YASKAWA

III Ogólnopolski Konkurs Robotyki Przemysłowej

WARSZTATY YASKAWA

Karolina Krupnicka
Technical Marketing Engineer

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Yaskawa Polska

Polski oddział światowego lidera

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TEACH PENDANT VS SMART PENDANT

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SMART PENDANT TUTORIAL

YouTube PL

Smart Pendant Tutorial

YASKAWA Polska • Playlista • Zaktualizowano 5 dni temu

01. Nawigacja po ekranie - Smart Pendant Tutorial · 1:53
02. Transfer plików - Smart Pendant Tutorial · 2:37

Wyświetl całą playlistę

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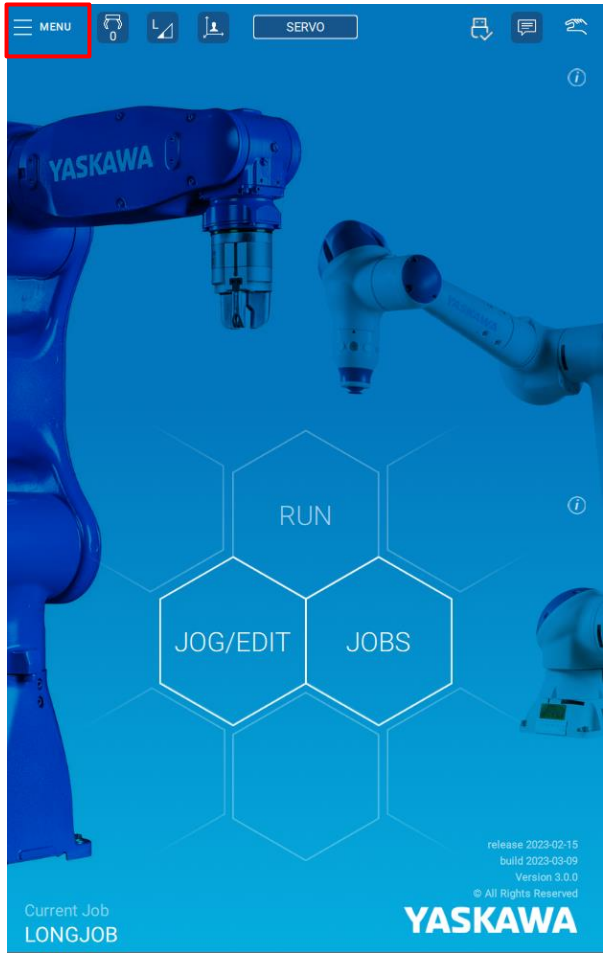
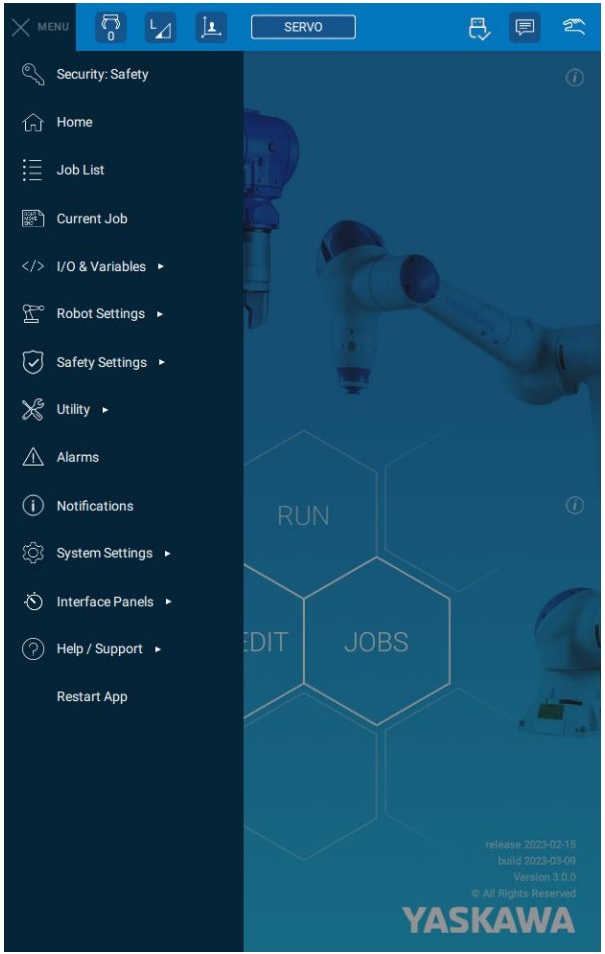
HOME SCREEN





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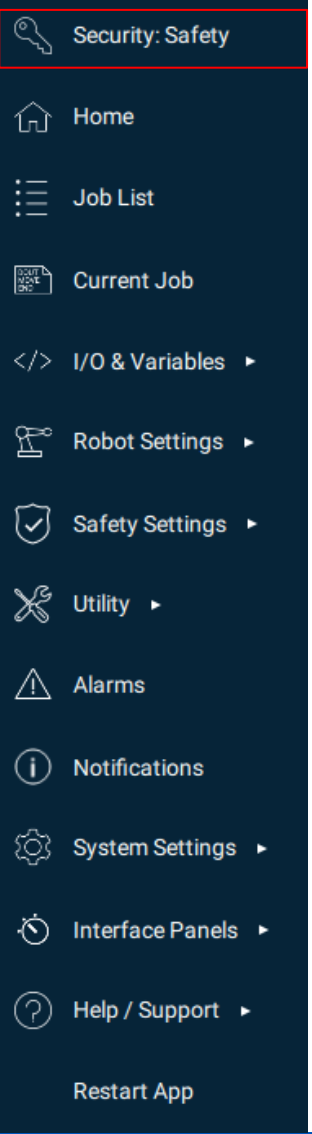
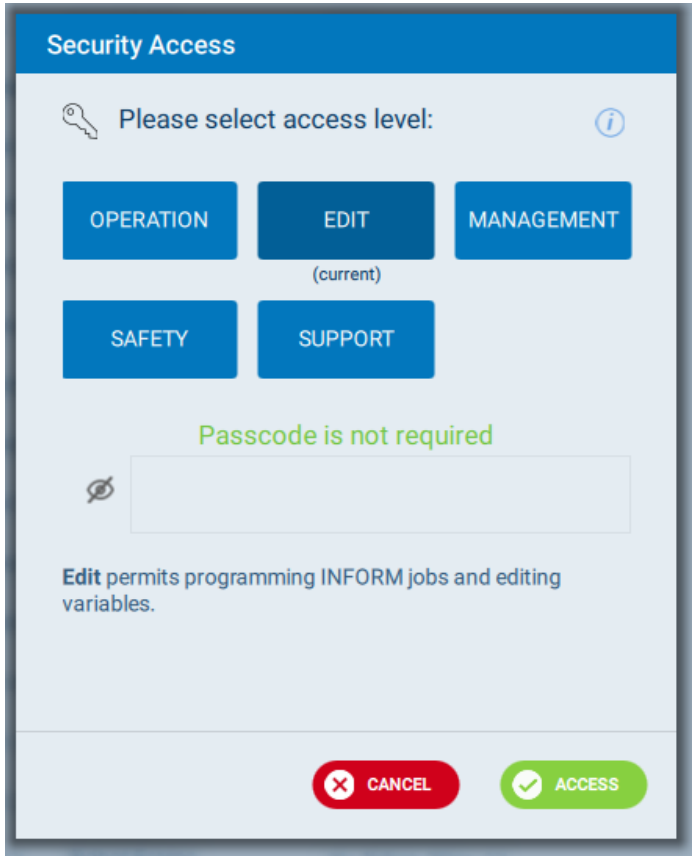
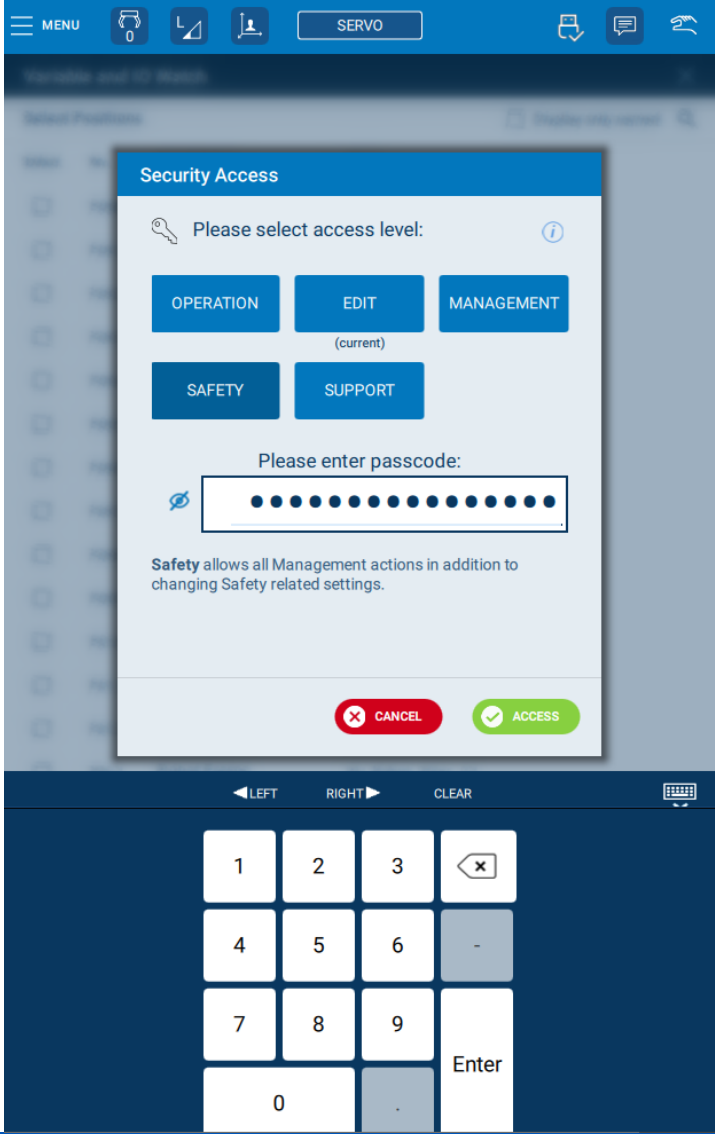




DEFAULT EDIT MODE
NO PASSWORD REQUIRED



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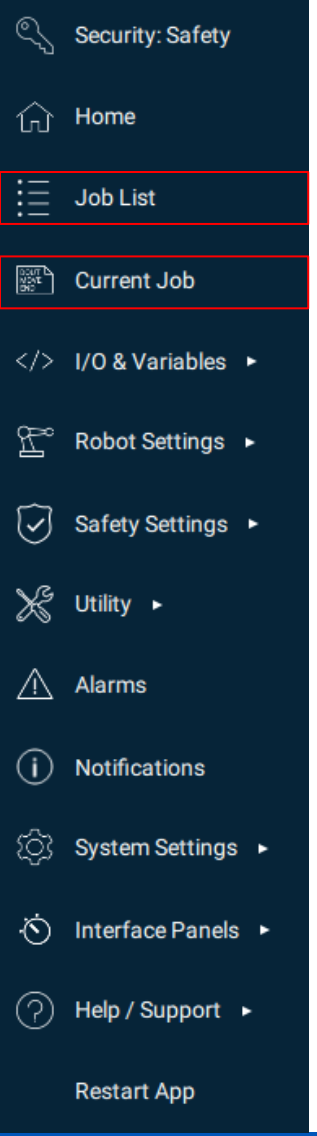
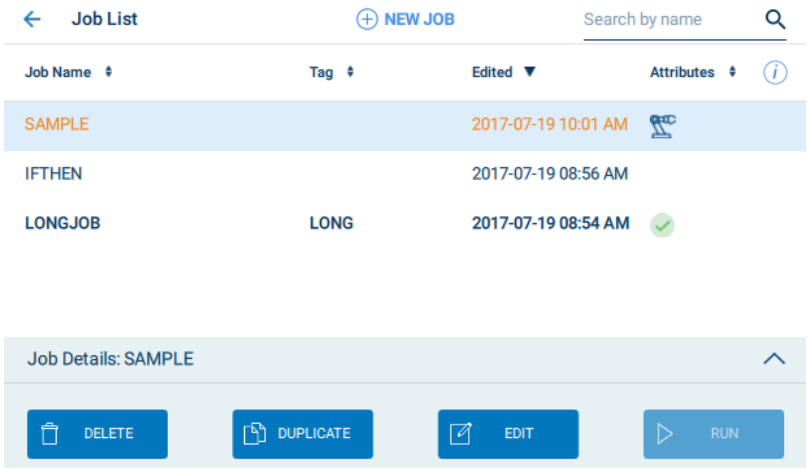
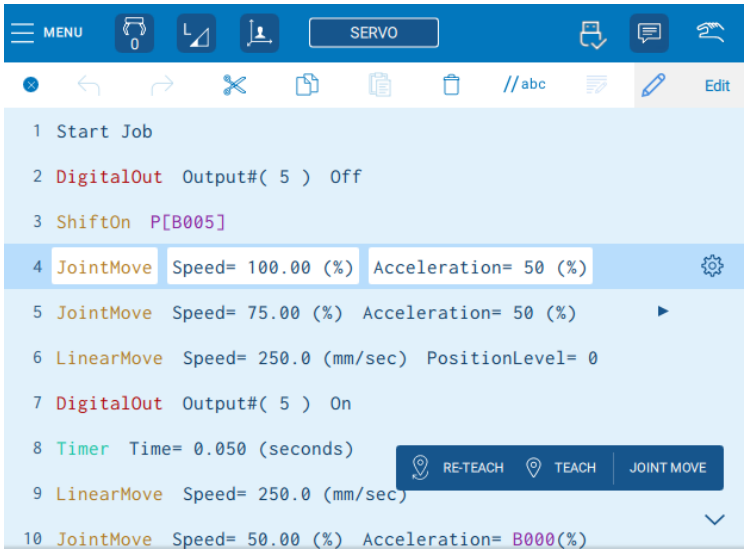
JOB LIST & CURRENT JOB







