ROBOT PROGRAMMING

Visual Components Essentials 4.0

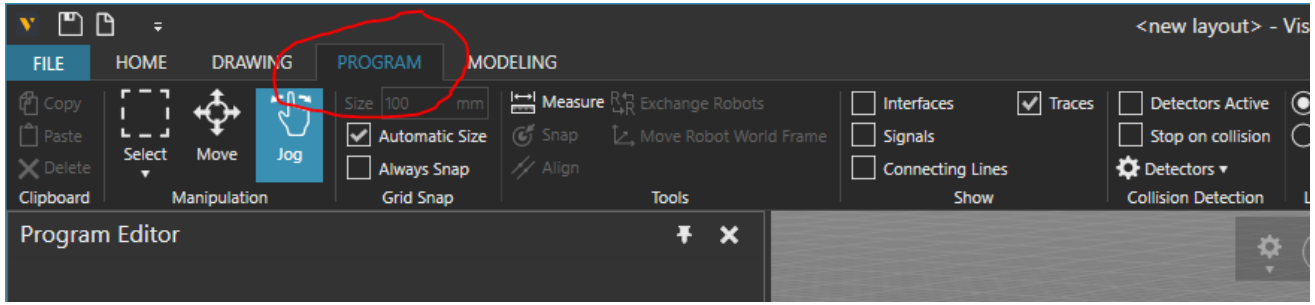
VISUAL COMPONENTS

COMMENTS AND QUESTION

- Comments and questions are welcome in the webinar chat.
- Continue discussion on the **forum.visualcomponents.com**

  forum.visualcomponents.com/forums/forum/vc-essentials/webinars/

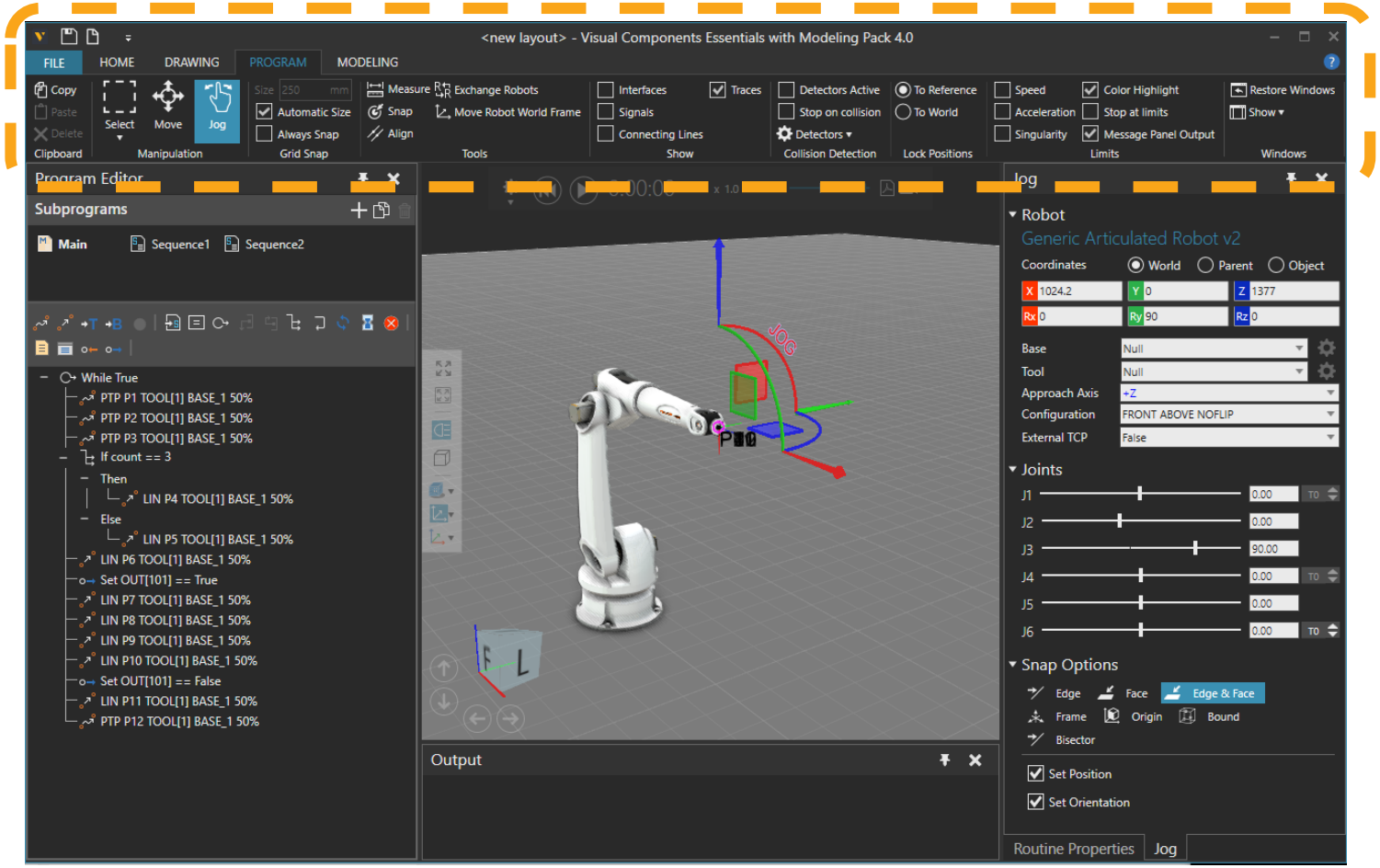
AGENDA



- Program tab GUI overview
- Teaching Motion points
- Move vs. Jog manipulation mode
- Configuring and Connecting IOs
- Configuring Tools(tcp) and Bases(coordinate system)
- External Axis

