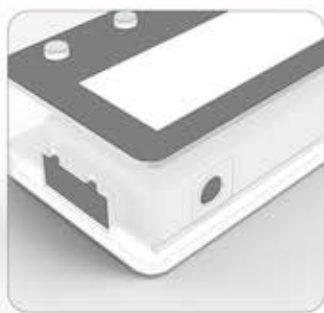


General Purpose Stepper Motor Controller



Overview

- Plug and play with in-built user interface
- Used with NEMA17 stepper motors (can be provided)
- One equipment, multiple applications
- Pumping, RPM control, linear stage, pattern generation
- It can be directly interfaced with Qosain Scientific's Physlogger

Description

This modular motor controller is built to be deployed in applications where minimal electrical setup is required. All that it needs is a power connection using a DC power adapter and a NEMA 17 stepper motor that can be connected using a pluggable electrical connector. Using an LCD and push-button interface, the controller can then be configured to run in a suitable mode depending upon the application. Some of the working modes allow the stepper motor to be used with a gearbox, a linear stage, or both to further achieve more specialized movements.



SELECT A MODE.
< D DISP >

SELECT A MODE.
< A DISP >

NUMBER OF TURNS:
45.3

REV / SEC :
101.2

PRESS > TO
START.

Mode

Digital RPM control

Analog RPM control

Angular displacement mode for rotating a shaft at a fixed RPM for a fixed number of turns

Linear displacement mode for displacing a linear slide by a fixed value at a fixed speed

Qosain Scientific's Syringe Pump controller

Angular oscillator

Linear oscillator

Variables

RPM

RPM using an external rotating knob

RPM, angle, gear ratio

Linear speed, displacement, gear ratio

Start position adjustment, syringe size, flow rate, volume to pump, gear ratio

Frequency, counts, amplitude, gear ratio

Frequency, counts, amplitude, gear ratio

Select Applications

- Syringe Pump
- Stirrer
- Conical pendulum

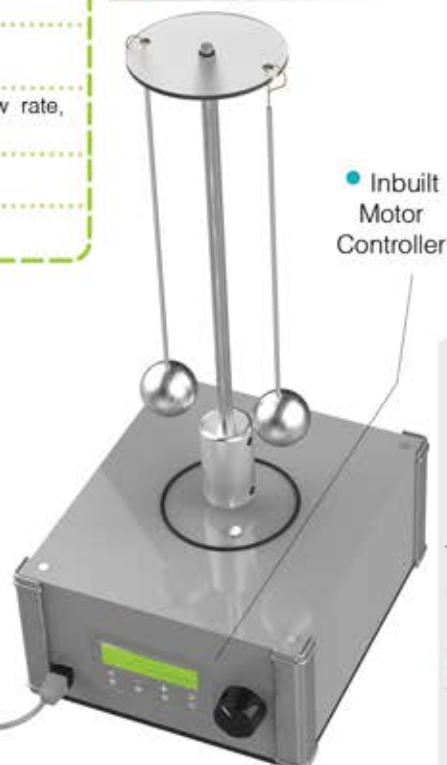


Syringe Pump

This motor controller is designed to be used not only in table-top applications but it can easily be fit inside casings of other equipment, truly making it a swiss-army knife of all motor controllers.



Qosain Scientific can provide the complete solution tailored to your needs packaged with the NEMA17 stepper motor.



Inbuilt Motor Controller