Robot Programming Lab #6 Create a program with comments JD Jones and John Nelson

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Point Value = 50 points

In this lab you will modifying your lab 5 program. In this lab you will be adding the user and tool frames, override, and remarks.

The beginning of any good program is going to assume all the previous settings of the robot are wrong. Therefore we must write in the program the correct settings. You will also learn how to put remarks into your program so you know what each part is for. Lets get started.

First insert 6 or so lines at the beginning of the program. The robot doesn’t care if there is an empty line. This seems to bother the human population greatly. I get asked all the time.

Make a copy of your lab 5 program and give it the lab 6 number.

You will add remarks to describe what you are doing.

INST

Cursor to the right one menu choose Miscellaneous press enter

Choose remark press enter twice

You can now put in your description. “Setting Frames” press enter

The program line will start with an “!” when it is a remark. The robot ignores any line with an “!”.

Do this a few times.

Now we need to find out what the User and Tool frame values are. These values MUST be in your remarks. Believe me you will thank me later especially if someone changes your frames.

Add in your override command = 47%. This sets the speed of the robot in the program. This will change the small green window in the top right of the screen.

Under Miscellaneous

Override

Constant

47 enter twice

You will need to add descriptions to your position numbers.

For example,

10: J P[1:Home] 100 % Fine

To do this put the cursor on the 1 and press enter. Now the F keys should have the letters.

FYI: Some of the newer robots (small arms) have touch screen TP’s in case you haven’t figured it out yet. This makes it a lot easier to type.

Be ready to demonstrate the following to the instructor.

Points for

A) Setting and remarks for Frames 10 pts

B) Gripper is opened at beginning of program. 5 pts

C) Frame values in the remarks 10 pts

D) Remarks for positions numbers 10 pts

E) Adding lines and running in auto without assistance 10 pts

F) Override command 5 pts

INSTRUCTOR’S INITIAL\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_