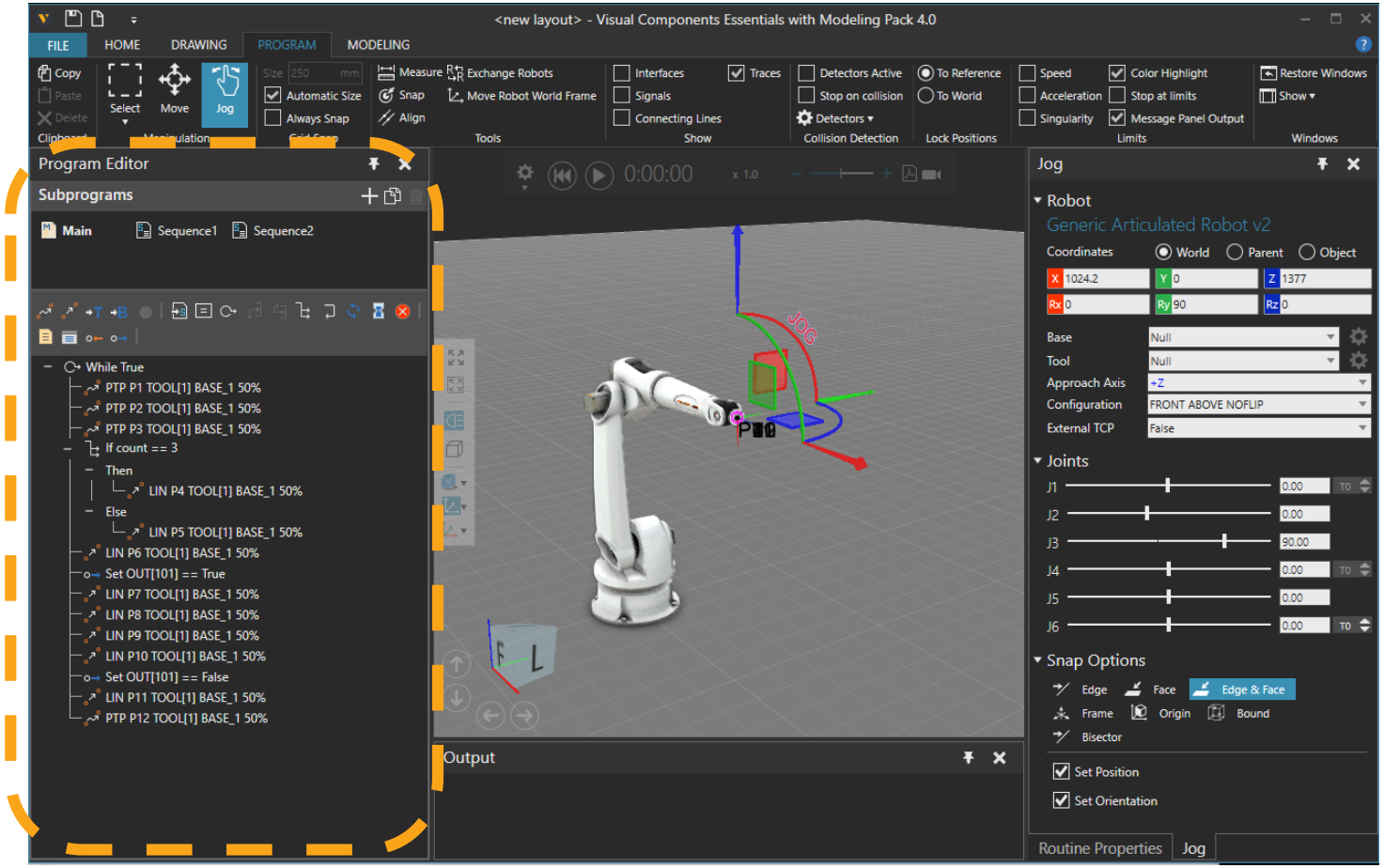
VISUAL COMPONENTS

PROGRAM TAB



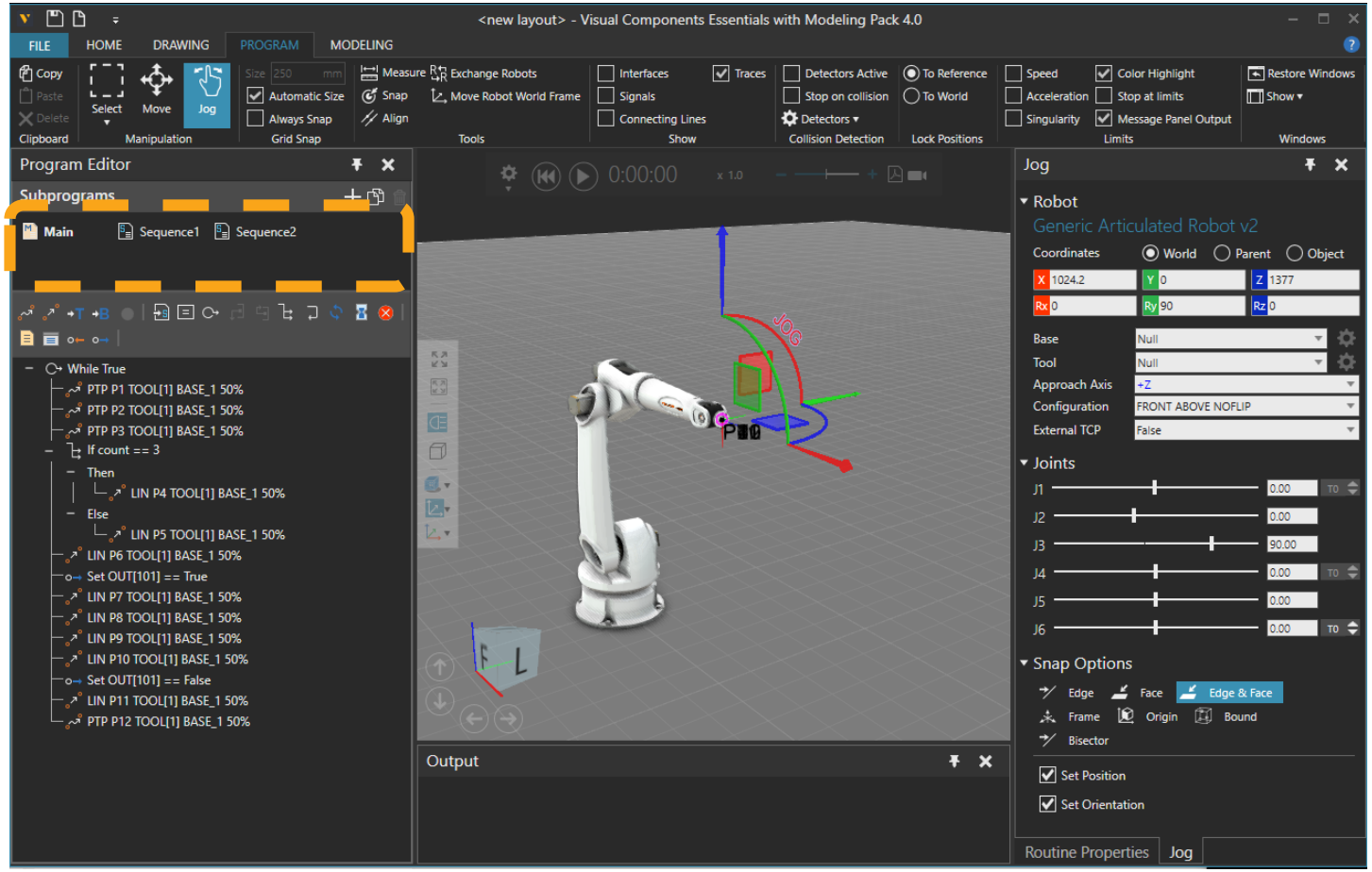
Program Ribbon

PROGRAM TAB



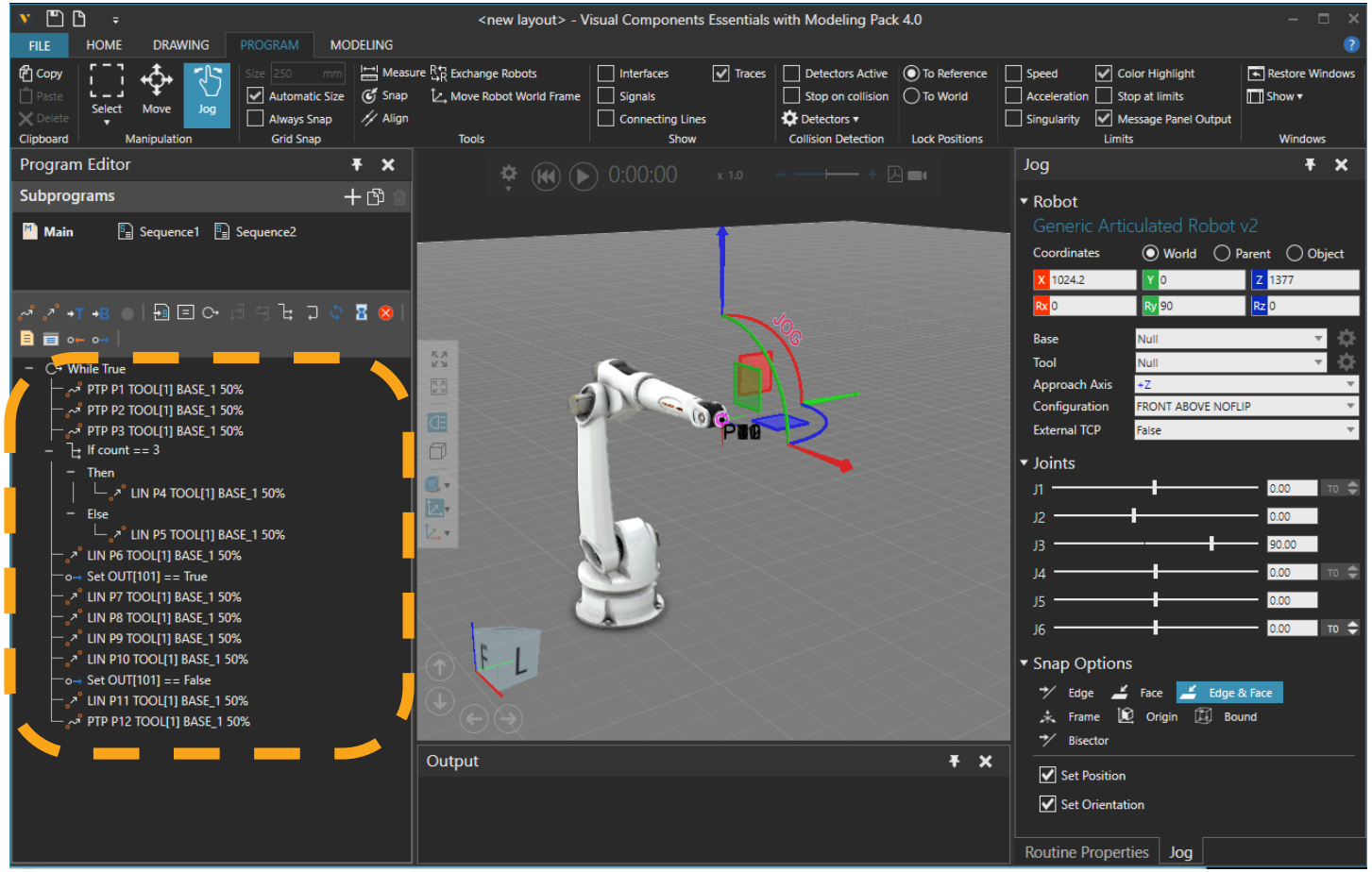
Program editor