USE CURRENT JOB IN MENU
TO CHANGE SCREEN
TO LAST EDITING JOB

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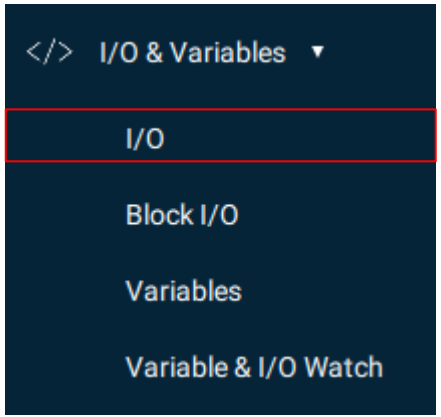
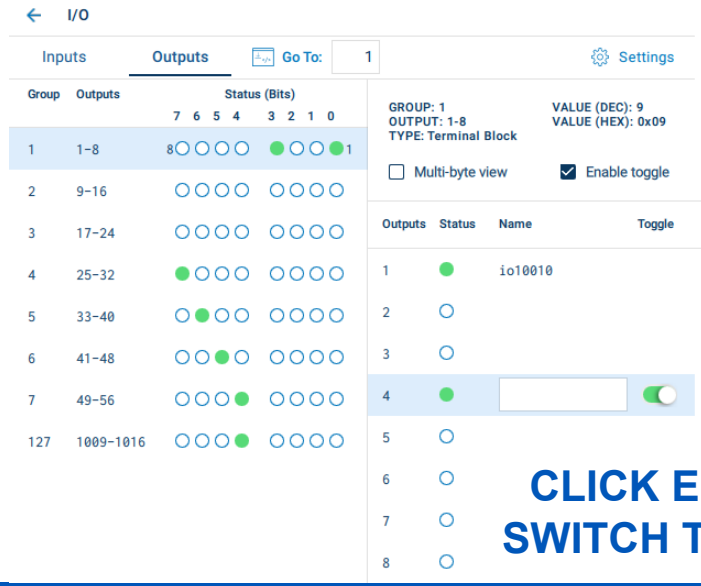
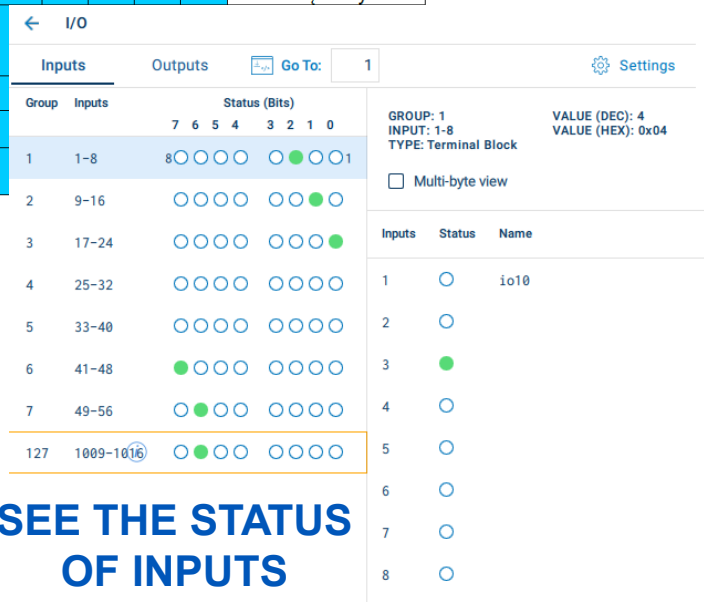
I/O & VARIABLES



	8	7	6	5	4	3	2	1	Numer sygnału
2^7 do 2^0	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	Kod binarny grupy
	128	64	32	16	8	4	2	1	Wartość dziesiętna
Wynik	Przykłady dla grup sygnałów								
0	0	0	0	0	0	0	0	0	Wszystkie 8 sygnałów wyłączone
1	0	0	0	0	0	0	0	1	Tylko pierwszy sygnał włączony
3	0	0	0	0	0	0	1	1	Pierwszy i drugi sygnał włączone
7	0	0	0	0	0	1	1	1	Pierwszy, drugi i trzeci sygnał włączony
21	0	0	0						
255	1	1	1						





SEE THE STATUS OF INPUTS

CLICK ENABLE TOOGLE & TOOGLE SWITCH TO CHANGE OUTPUT STATUS

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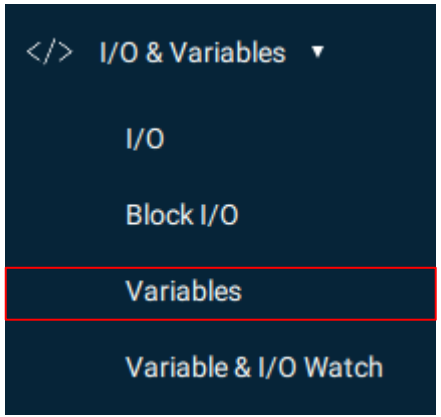
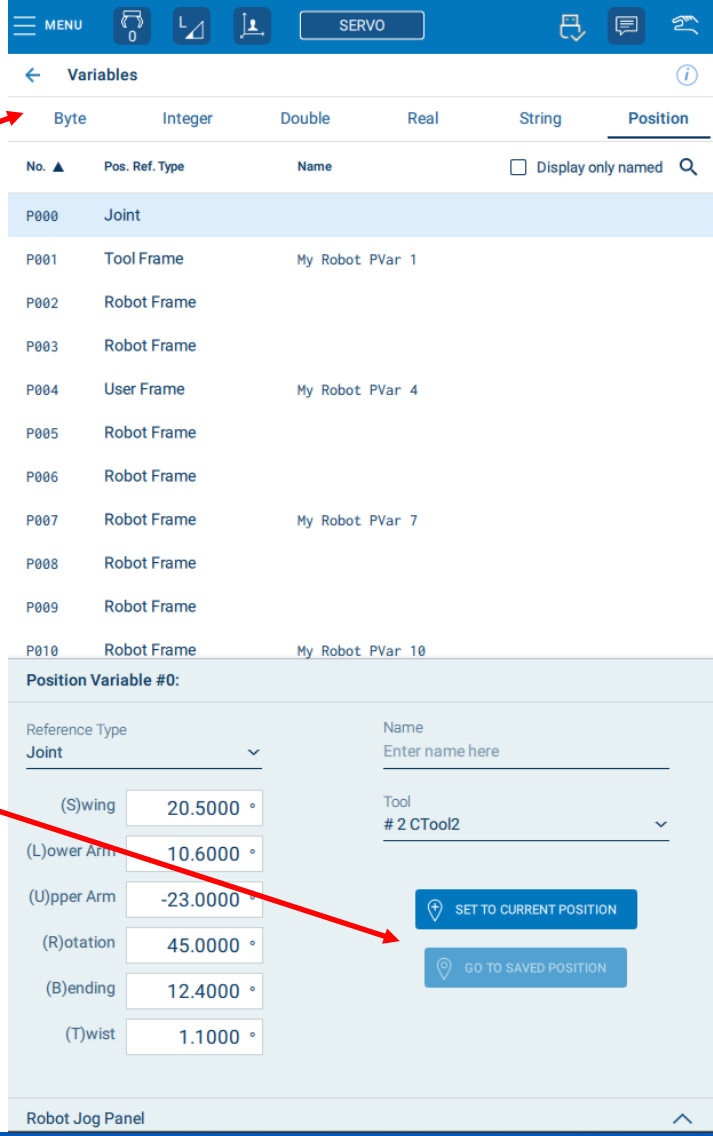
I/O & VARIABLES



CHOOSE TYPE OF VARIABLE

SET POSITION VARIABLE TO CURRENT POSITION OR GO TO SAVED POSITION



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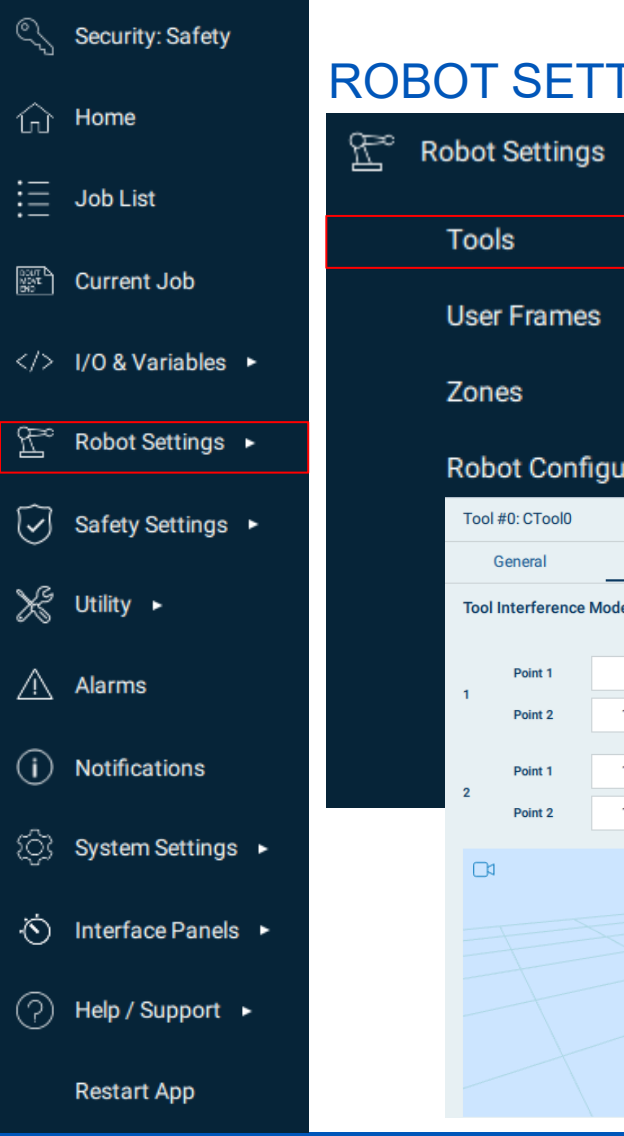
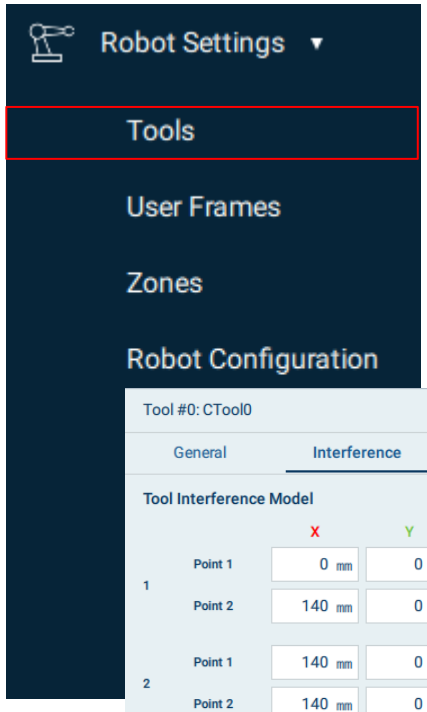
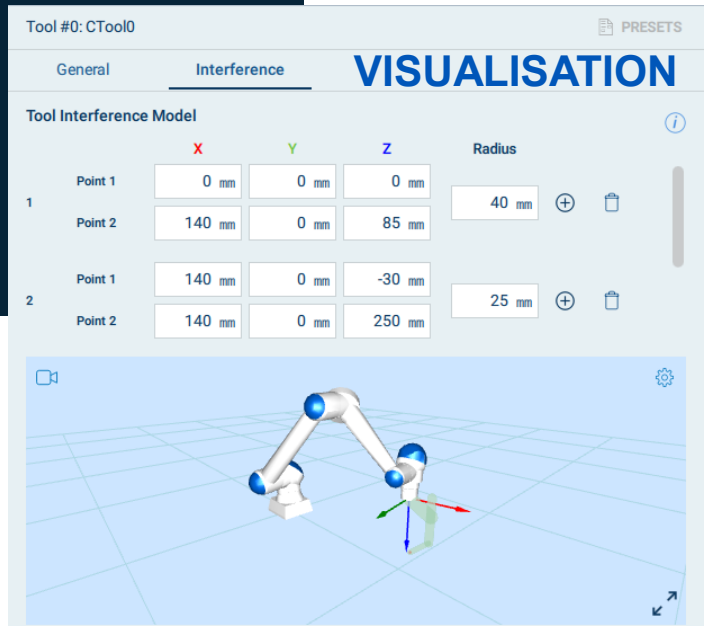
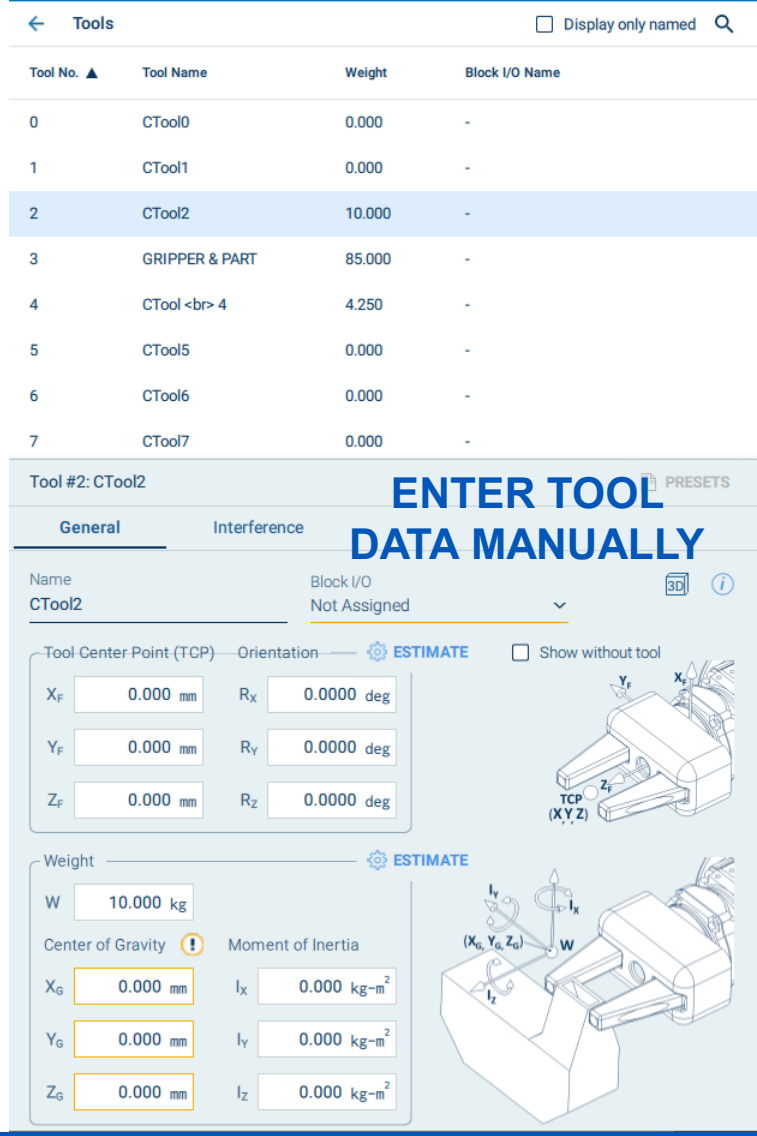
ROBOT SETTINGS -> TOOLS









