

# Programming of Motions and Sequences for an Industrial Robot

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## Editorial

The setup or programming of motions and sequences for an industrial robot is typically taught by linking the robot controller to a laptop, desktop computer or (internal or Internet) network.

A robot and a collection of machines or peripherals are referred to as a work cell, or cell. A typical cell might contain a parts feeder, a molding machine and a robot. The various machines are 'integrated' and controlled by a single computer or PLC. How the robot interacts with other machines in the cell must be programmed, both with regard to their positions in the cell and synchronizing with them [1].

## Software

The computer is installed with corresponding interface software. The use of a computer greatly simplifies the programming process. Specialized robot software is run either in the robot controller or in the computer or both depending on the system design.

There are two basic entities that need to be taught (or programmed): positional data and procedure. For example, in a task to move a screw from a feeder to a hole the positions of the feeder and the hole must first be taught or programmed. Secondly the procedure to get the screw from the feeder to the hole must be programmed along with any I/O involved, for example a signal to indicate when the screw is in the feeder ready to be picked up. The purpose of the robot software is to facilitate both these programming tasks [2].

## Teach pendant

Robot positions can be taught via a teach pendant. This is a handheld control and programming unit. The common features of such units are the ability to manually send the robot to a desired position, or "inch" or "jog" to adjust a position. They also have a means to change the speed since a low speed is usually required for careful positioning, or while test-running through a new or modified routine. A large emergency stop button is usually included as well. Typically once the robot has been programmed there is no more use for the teach pendant. All teach pendants are equipped with a 3-position dead man switch. In the manual mode, it allows the robot to move only when it is in the middle position (partially pressed). If it is fully pressed in or completely released, the robot stops. This principle of operation allows natural reflexes to be used to increase safety [3].

## