



# Dynamixel Commander

## Description and Overview

The **Dynamixel Commander** is a program for exploring and manipulating AX-12 Dynamixels on a Dynamixel Network using a simple property-based user interface. The program and source code can be found at <http://www.forestmoon.com/Software/DynaCommander/>.

## Disclaimer

This software was written and developed by Scott Ferguson. This free software is distributed under the GNU [General Public License](#). This license restricts your usage of the software in derivative works.

**Comments, questions, bug reports and suggestions are encouraged.**

Contact me at <http://www.ForestMoon.com/Software>.

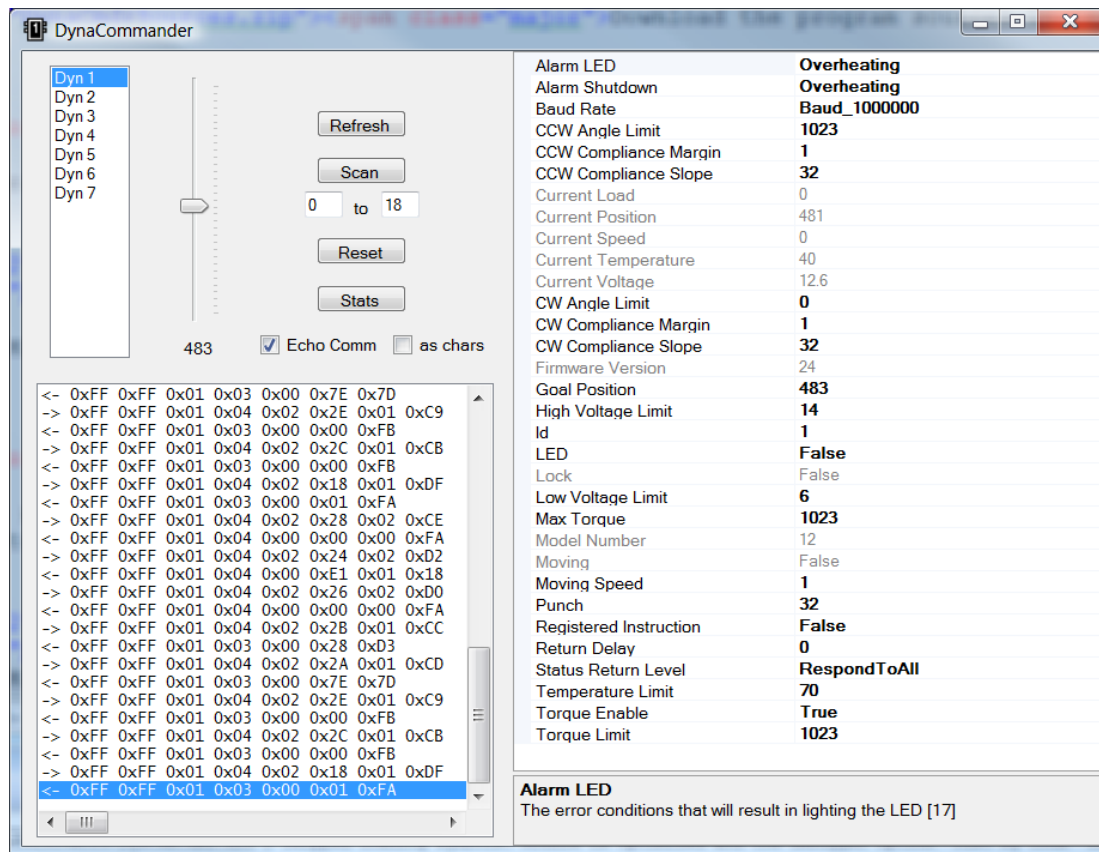
## System Requirements and Installation

This program should install and operate properly on any Windows operating system supporting the latest version of the [Microsoft .NET Framework](#).

Application installation for the **Dynamixel Commander** can be accomplished at <http://www.ForestMoon.com/Software>.

Beginners new to software development in the .NET languages of C# and Visual Basic should consider the Visual Studio Express Editions. These are free from Microsoft for personal and non-commercial use and available at <http://www.microsoft.com/express/>.

## The Main Window



The main window is composed of several sections. The **list box** at the upper left shows the Dynamixels discovered by a scan of the Dynamixel network. Selecting a Dynamixel will cause its properties to be displayed in the **Property Grid** at the right. The grayed-out properties are read-only and cannot be modified. Selecting a property shows a brief description in a pane at the bottom where the number(s) in square brackets is the Dynamixel register number or pair. (Some logical registers are composed of two physical byte registers.) The **Refresh** button will update the values in the Property Grid.

The **slider** is used to control the Goal Position.

The **Scan** button will rescan the network for Dynamixels with the range of IDs specified in the two text boxes below it.

The **Reset** button will reset the Dynamixel registers to factory default values.

The **Stats** button will output interface statistics to the **Output Window** at the lower left.

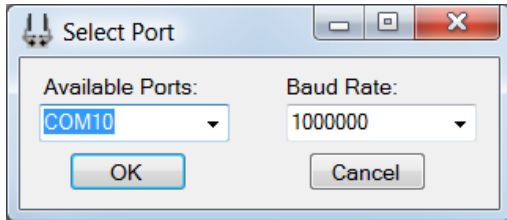
The **Echo Comm** check box, when checked, causes the Output Window to echo data bytes going to and returning from the Dynamixel network.

The **as Chars** check box, when checked, causes bytes that are displayable as characters to be so displayed, rather than as hex digits.

To clear the Output Window, use the right click context menu.

## Serial Port Configuration

The **Dynamixel Commander** requires a serial port interface, such as the USB2Dynamixel, to connect the PC to the Dynamixel network. The default port name is “COM10” and the default baud rate is 1,000,000 bps. Any failure to connect on program startup will bring up the port selection dialog, allowing you to select a valid port and baud rate.



To manually invoke the port selection dialog, hold down the **Shift** key as the program starts up.

## Change History

### *Version 1.0.0 – May 30, 2008*

- Initial release.