PROGRAM TAB



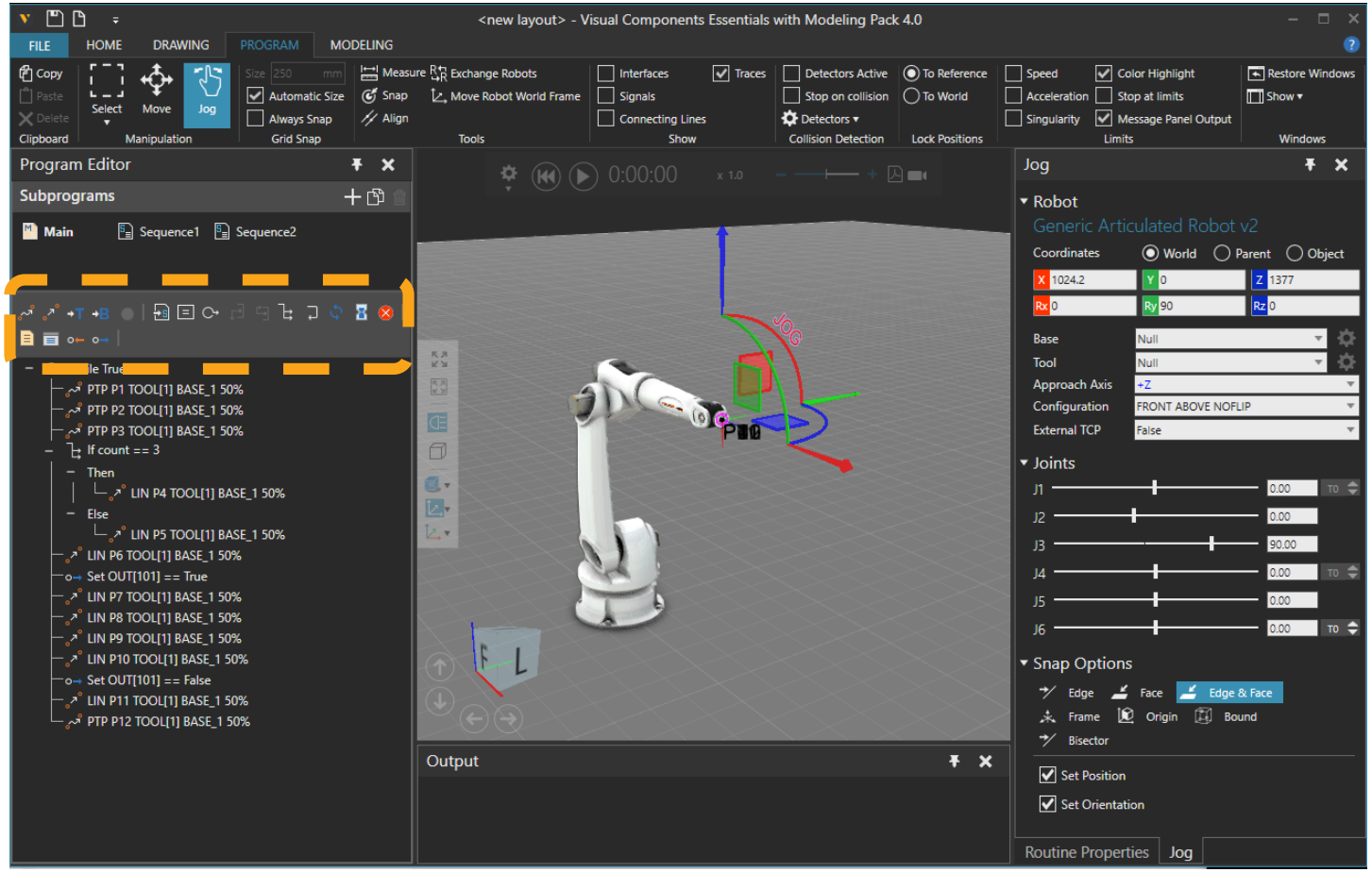
Routines: Main routine and subroutines

PROGRAM TAB



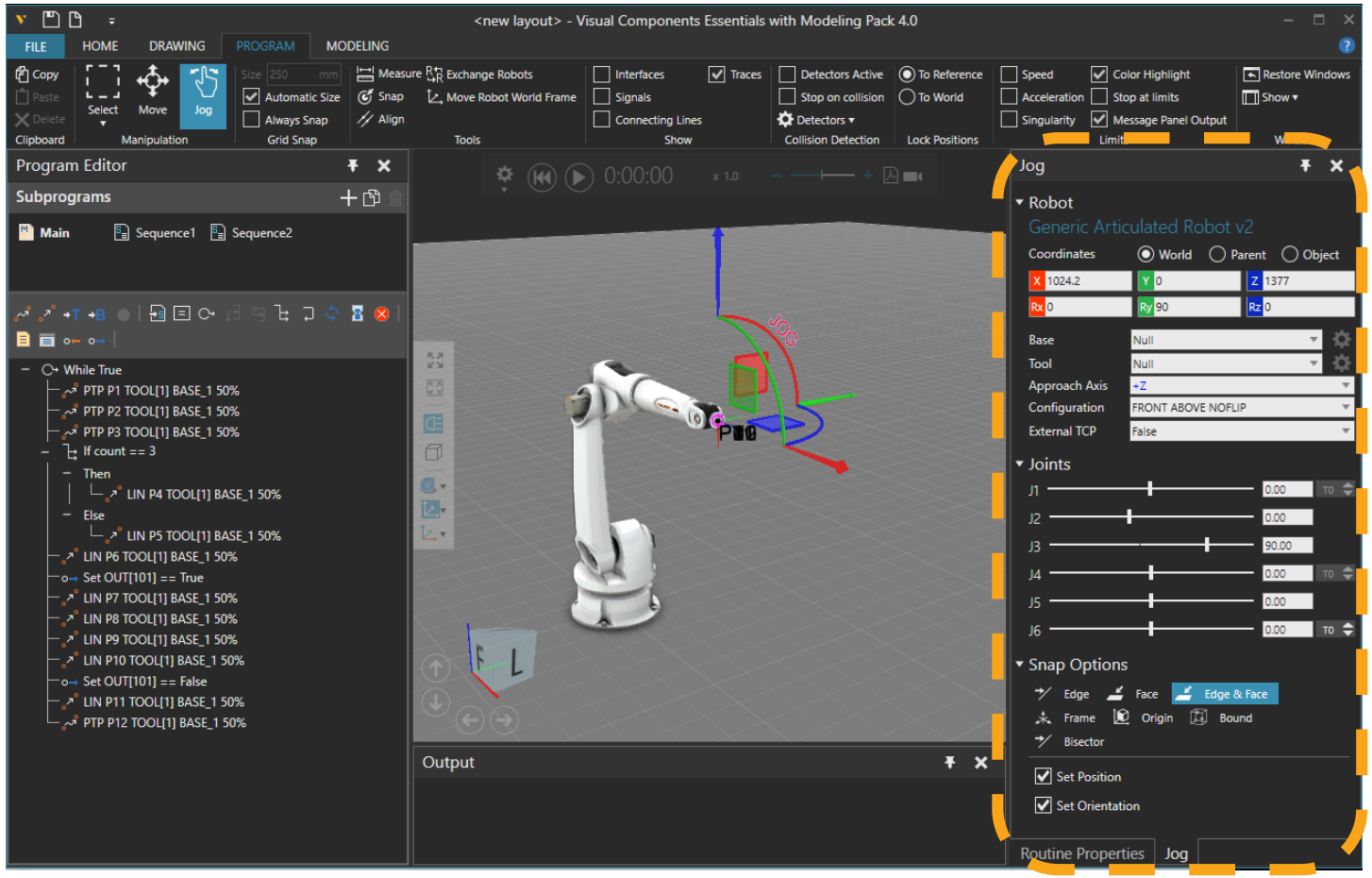
Program Statements for the selected routine

