


Document	Version	Date	Visa	
Release notes KannMOTION / V0.71 – Mauren Fix	0.7.1	8.11.2017	MZI	

This document describes changes between V0.7 to V0.7.1, if you are coming from an older Version please refer also to earlier Release notes.

## 1 Release Notes KannMotion, StepperConfigTool - V0.7.1

Title	Group	Description
<b>SubVersion (Fix Level) integrated</b>	<i>New</i>	Is able to Handle also Fix- Release Numbers
<b>Working path is stored during session</b>	<i>Improvements</i>	Open / Save path during session is not anymore fixed to standard path
<b>Added User information</b>	<i>Improvements</i>	Clear information when motor update was successful
<b>File-Conversion Asking Storage</b>	<i>Improvements</i>	When an old KANN File is converted, User is asked w. Save dialog for new name or path
<b>Country specific number format compatibility</b>	<i>BugFix</i>	Depending on windows region numbering format, written -kann Files could not been reloaded anymore. This problem is now fixed by using fixed numbering format inside software.

## 2 Release Notes KannMotion, PCB-Firmware NEMA24 - V0.7.1

Title	Group	Description
<b>Driver Runaway Workaround integrated</b>	<i>Bug Fix Workaround</i>	At applications where a continuous motion with speed control is active, a silicon bug (chip bug ) was leading the driver device to come into overcurrent or overheat error after a while of operation. The new integrated workaround is avoiding this bad effects but we will lose some resolution in Speed register. ( Lowest 6-Bit of speed are cutted.. )
<b>Limit Checks</b>	<i>Bug Fix</i>	Limit checks has been corrected to effective values ACC:MAX / DEC_MAX / KE-Contsant

## 3 Release Notes KannMotion, PCB-Firmware NEMA17 - V0.7.1

Title	Group	Description
<b>Driver Runaway Workaround integrated</b>	<i>Bug Fix Workaround</i>	At applications where a continuous motion with speed control is active, a silicon bug (chip bug ) was leading the driver device to come into overcurrent or overheat error after a while of operation. The new integrated workaround is avoiding this bad effects but we will lose some resolution in Speed register. ( Lowest 6-Bit of speed are cutted.. )
<b>Limit Checks</b>	<i>Bug Fix</i>	Limit checks has been corrected to effective values ACC:MAX / DEC_MAX / KE-Contsant