

IsoUs – Ultimate Step
Plugin – XBox360

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Motion
&
Control

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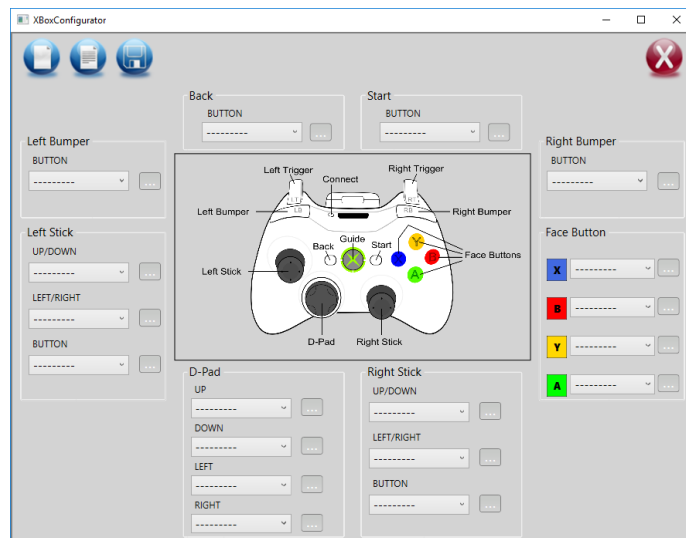
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1 XboxConfigurator

This Plugin manages the configuration of Joystick buttons.

You can configure all buttons with different **FUNCTIONS**, the analog joystick can interpolate two axis.

The configuration must be saved in to IsoUs folder with name xboxconfigure.cfg.



1.1 Utilizzo del PlugIn

In the PlugIn you can configure all buttons trough the selector, with the various **FUNCTIONS**, and the various **OPTIONS** with the related buttons.

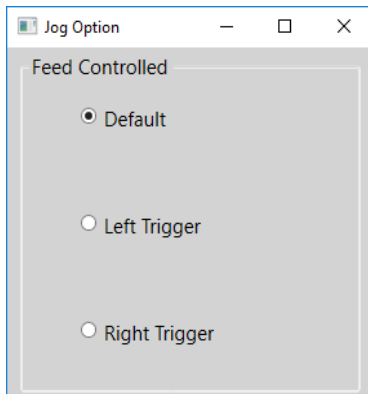
The analog Joystick has double function, move axes and **FUNCTION** with the keypress.

To move the interpolation axes, you must insert in the CNC application, the standard object **ISO-XBOX**.

Object manages two interpolation axes, in the option object if the parameter **ISOV1_generic** is set at **8** manages **X-Y**, if is set at **9** manages **Z-A**.

To manage four interpolation axes you have to use two objects.

1.1.1 Jog Option

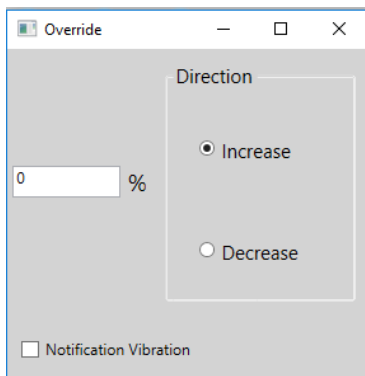


DEFAULT - Jog axis with override of ISOUS.

LEFT TRIGGER –Jog axis with speed set with keypress.

RIGHT TRIGGER – Jog axis with speed set with keypress.

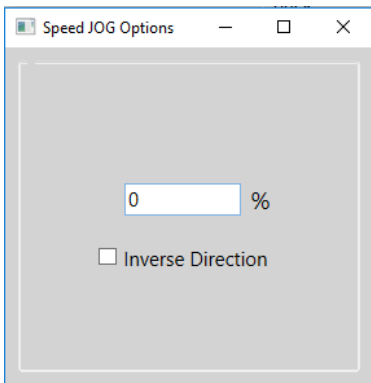
1.1.2 Override



The percentage override increased or decreased with keypress.

1.1.3 Speed Jog Option

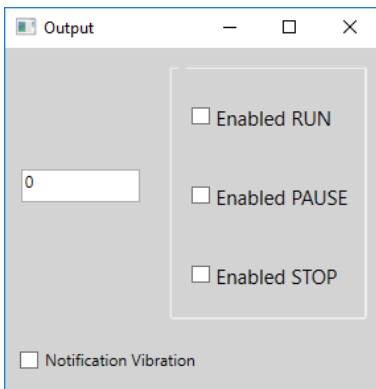
Option for analog Joystick.



Setting the percentage speed to Joystick, and the axis direction.
If you select **INVERSE DIRECTION**, the axis is moved inverse direction.

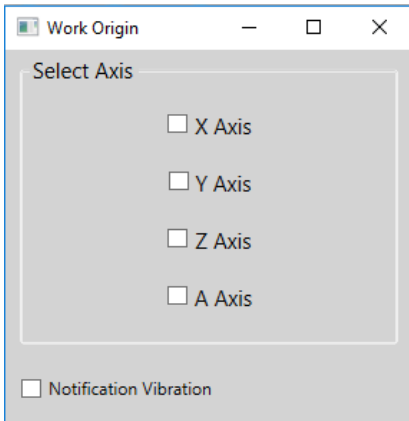
1.1.4 Output

Setting the number of **DIGITAL OUTPUT** with the possibility to change state.



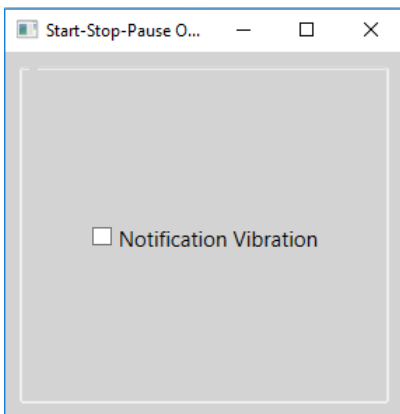
1.1.5 Work Origin

Setting the axes for work origin.



1.1.6 Start-Stop e Pausa Option

Set the vibration, with keypress Start-Stop or Pause.



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