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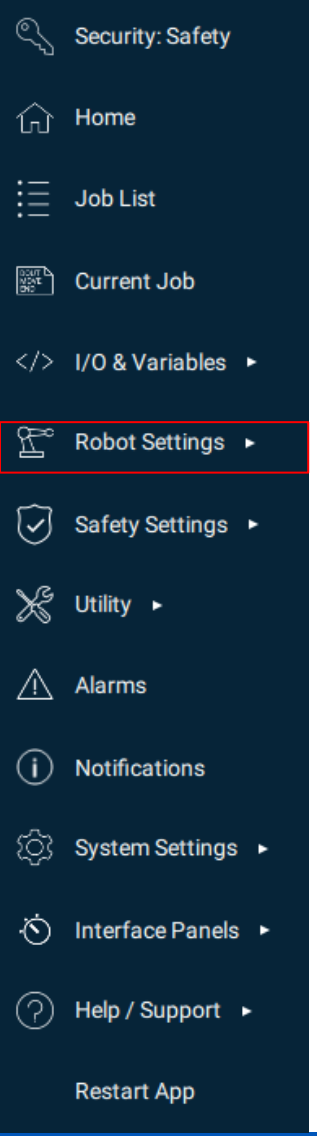
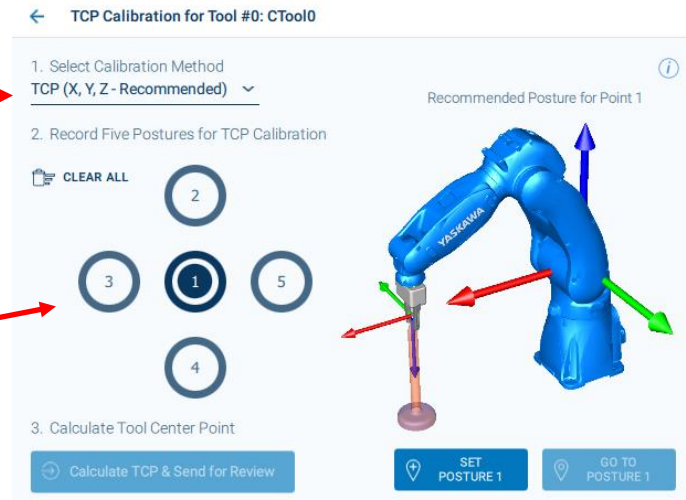
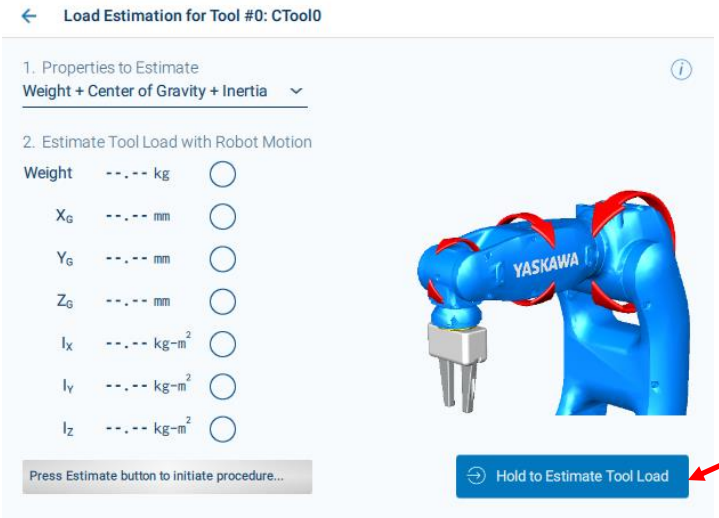
ROBOT SETTINGS -> TOOLS





CHOOSE RECORD



GO STEP BY STEP TO ESTIMATE TOOL LOAD

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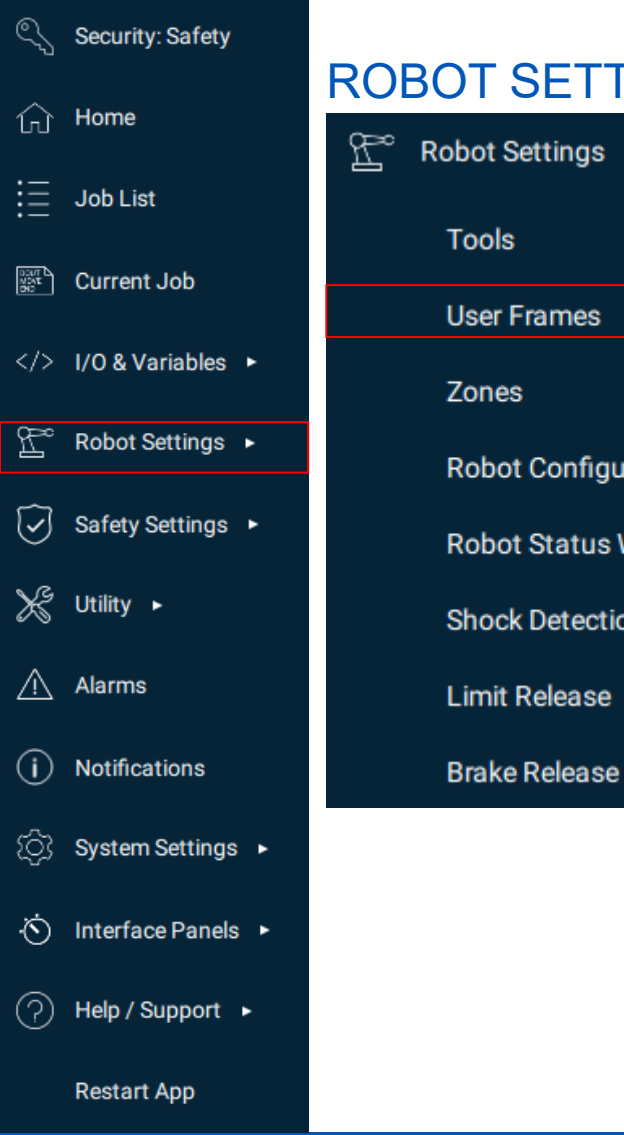
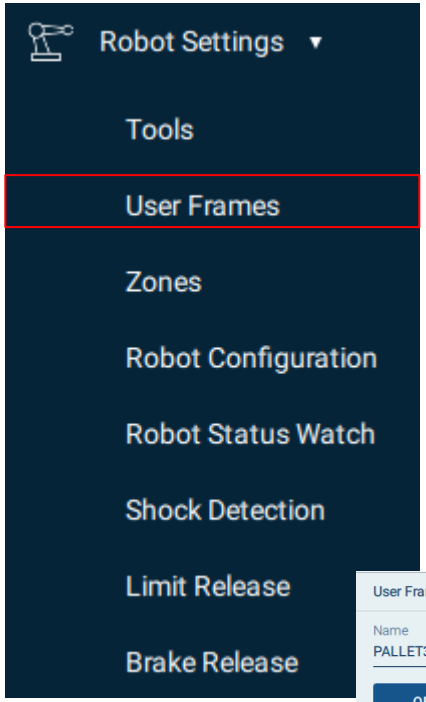
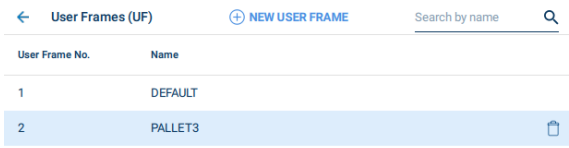
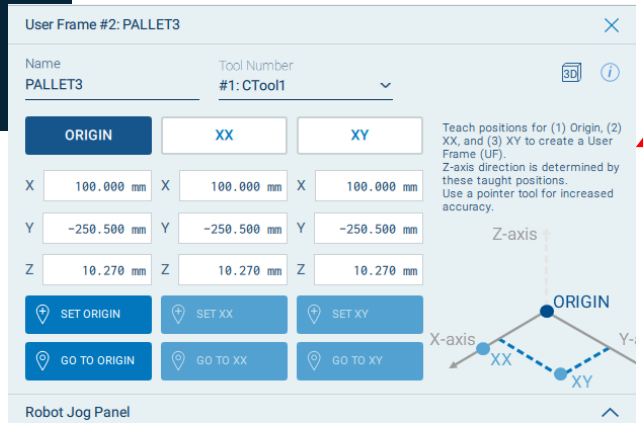
ROBOT SETTINGS -> USER FRAMES