PROGRAM TAB



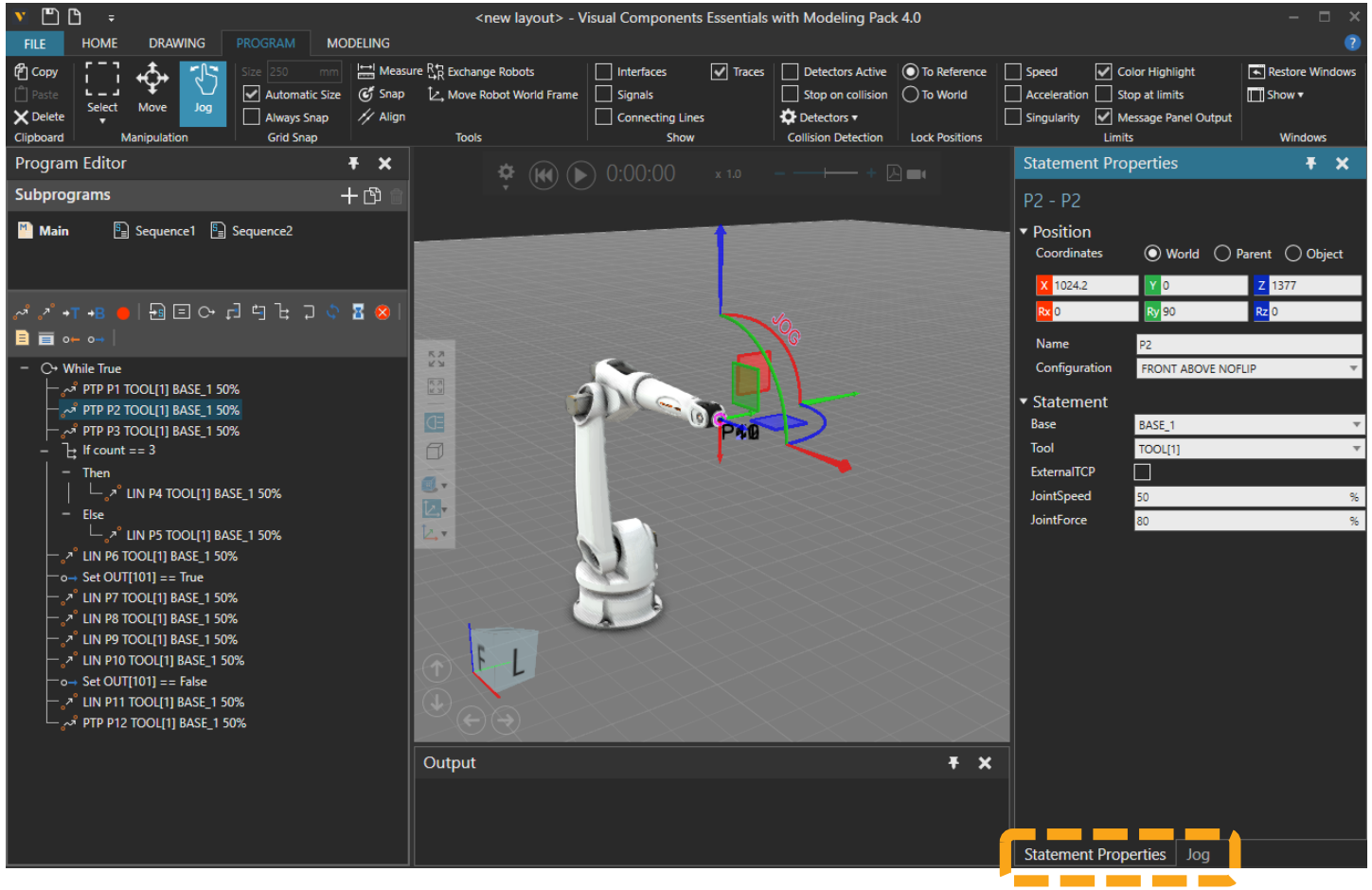
Create new statements

PROGRAM TAB



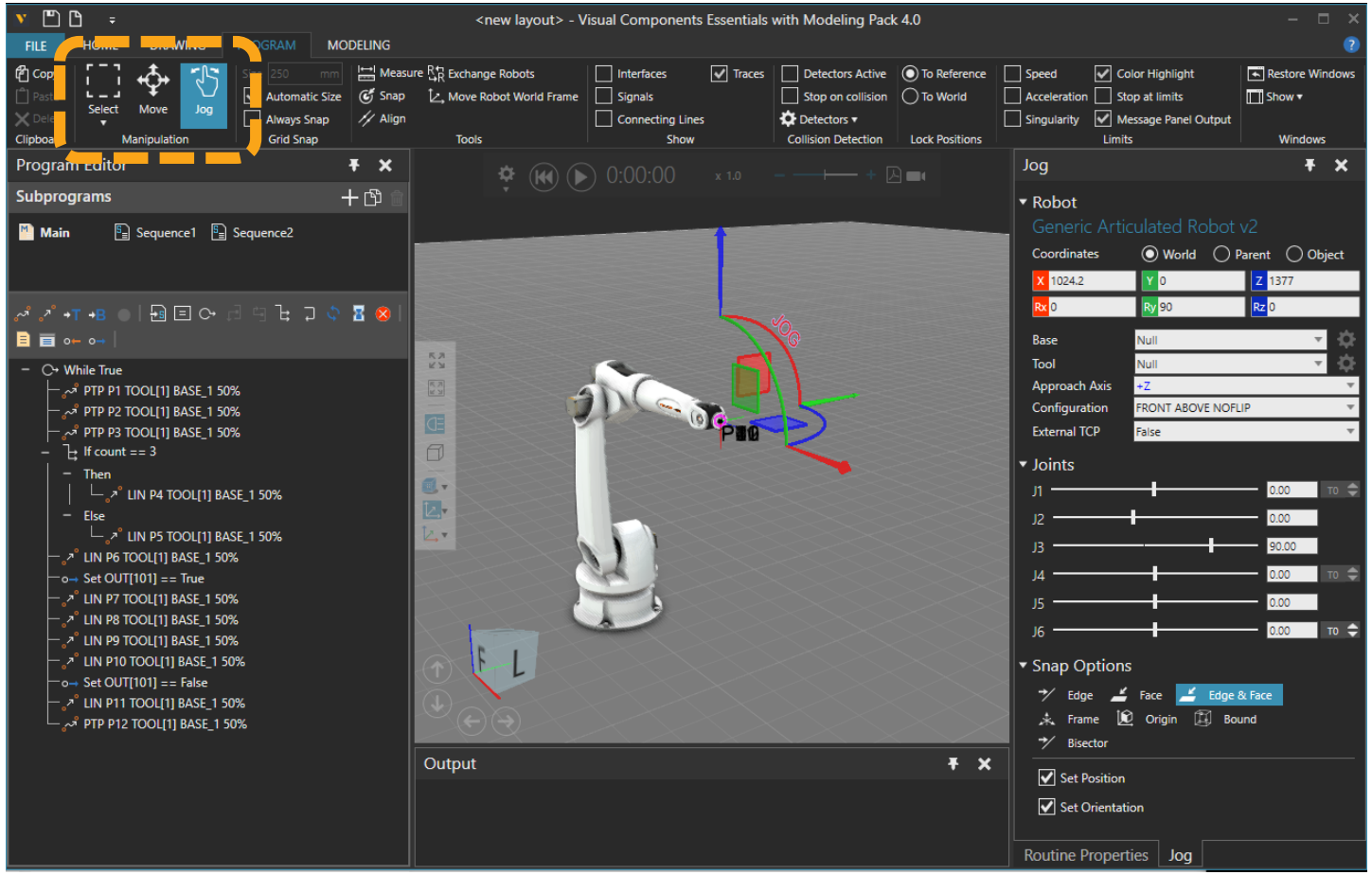
Jog panel: robot's current state and config base/tool

PROGRAM TAB



Properties Panel / Jog Panel

PROGRAM TAB

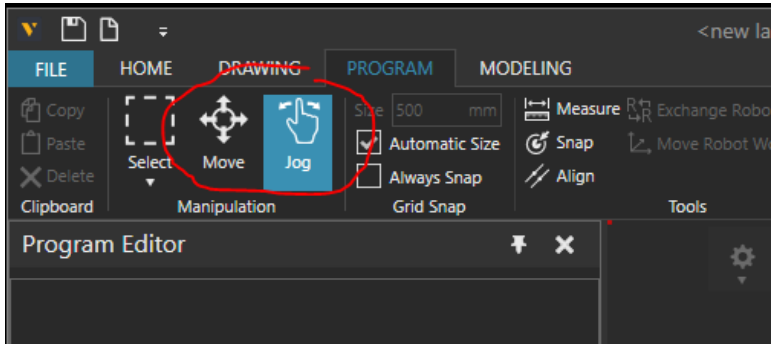


Select / Move / Jog -modes

TEACHING PROGRAM POINTS

- Jog robot to a posture
  - Use snap and align commands if needed
- Add a motion statement
  - Point To Point (PTP) or Linear motion type
  - See statement properties for speeds, acc, etc.
- Select multiple points and edit properties for group of points

