

/*

* Definitions for Digital Inputs

*/

```
#define CW_LIM_INP      1
#define CCW_LIM_INP    2
#define GEAR_DIS_INP   3
#define GEAR_MASK_INP  4
#define GEAR_A_INP     5
#define GEAR_B_INP     6
#define MI_TRIG_INP    7
#define ILIM2_INP      8
#define OP1_TO_OP3_INP 9
#define HOME_SW_INP   10
#define CAPTURE_TRIGGER_INP 11
#define HOME_MOVE_INP 12
#define MAPOS_INP     13
#define MI_MSB_INP    14
#define MI_LSB_INP    15
#define CAPTURE_INP   16
#define ACT_DIS_INP   17
#define RELAY_CTRL_INP 18
#define HOLD_SW_INP   19
#define OP1_TO_OP4_INP 20
#define MI_TRIG_NO_PEND_INP 21
#define DIVIDER_HEAD_1_INP 22
#define DIVIDER_HEAD_2_INP 23
#define OP4_TO_OP8_INP 24
#define CLEAR_FAULT_INP 25
#define PFB_ON_ENCSIM 26
#define RELAY_CTRL_INP2 27
#define MI_BIT2_INP    28
#define MI_BIT3_INP    29
#define MA_BUF_TRIG    30
```

ILIMVEL - Switching to ILIM2 is allowed only if the velocity is below ILIMVEL. ILIMVEL is correlated with INxMODE 31. If input = 0 and velocity < ILIMVEL (save in EEPROM) set current limit to ilim2.