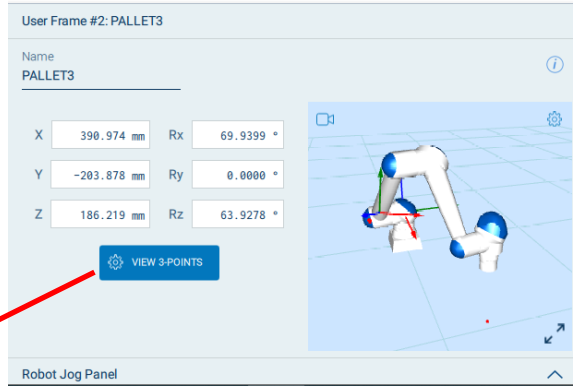






CREATE USER FRAME USING 3 POINTS





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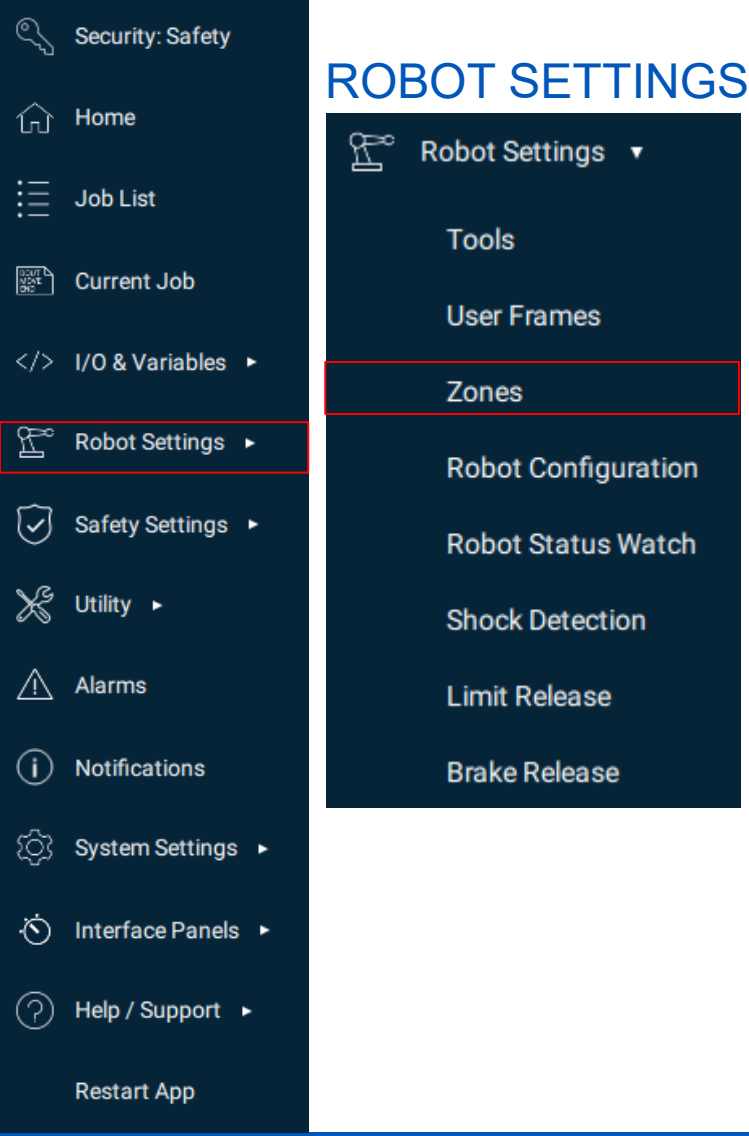
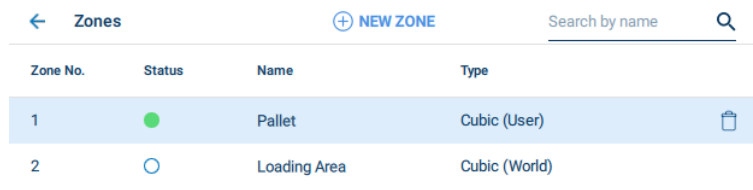
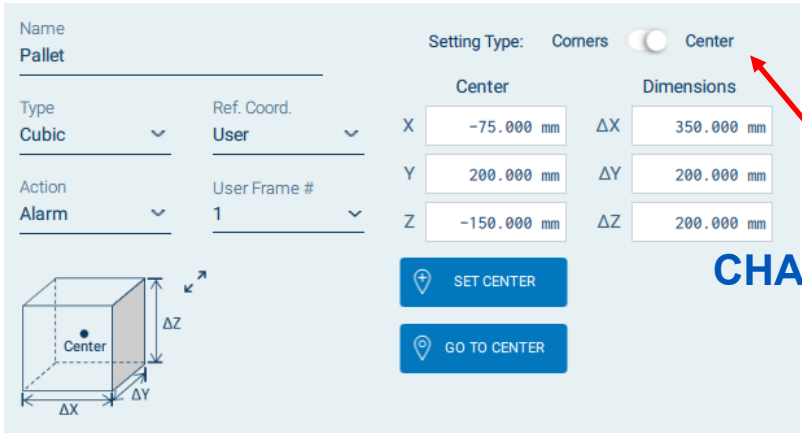
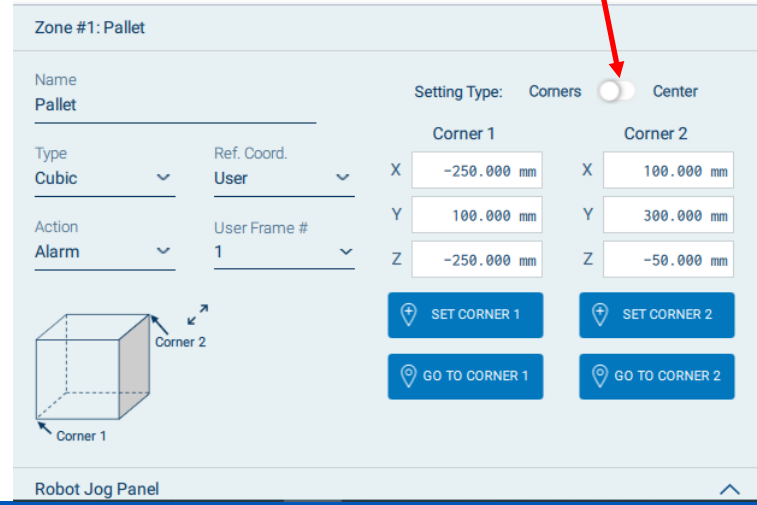
ROBOT SETTINGS -> ZONES







CHANGE SETTING METHOD



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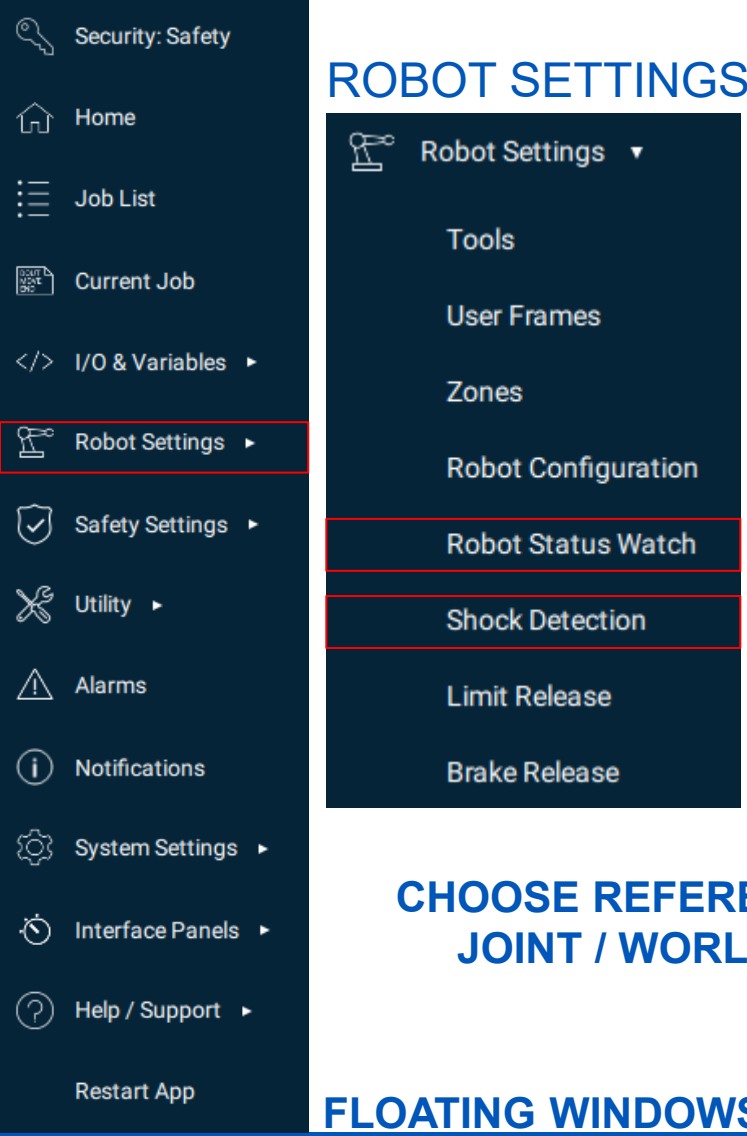
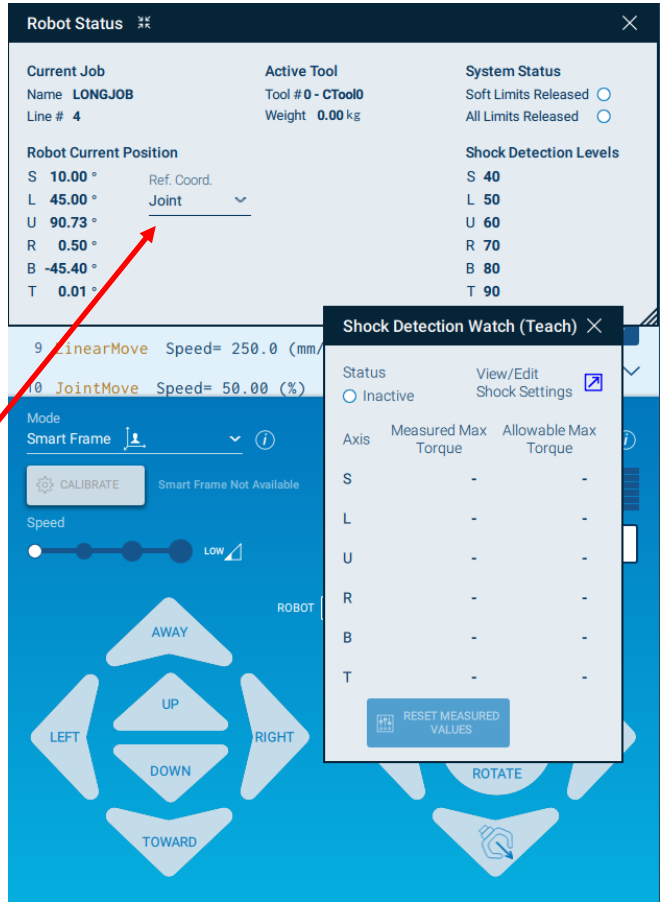
ROBOT SETTINGS -> ROBOT STATUS WATCH & SCHOCK DETECTION





CHOOSE REFERENCE COORDINATE
JOINT / WORLD / USER / TOOL

FLOATING WINDOWS

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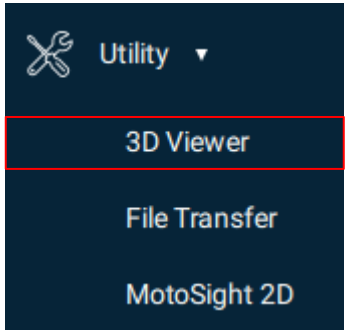
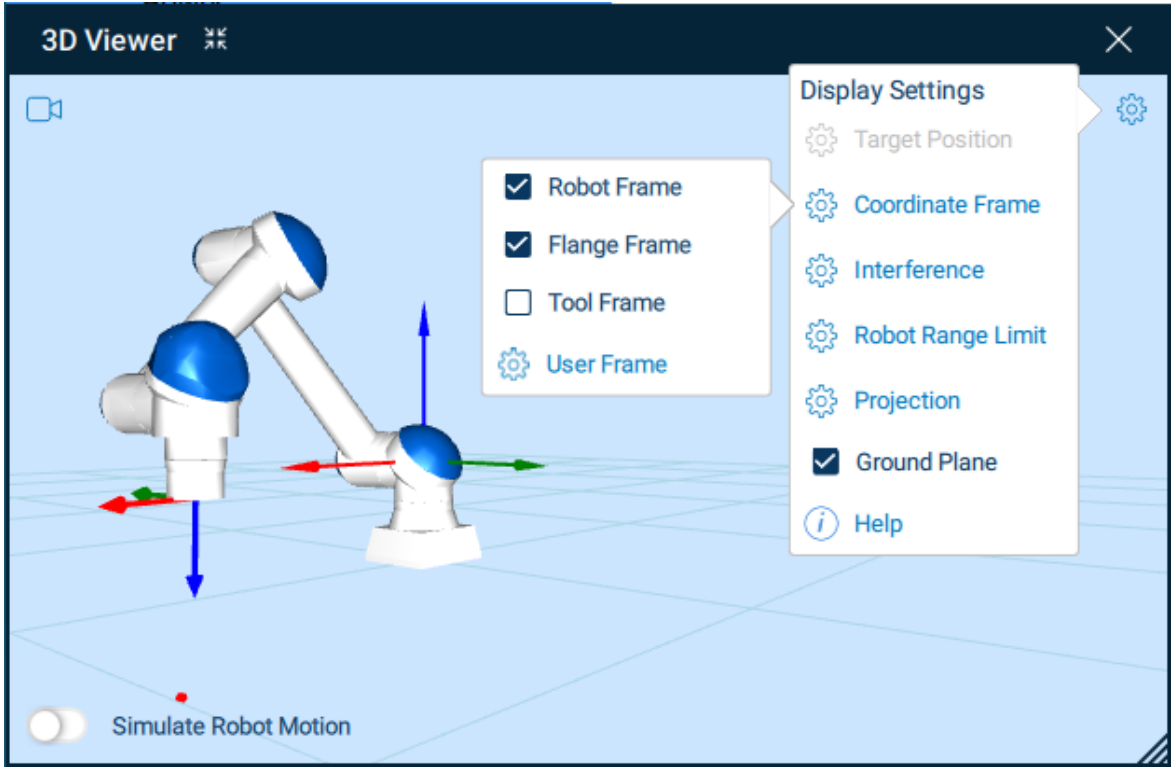
UTILITY -> 3D VIEWER