MOVE VS. JOG



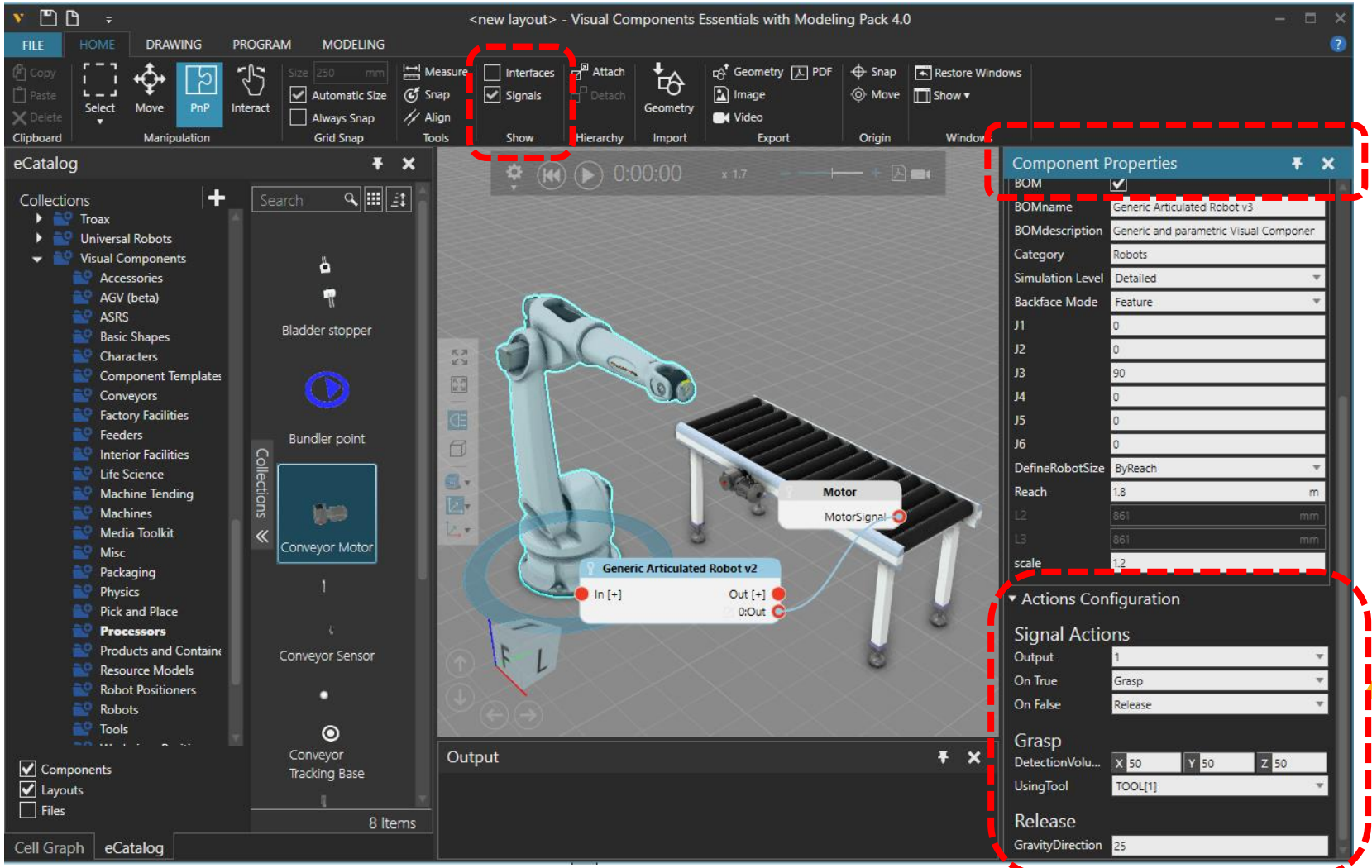
Jog	- Manipulate robot and other devices - 3d handle shown at the active TCP - Touch up required to update program points
Move	Move selected item(s) Point, Component, Base, Tool Moving a program point edits the point immediately

CONFIGURING AND CONNECTING I/O:S

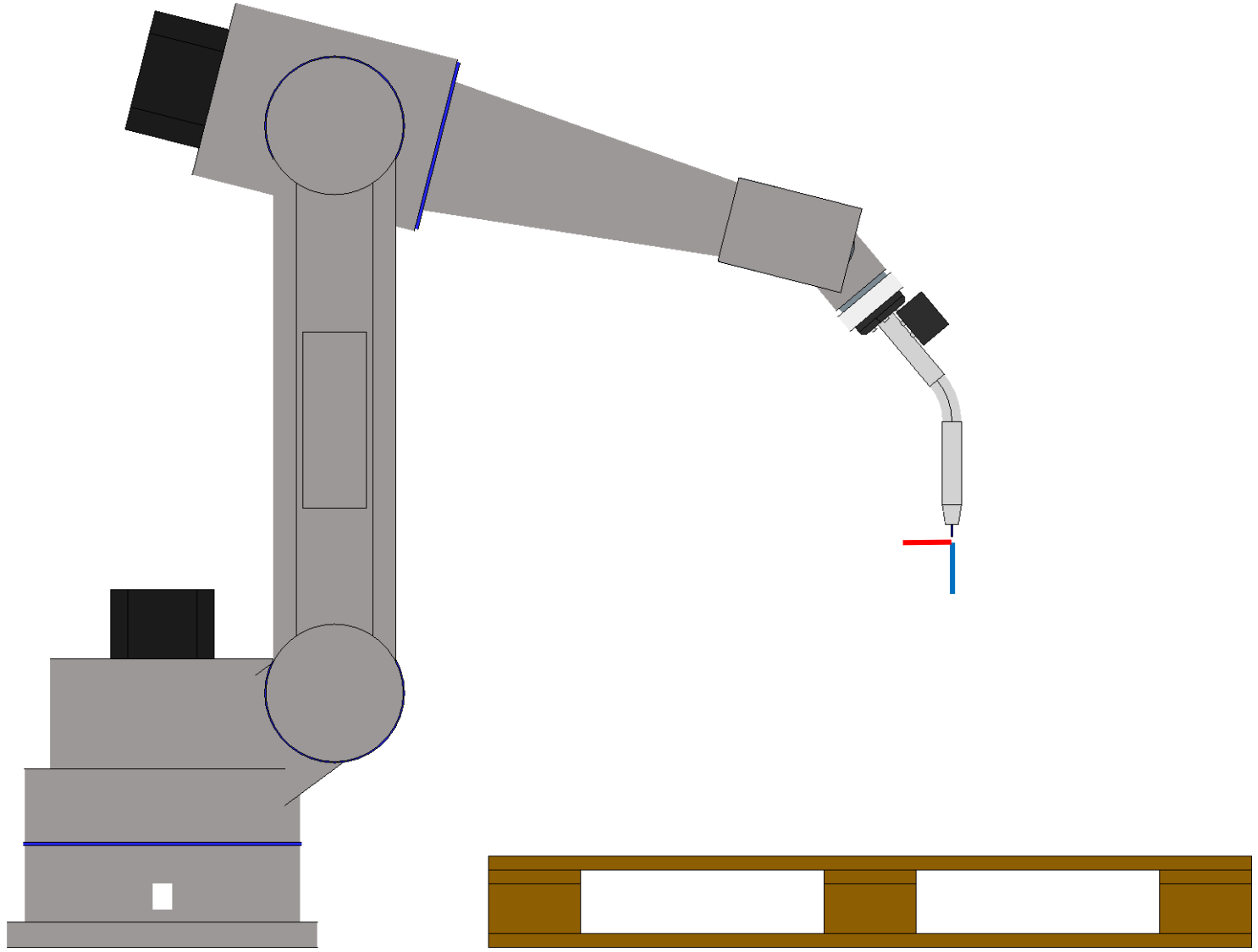
- Robot inputs and outputs
- Default outputs

