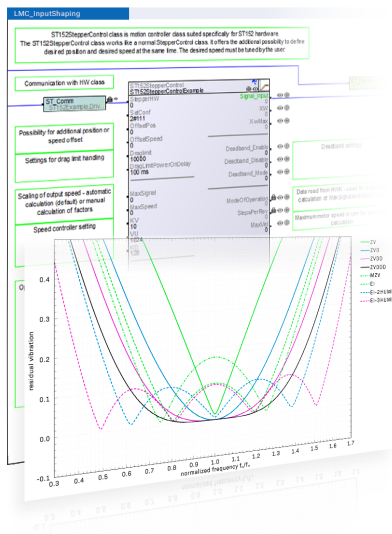




LMC InputShaping



Input shaping is used in various applications such as 3D printing to reduce vibrations. This library contains the functionality to implement input shaping for motion applications and offers a selection of many standard filter types such as ZV, ZVD, MZV or EI filters. The filters are parameterized directly by specifying the filter frequency and the filter attenuation and, in the case of EI filters, the vibration suppression.

Several filter frequencies can be suppressed by interconnecting several input shaping objects.

One class allows the synchronization of several input shaping filters to adjust the weighted delay.

FEATURES

- Typical input shaping filters such as ZV, ZVD, MZV, EI, 2-HUMP EI already implemented
- Simple parameterization through filter frequency and filter attenuation
- Simple definition of an overall filter characteristic possible using several input shaping objects
- Specification of additional delay time to synchronize filter objects
- Synchronization of the delay of up to twelve input shaping filters possible
- Filter characteristics can be changed when the axis is switched on
- Time in milliseconds or microseconds

FACTS

Development environment	LASAL CLASS 2
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