LIVE VISUALISATION & SIMULATION ROBOT MOVEMENT

FLOATING WINDOW

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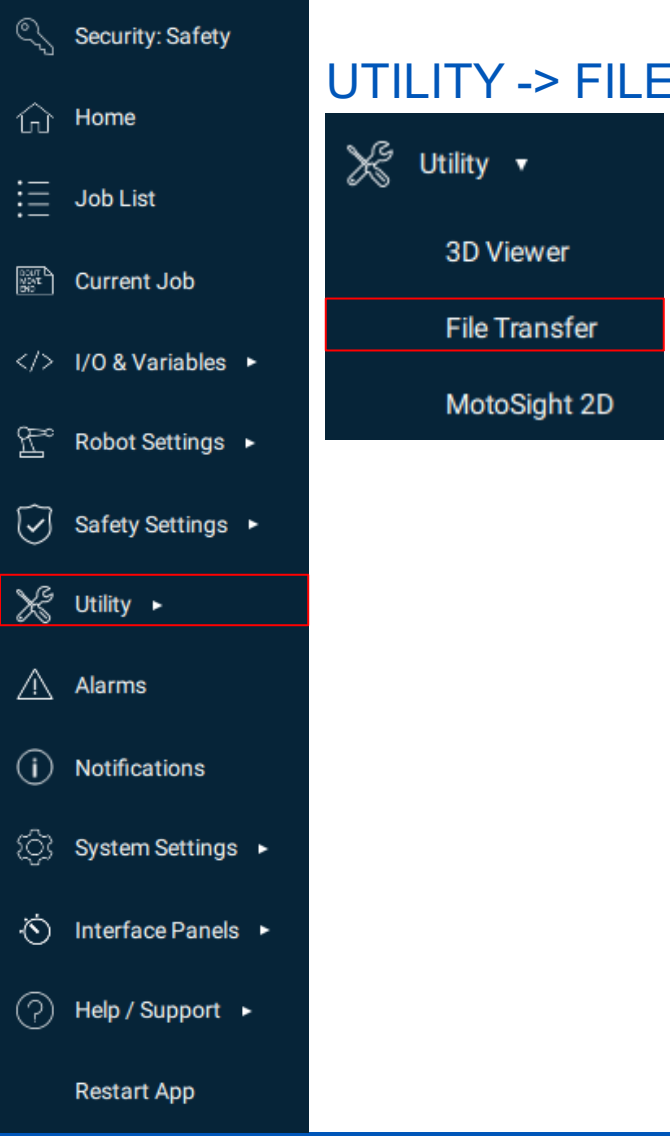
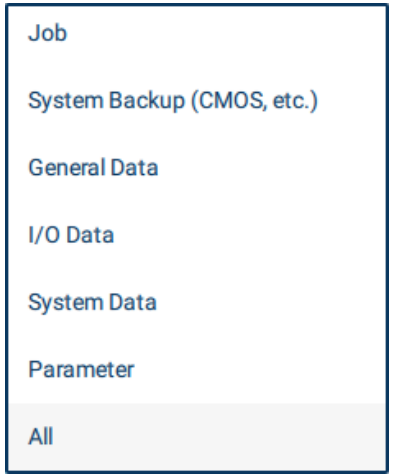
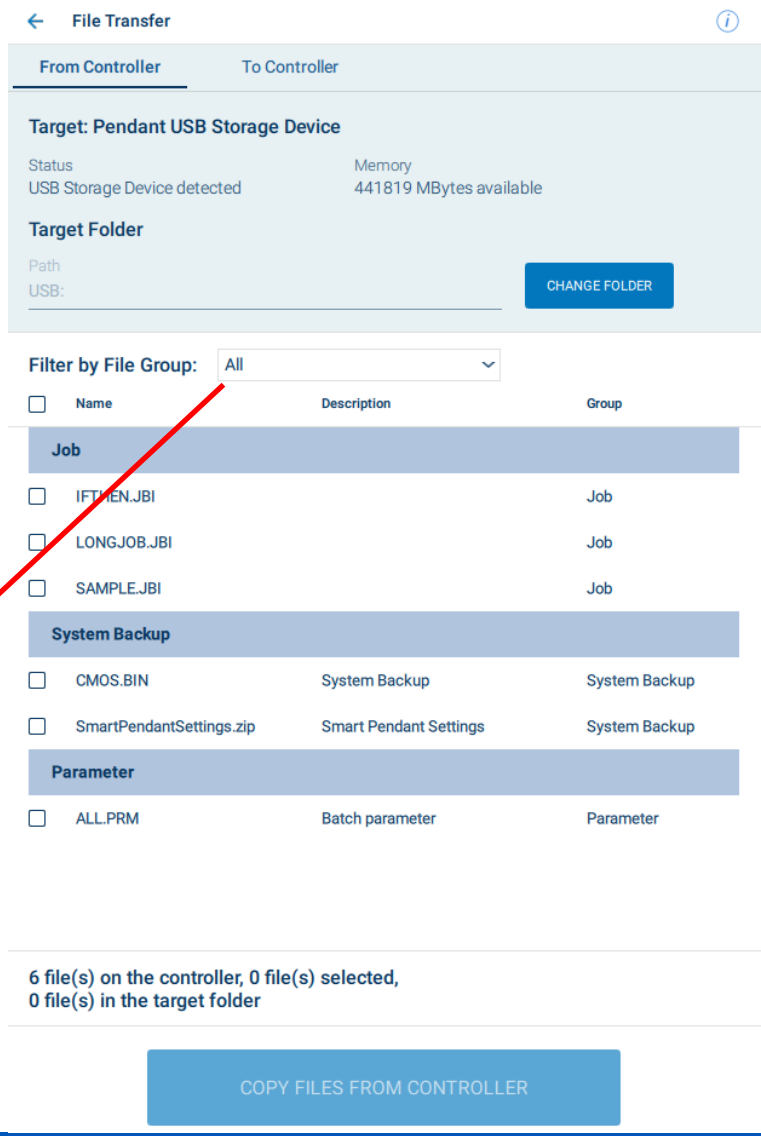
UTILITY -> FILE TRANSFER







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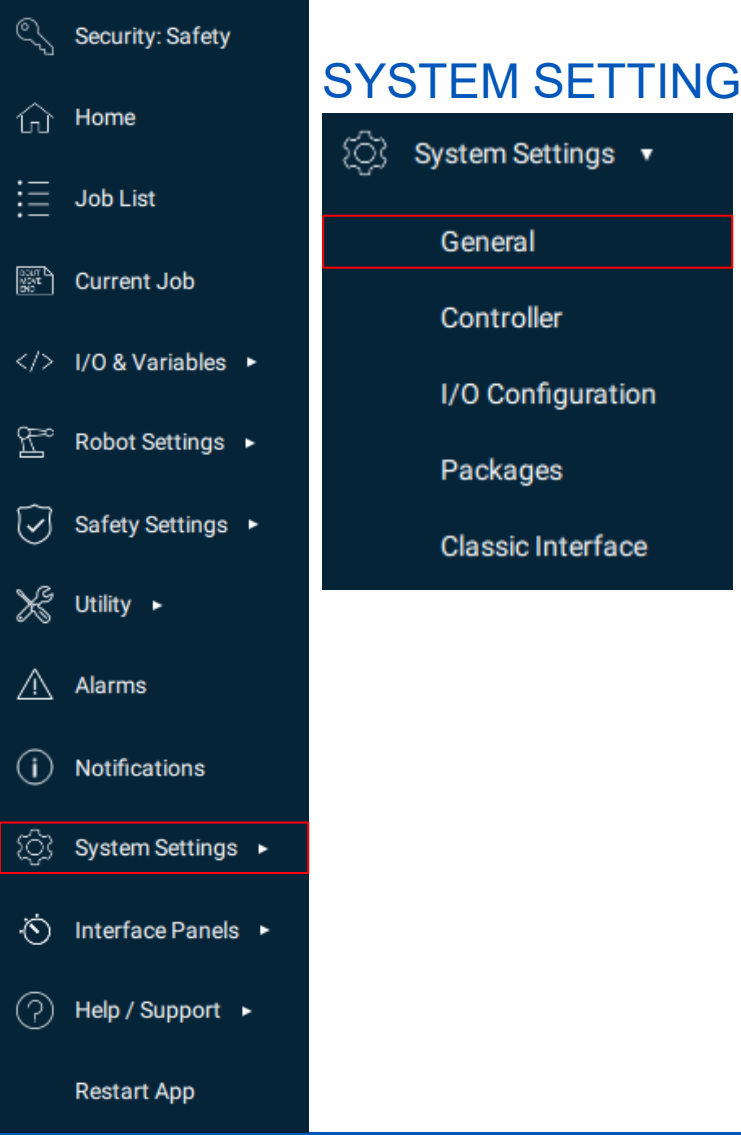
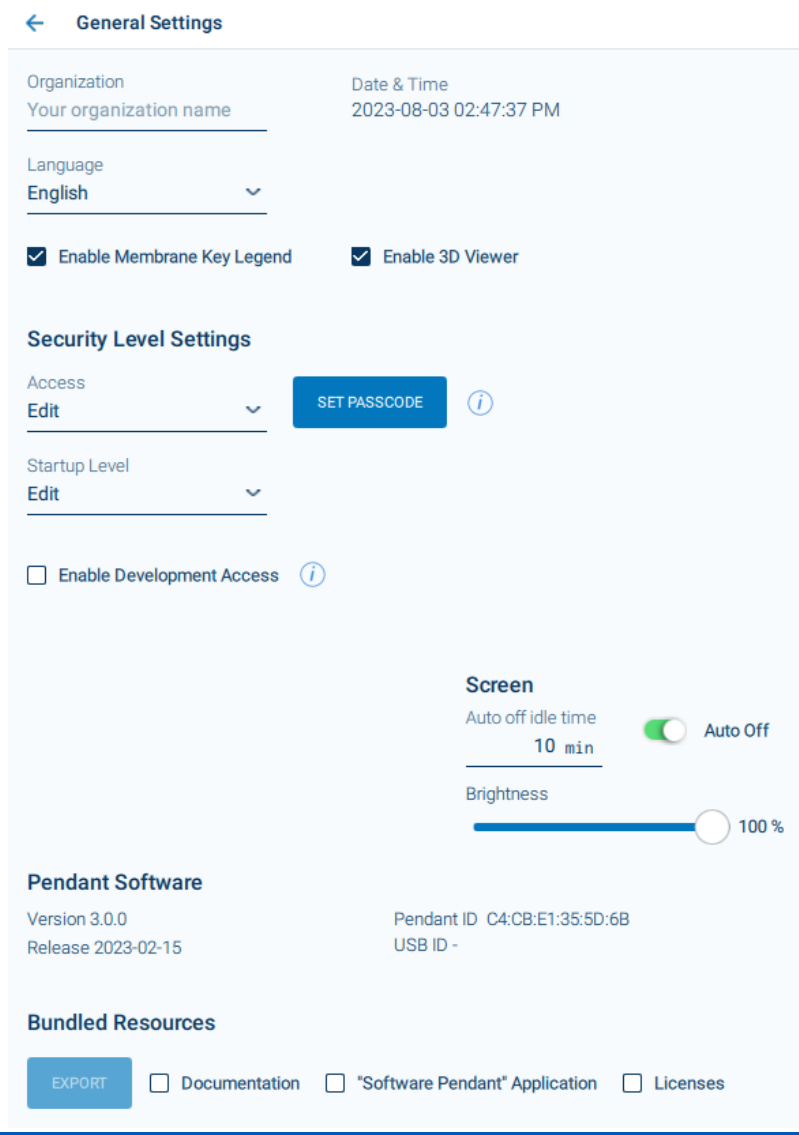
SYSTEM SETTINGS





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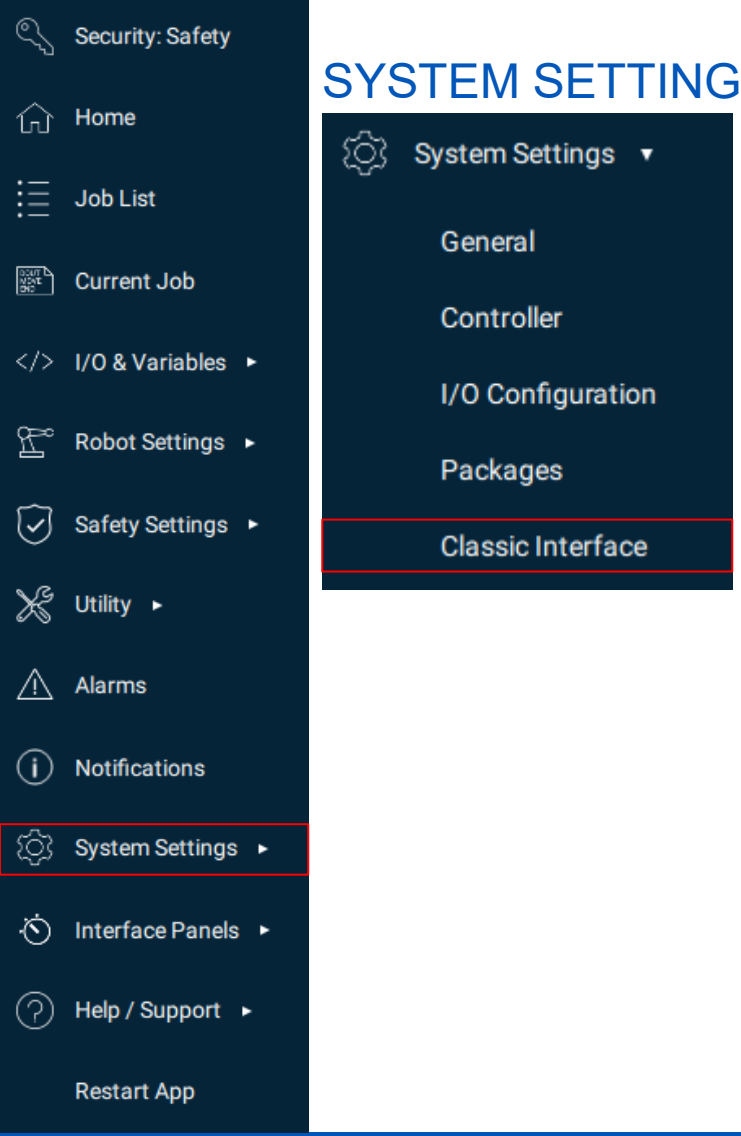
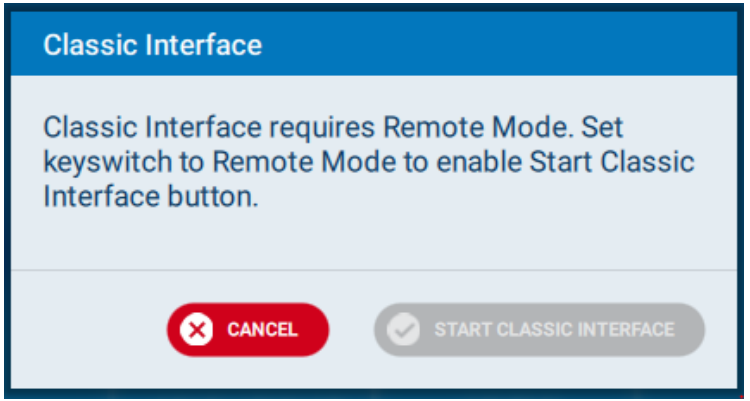
SYSTEM SETTINGS



GO TO
CLASSIC INTERFACE
(TEACHPENDANT)