Output #	Action On True	Action On False
1...16	Grasp	Release
17...32	Trace Tool On	Trace Tool Off
33...48	Mount Tool	Unmount Tool
49...80	Trace External Tool On	Trace External Tool Off

CONFIGURING AND CONNECTING I/O:S



BASES AND TOOLS



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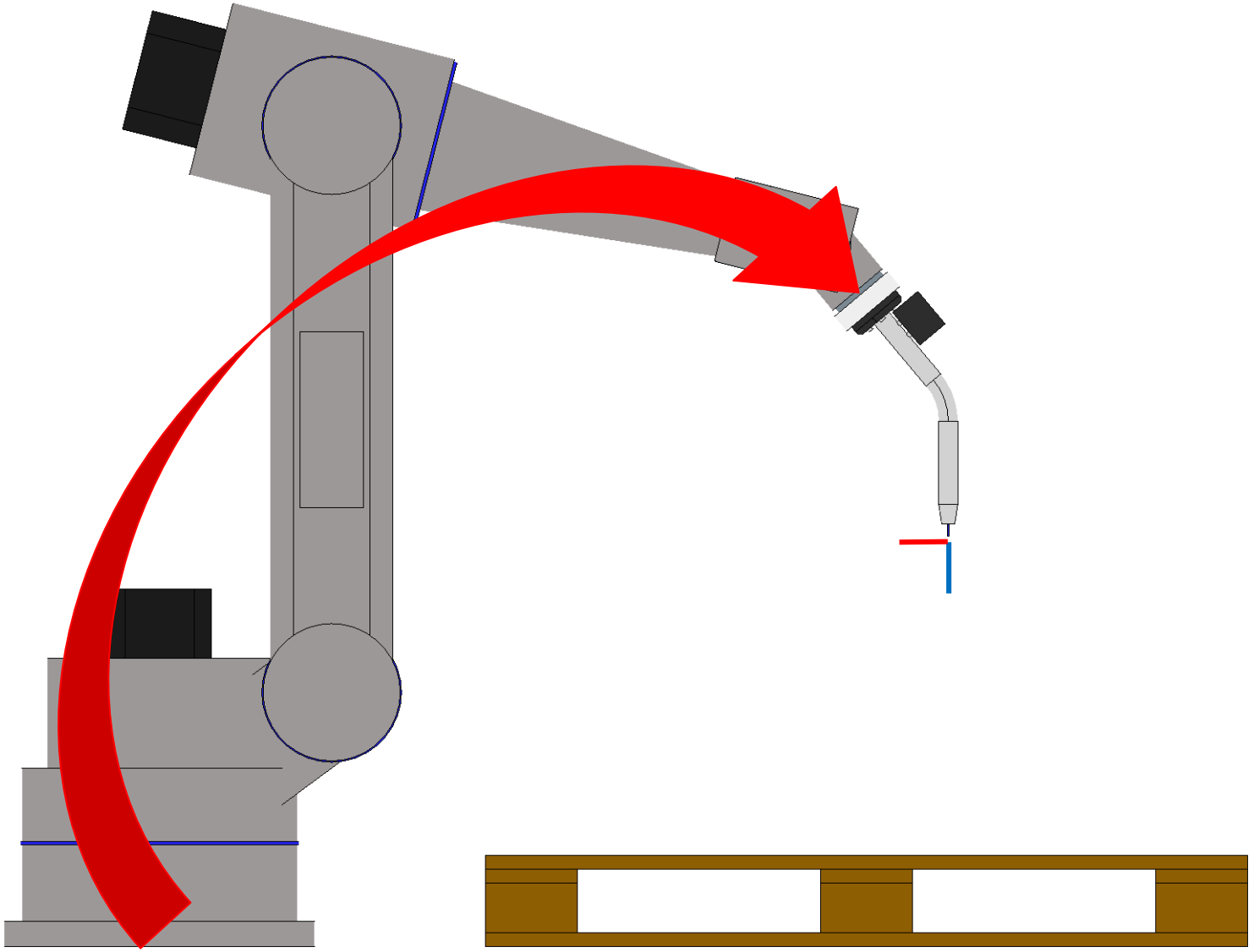

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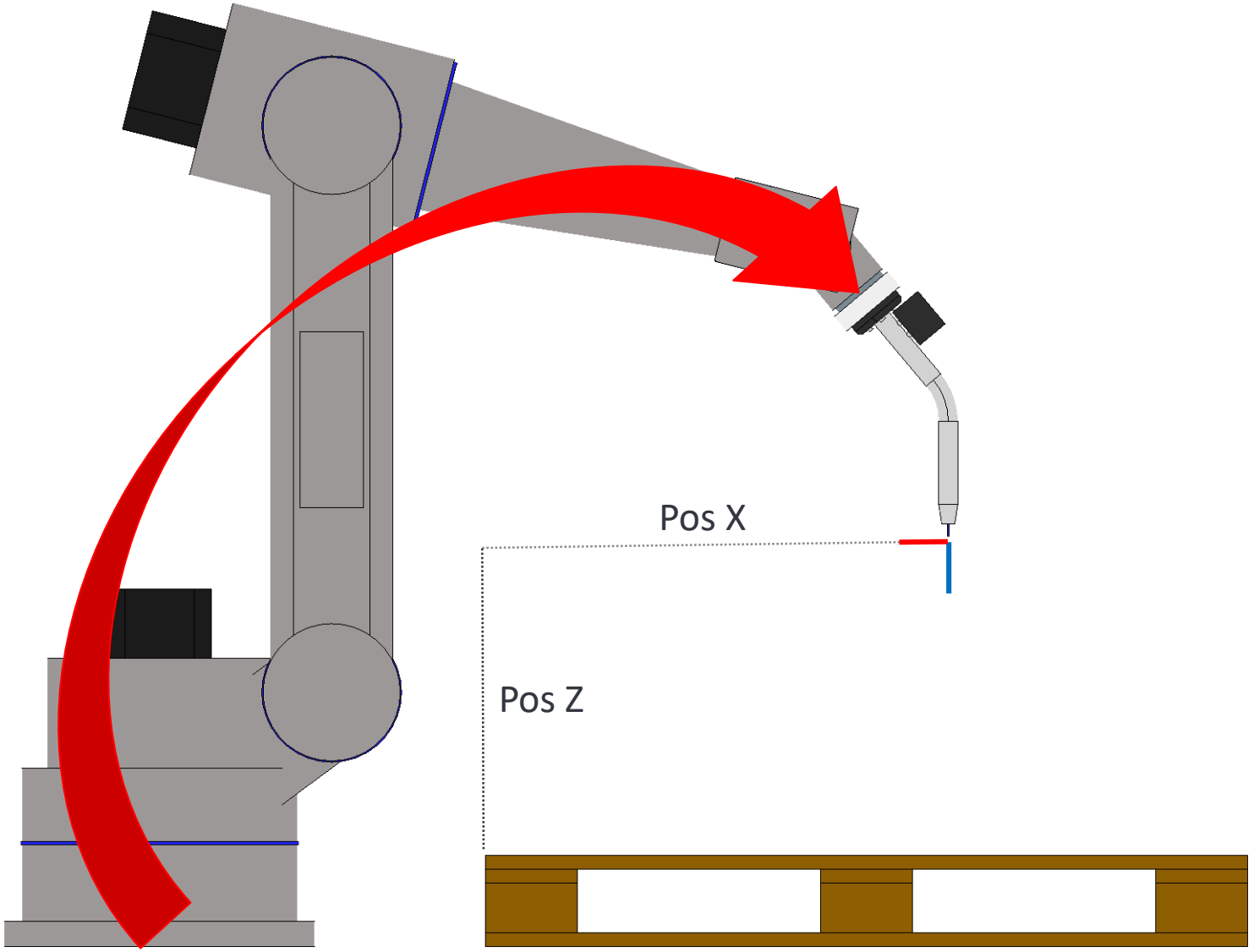

