
VXM-1J Jog / Autoreverse Controller

Clearing Autoreverse From Memory

The VXM-1J incorporates a push-button input method to remove an existing autoreverse program from memory. Not having an autoreverse stored would be important when only jog movements are wanted and any program, that may accidentally be run, would be undesirable and unwanted motion.

Below is the front panel button input procedure to remove the existing program.

Clearing Program From Memory

(Program will be completely erased, all other settings will stay intact)

Hold **Stop**  & Press **Run**  & Press **Jog +**  Until **Local**  Goes Out