SET KEYSWITCH
TO REMOTE MODE



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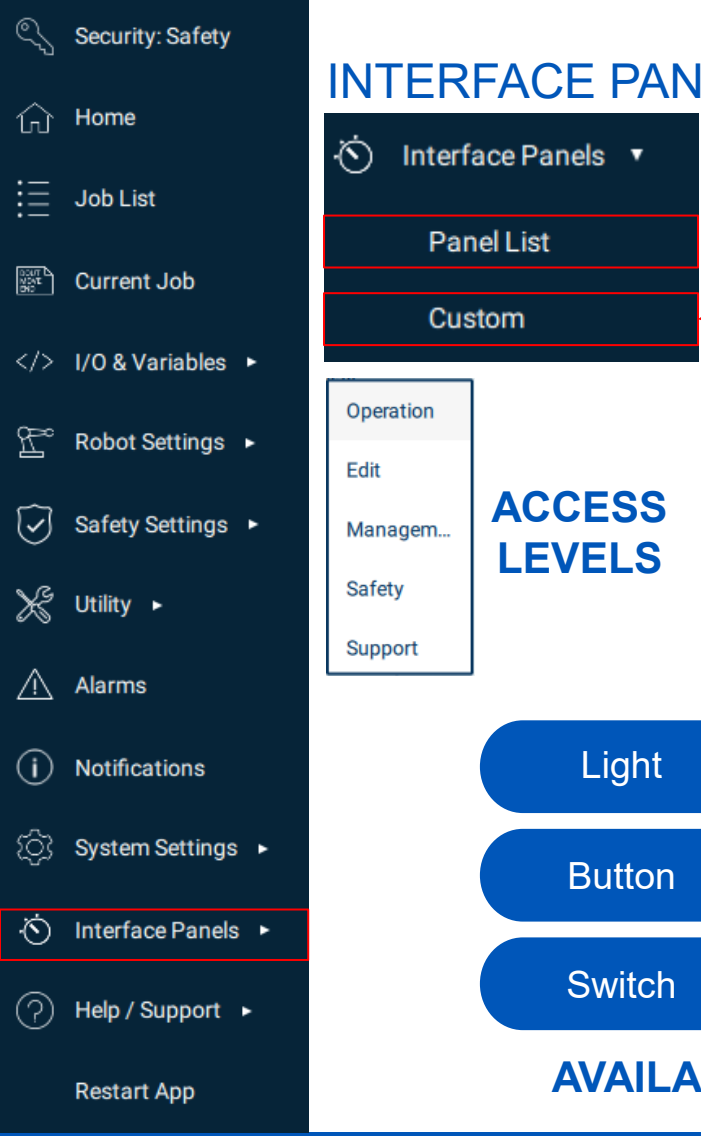
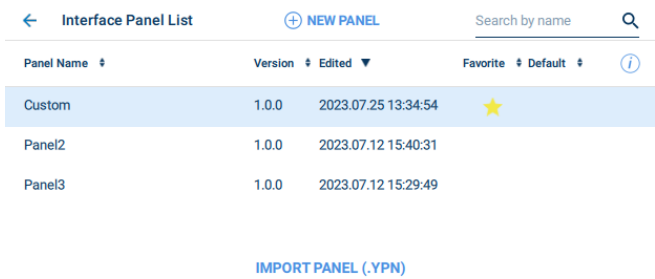
INTERFACE PANELS -> PANEL LIST + SHORTCUT (CUSTOM)

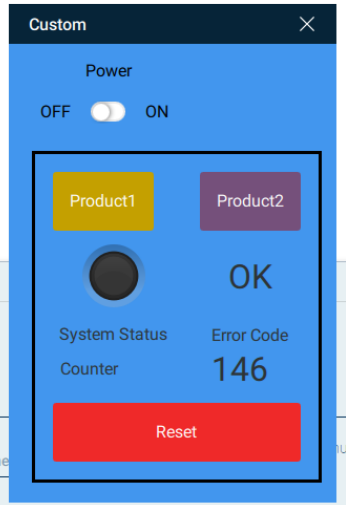


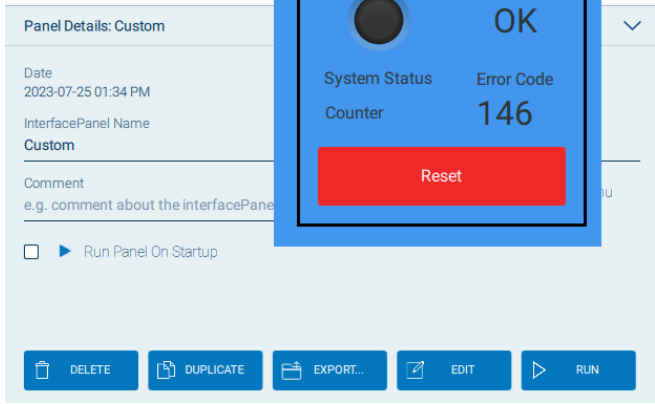
ADD SHORTCUT IN MENU

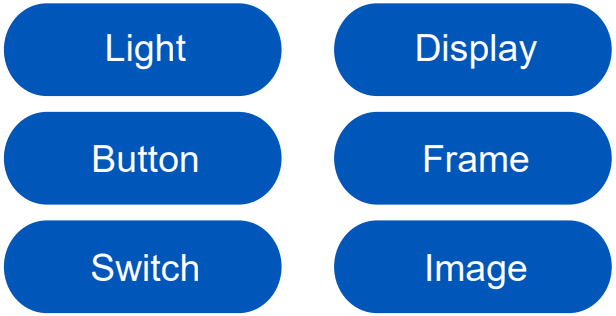


ACCESS LEVELS

3 SIZES OF PANELS
- QUATER
- HALF
- FULL SCREEN







AVAILABLE CONTROLS

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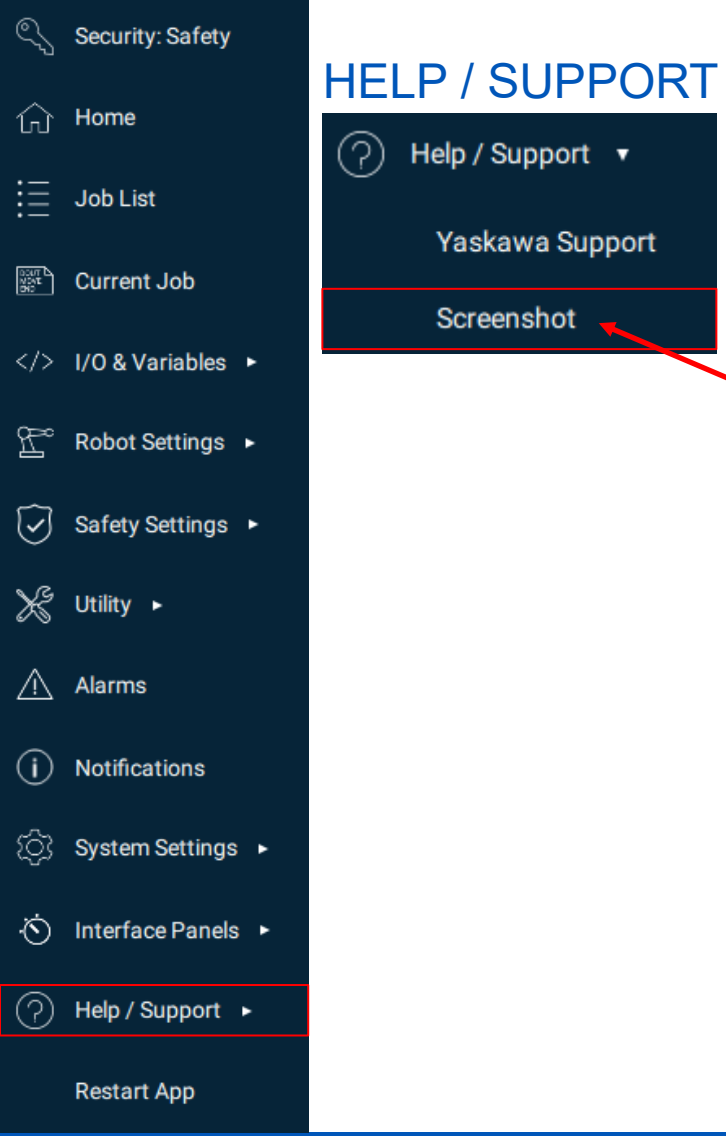
HELP / SUPPORT



SCREENSHOTS AUTOMATICALLY SAVED ON USB

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PROGRAM

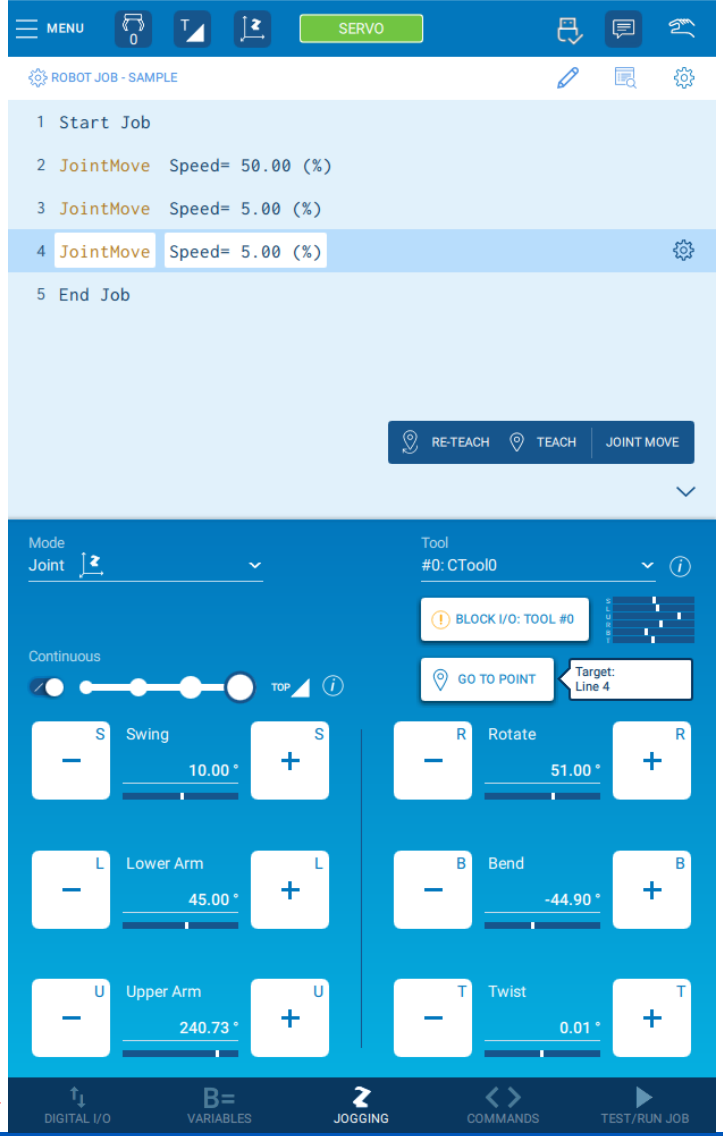
JOB CONTENTS VIEW

CONTAINS THE CONTENTS OF THE CURRENT JOB

BASIC JOB ACTIONS SUCH AS TEACHING POSITIONS, COPYING/PASTING INSTRUCTIONS AND EDITING INSTRUCTION PARAMETERS CAN BE PEROFORMED

NAVIGATION BAR

USE THIS TO CHANGE THE CONTENT OF THE PROGRAMMING PANEL



STATUS BAR

VIEW STATUS AND ACCESS COMMON ACTIONS SUCH AS {MENU} AND {SERVO}

PROGRAMMING PANEL

CONTENTS WILL CHANGE BASED ON NAVIGATION BAR

FOR EXAMPLE, THE ROBOT JOG PANEL IS SHOWN IN FIGURE "JOB LAYOUT"

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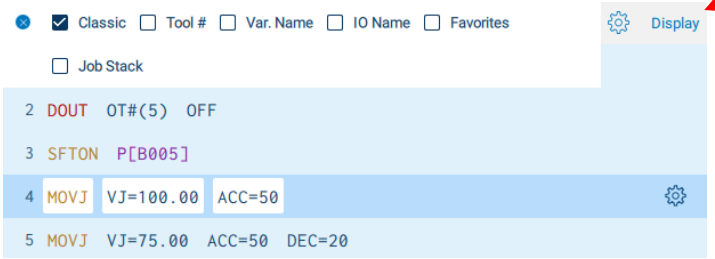
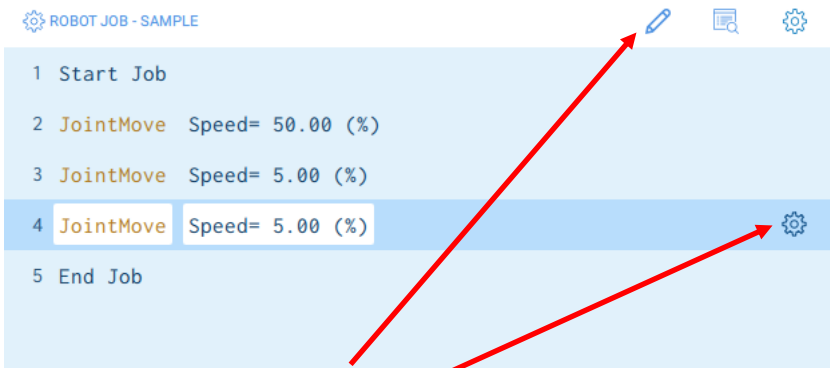
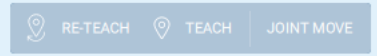
EDIT LINES