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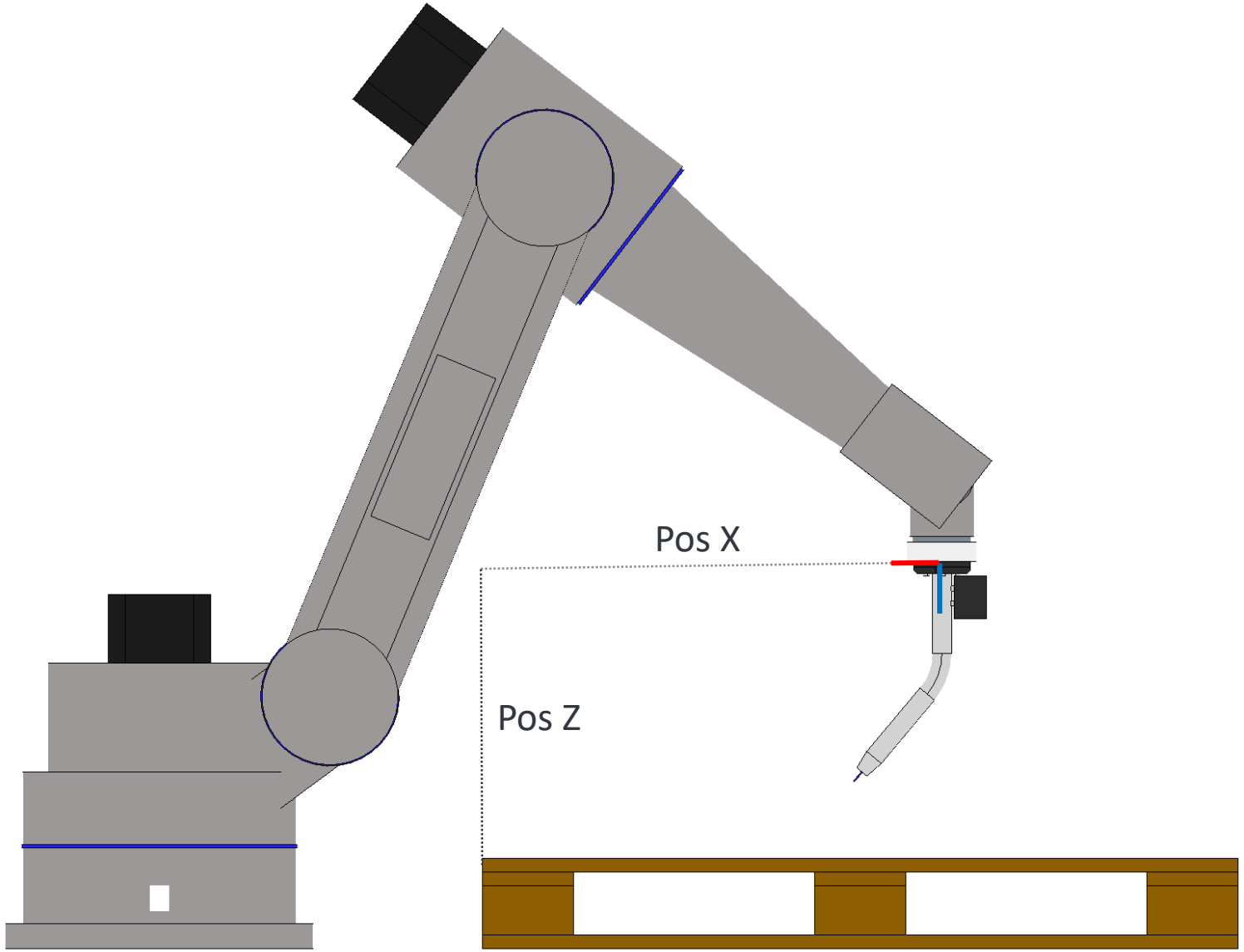

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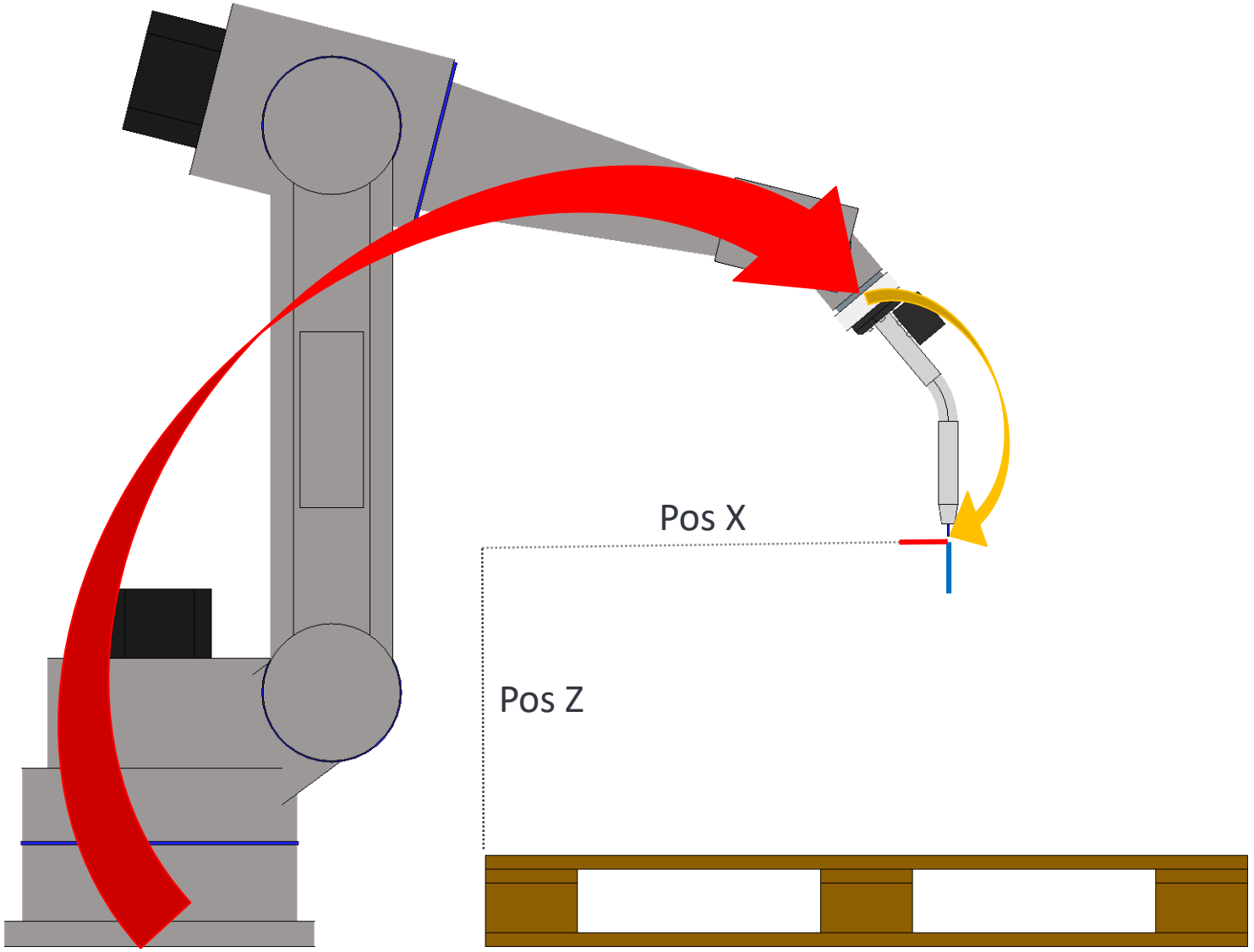