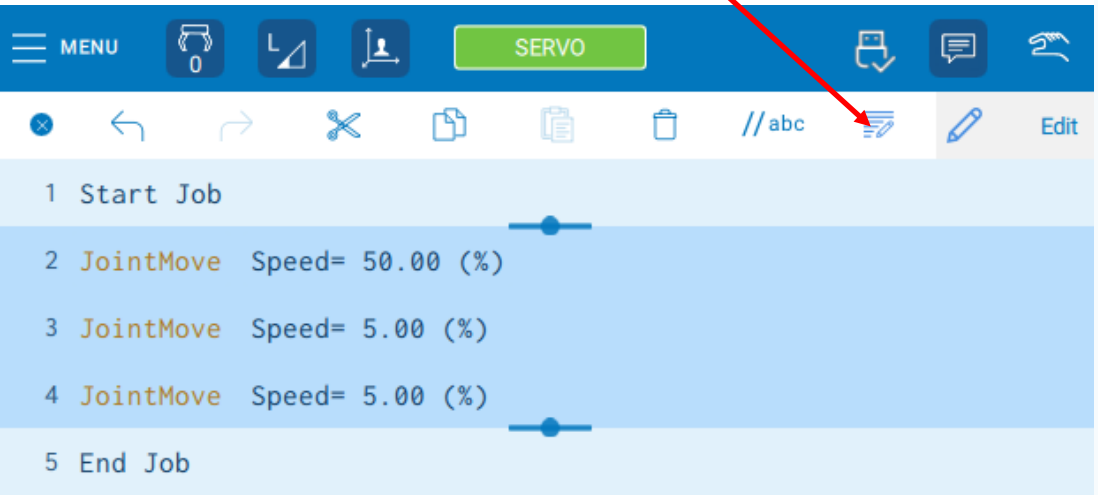
CHANGE DISPLAY TYPE

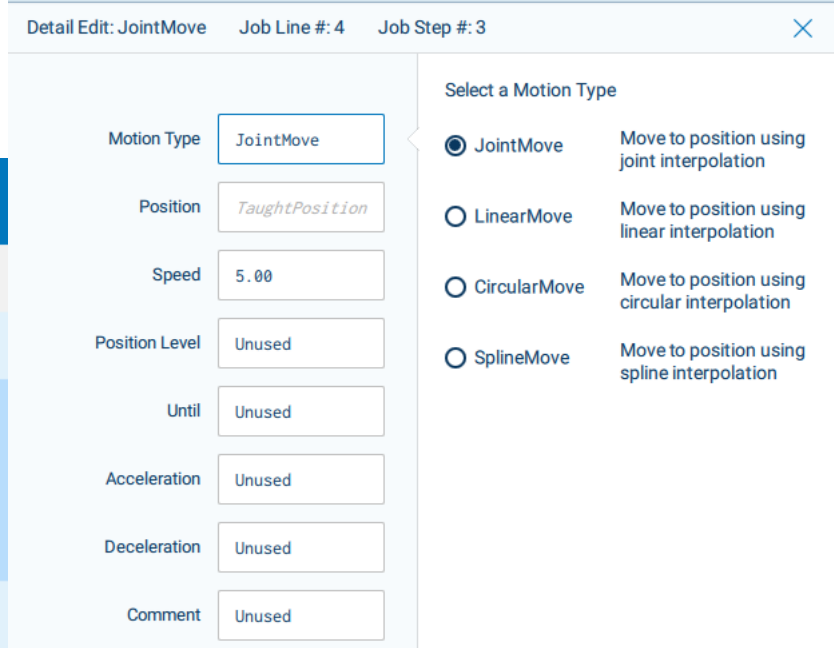


EXPAND EDITING OPTION OR SELECT SETTINGS IN CHOSEN LINE



SELECT MULTIPLE LINES AND EDIT THEM IN ONE TIME





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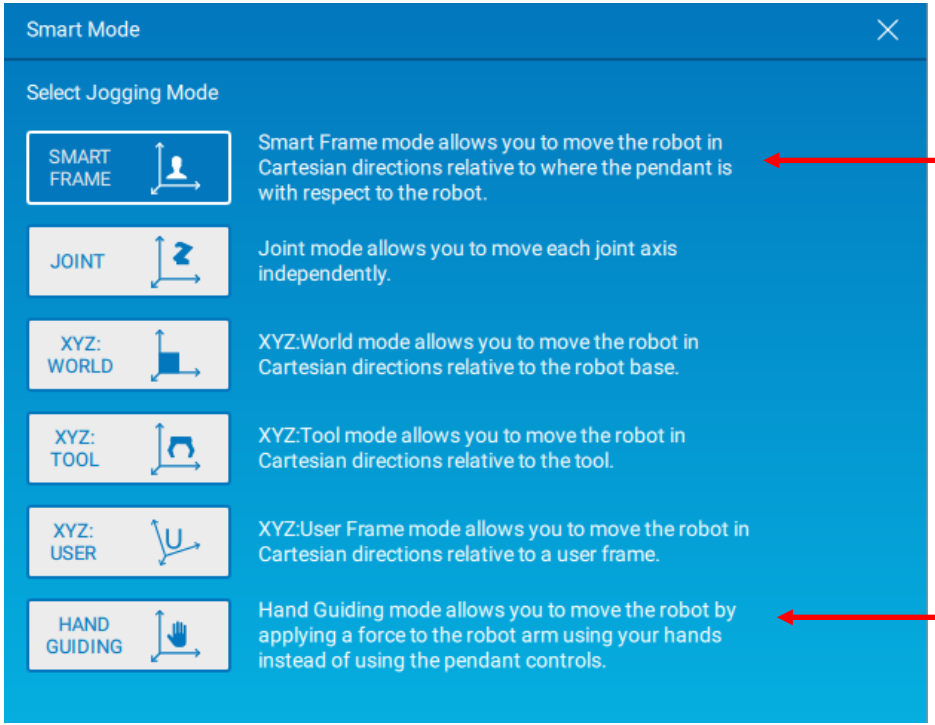
ROBOT MOVEMENT - OPTIONS



STANDARD OPTIONS

INTUITIVE PROGRAMMING

ONLY FOR COBOTS

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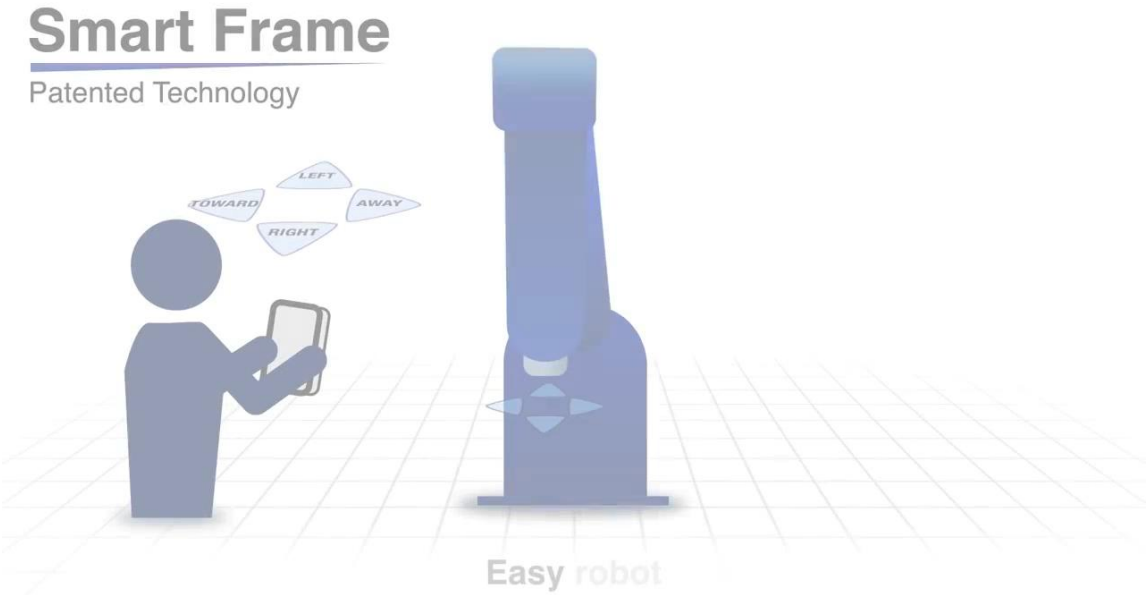
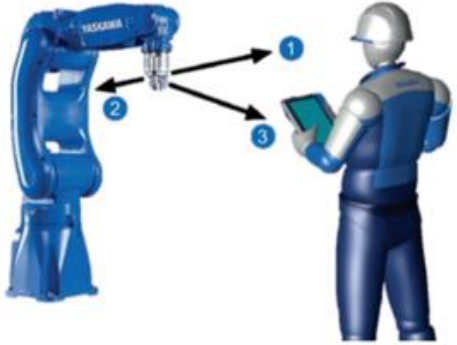
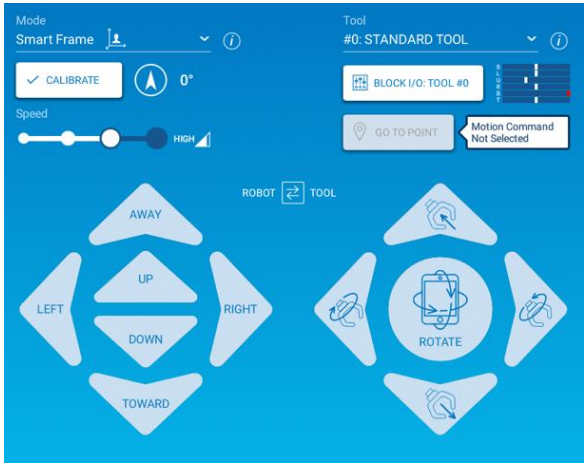
ROBOT MOVEMENT – SMART FRAME



Smart Frame

The patented technology of the "Smart Frame" determines the user's orientation relative to the robot. This eliminates the use of conventional coordinates (X, Y, Z) frames. The intuitive robot jogging by tilting the smart pendant makes it also easy to use.





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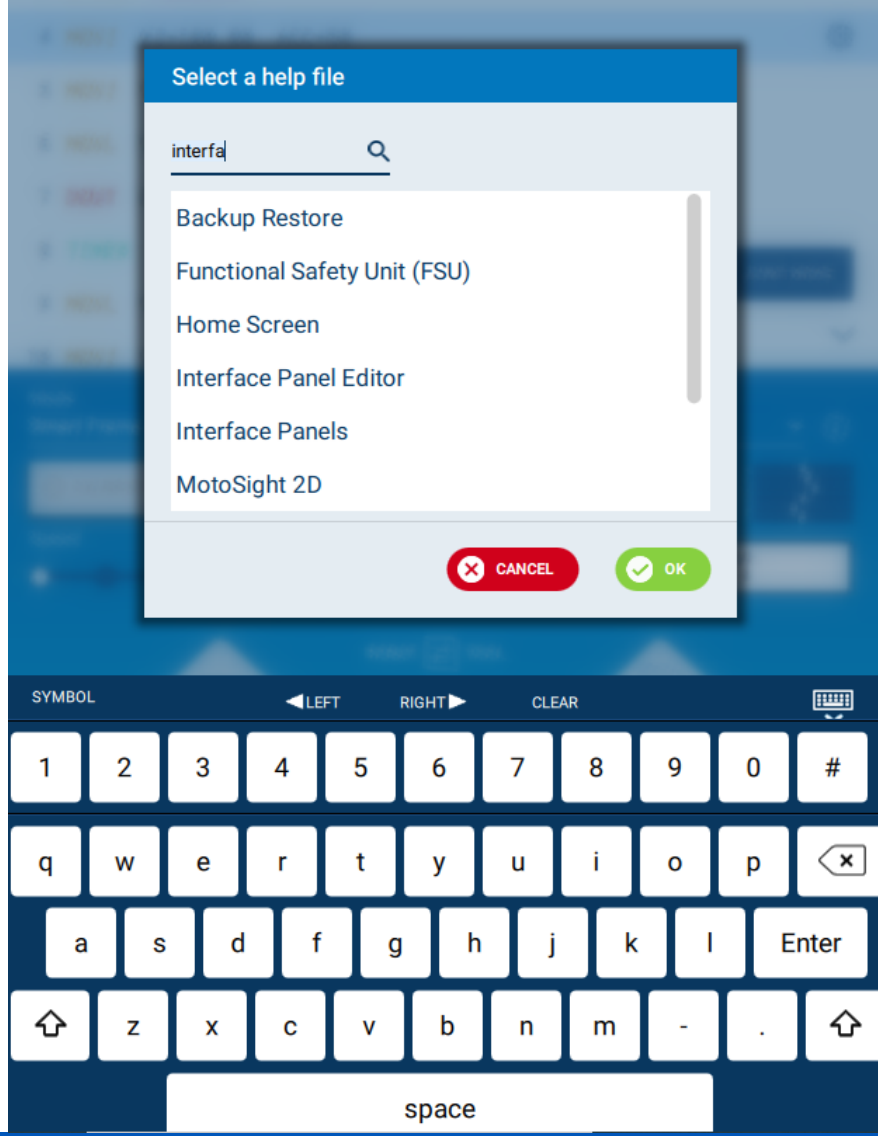
INFORMATION

BUILT-IN HELP INFORMATION TO FURTHER DESCRIBE THE INTERFACES

ACCESSED BY PRESSING THE ICON THAT SHOWS UP ON MANY PAGES

START SCREEN



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SMART PENDANT INSTRUKCJE

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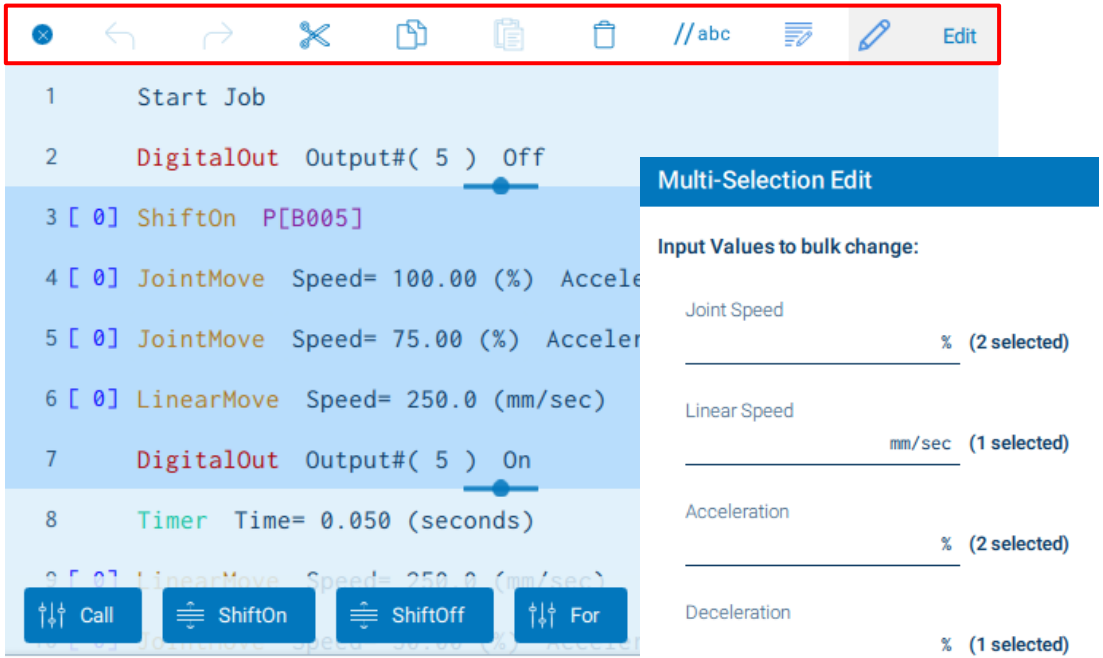
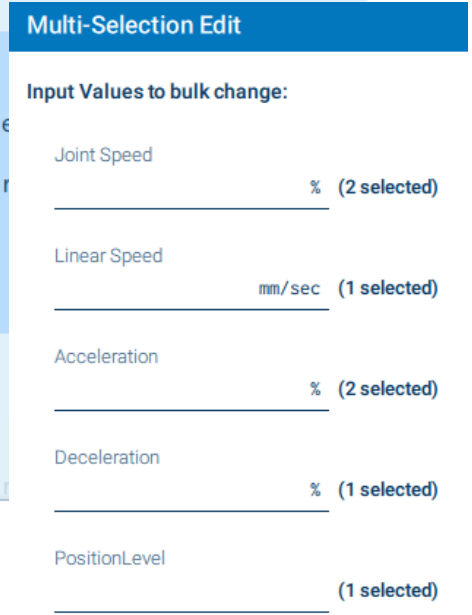
GDZIE NALEŻY SZUKAĆ INSTRUKCJI?

W JAKI SPOSÓB MOŻNA EDYTOWAĆ INSTRUKCJE?





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PODSTAWOWE INSTRUKCJE RUCHU

JointMove

Moves to a user-defined **Position Variable** by joint interpolation. **Different from {TEACH} above that uses robot's CURRENT position**

LinearMove

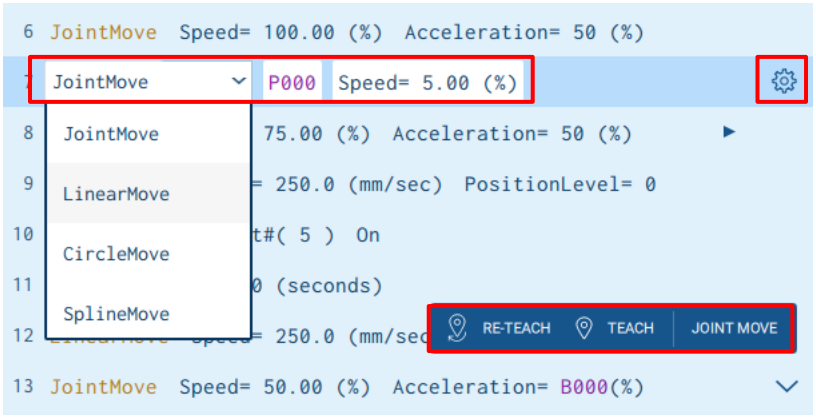
Moves to a user-defined **Position Variable** by linear interpolation. **Different from {TEACH} above that uses robot's CURRENT position**

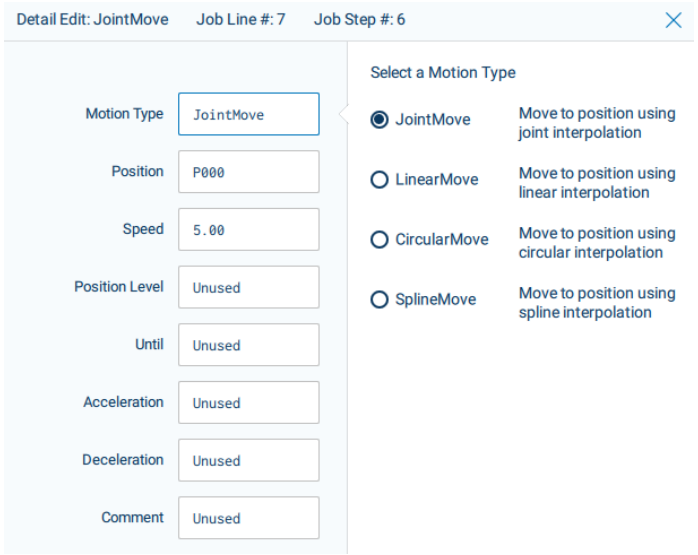
CircleMove

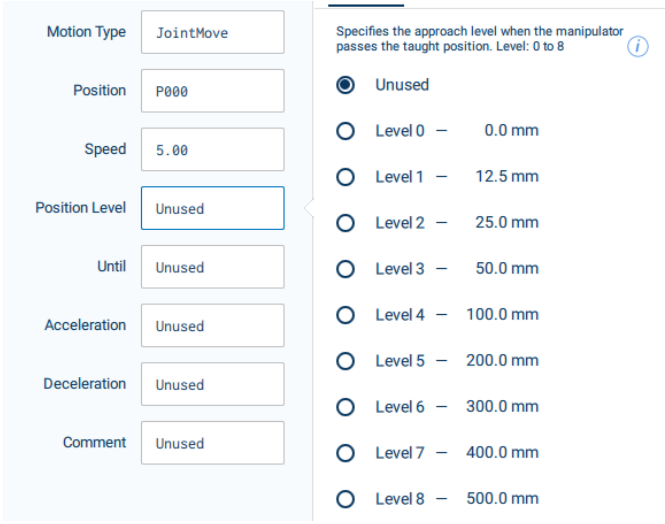
Moves to a user-defined **Position Variable** by circular interpolation. **Different from {TEACH} above that uses robot's CURRENT position**

SplineMove

Moves to a user-defined **Position Variable** by spline interpolation. **Different from {TEACH} above that uses robot's CURRENT position**







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DZIAŁANIA NA ZMIENNYCH

Increment	Adds 1 to the content of the specified variable
Decrement	Subtracts 1 from a specified variable
Add	Adds Data 1 and Data 2, and stores the result in Data 1 Data1 = Data1 + Data2
Subtract	Subtracts Data 2 from Data 1, and stores the result in Data 1 Data1 = Data1 - Data2
Multiply	Multiplies Data 1 by Data 2, and stores the result in Data 1 Data1 = Data1 * Data2
Divide	Divides Data 1 by Data 2, and stores the result in Data 1 Data1 = Data1 / Data2
SetElement	Sets Data 2 in the element of position type variable of Data 1
GetElement	Stores the element of position type variable of Data 2 in Data 1

Set	Sets Data1 to the value of Data2 Data1 = Data2
Clear	In Data 1, the variable content from the specified number on, is cleared to 0 only by the amount specified in Data 2
And	Carries out logical multiplication of Data 1 and Data 2, and stores the result in Data 1
Or	Carries out the logical sum of Data 1 and Data 2, and stores the result in Data 1
Not	Carries out the logical negation of Data 2, and stores the result in Data 1
Xor	Carries out the logical exclusive OR of Data 1 and Data 2, and stores the result in Data 1

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SYGNAŁY

DigitalOut	Writes a value to a General Output Signal
DigitalIn	Reads the status of an Input Signal
Wait	Waits until the status of the external signal or byte variable is the same as the specified status

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POZOSTAŁE

For	Create a repeated loop based on an index parameter
While	Evaluates user-defined conditional expression(s) and executes all instructions between While/EndWhile as long as the conditional expression is true.
IfThen	Evaluates user-defined conditional expression(s) to determine the proper execution of the following instruction(s)
ElseIf	Adds an additional condition to the IfThen/EndIf structure. Can only be added between IfThen and EndIf.
Else	Adds a final condition to the IfThen/EndIf structure to execute if all other conditions fail. Can only be added between IfThen and EndIf.
Timer	Stops a job for the user-defined time
Switch	Evaluate the specified variable and then perform corresponding Case instruction equal to its value.
Case	Adds a branch to a Switch instruction. This branch will be executed if its value is equal to the variable in the Switch instruction.

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POZOSTAŁE

Call	Specifies the name of another job to open and execute before proceeding to the next line of the current job
Label	User-specified Label for a Jump
Jump	Jumps to a user-specified Label
ShiftOn	Begins the parallel shift operation. The amount of the parallel shift is set in a user-defined Position Variable by the increment value of X, Y, and Z in each coordinate system
ShiftOff	Ends the parallel shift operation

```
For  I000  =  0  to  4
   ShiftOn  P000
   JointMove  Speed= 5.00 (%)
   JointMove  Speed= 5.00 (%)
   ShiftOff
   Add  P000  P001
Next  I000
```


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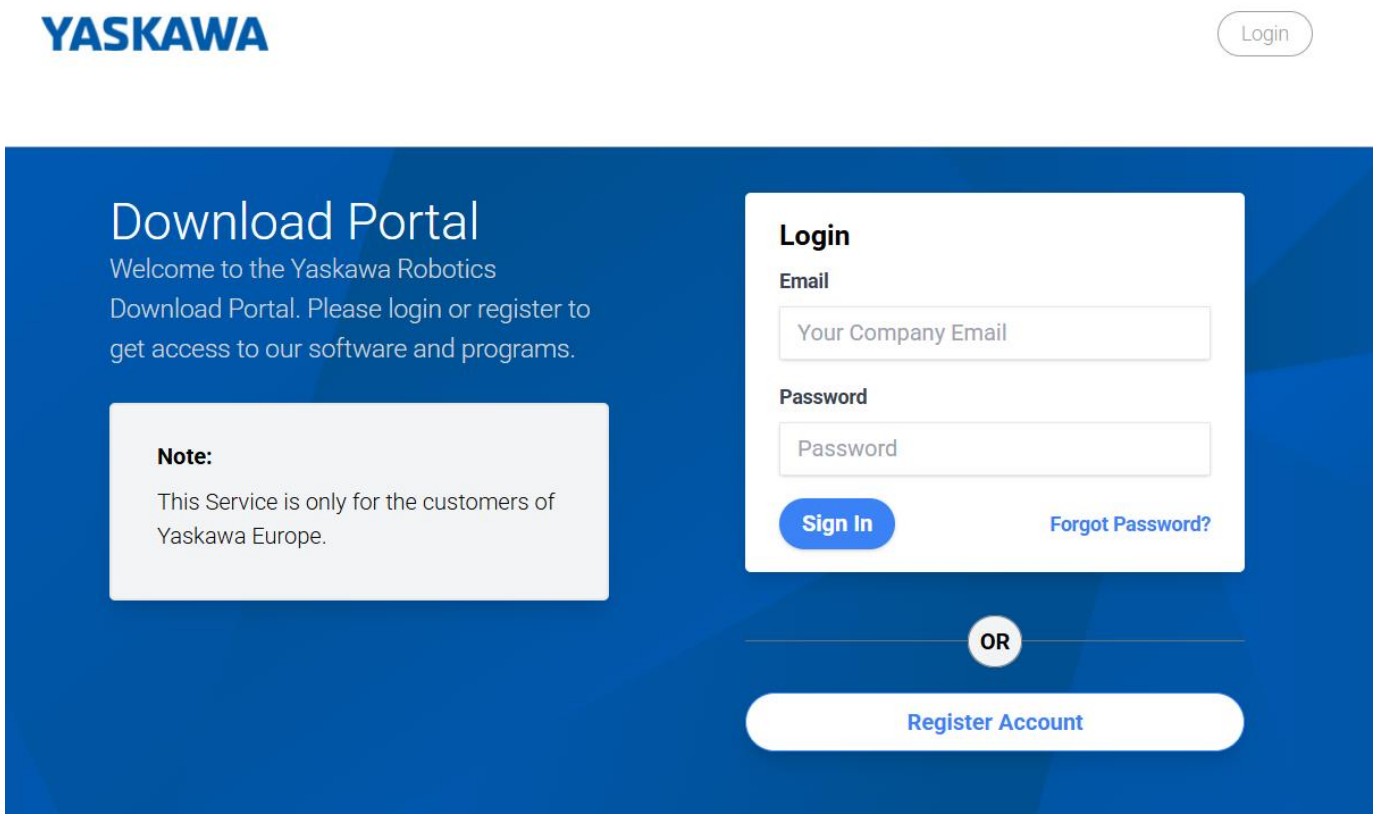
OFFLINEMOTOSIM EG-VRC (TRIAL VERSION)

https://software.yaskawa.eu.com/



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Co warto powtórzyć przed testem?

- Nazwy własne oraz skróty
- Zmienne (jak są oznaczane, zastosowanie)
- Poziom pozycji (z czym się wiąże, zastosowanie)
- Instrukcje z zakładki „Commands”
  (zastosowanie: instrukcje ruchu, pętle, etykiety, przesunięcia)
- Możliwości IF Panel
- Obsługa sygnałów

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