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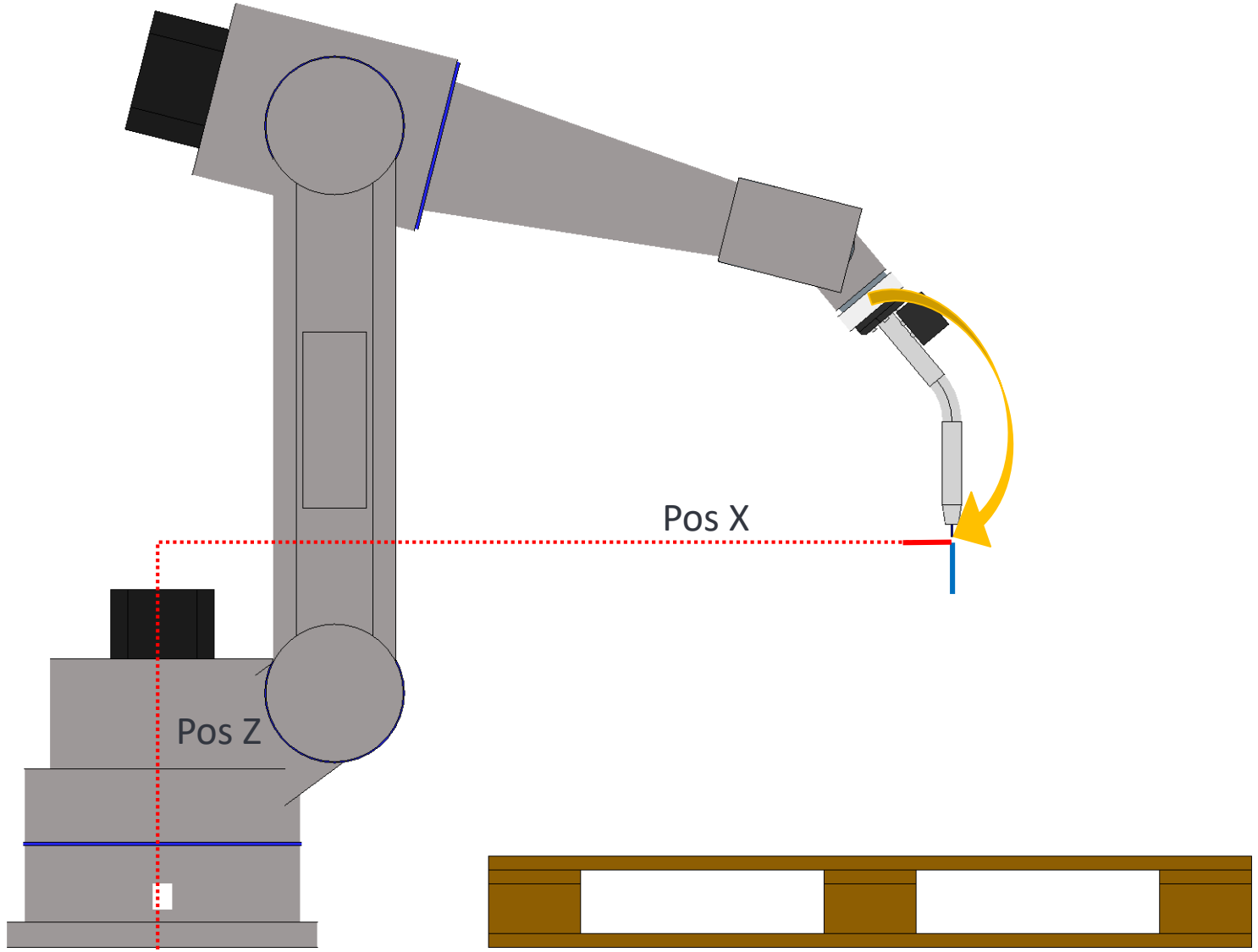

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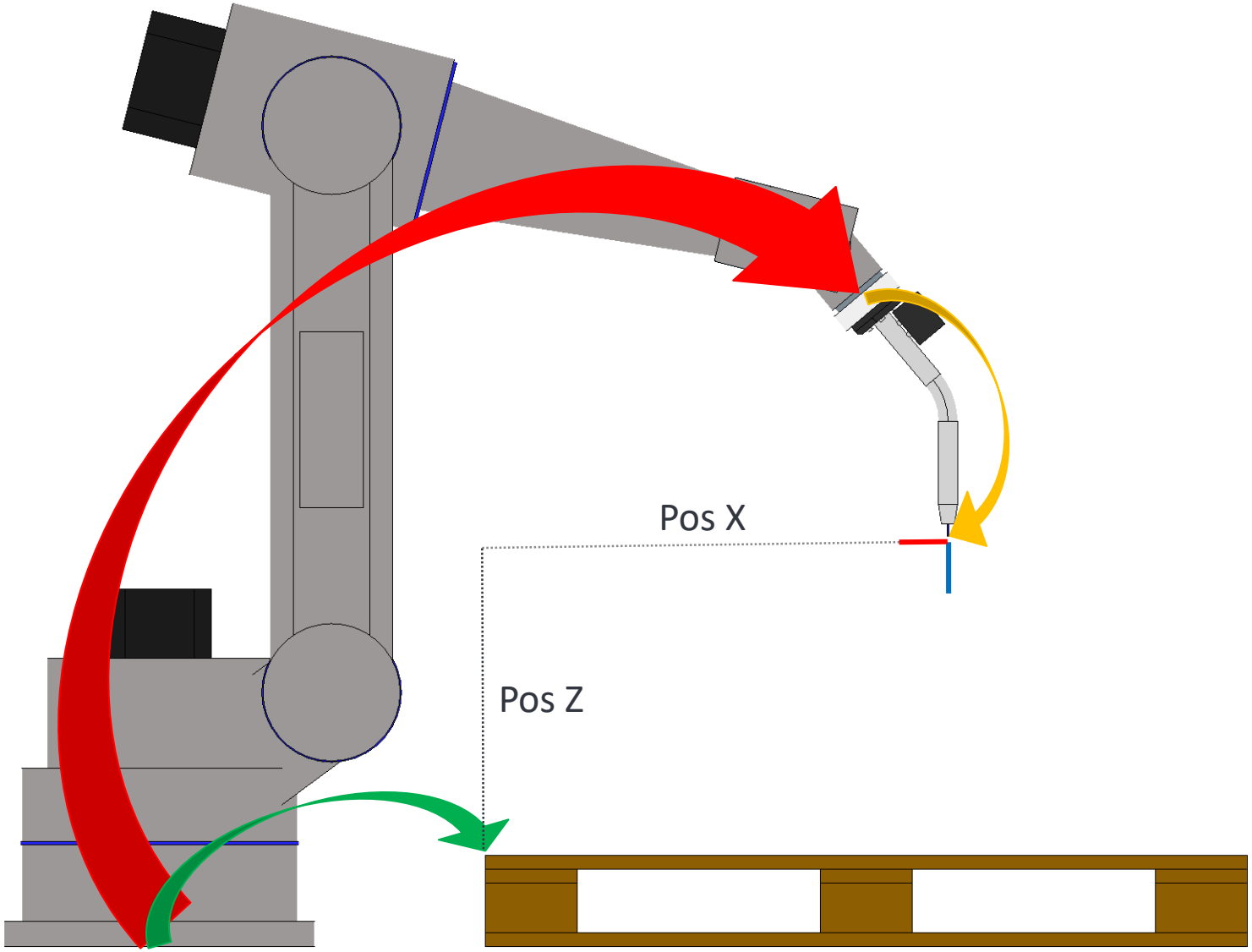
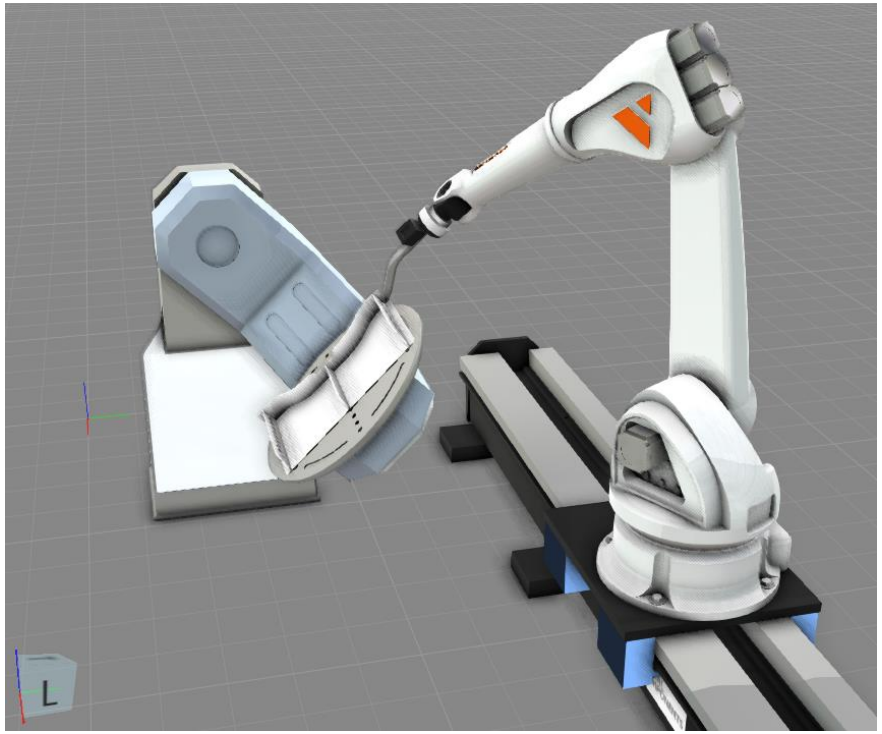


EXTERNAL AXIS

- Connecting External Axis
- Programming with External Axis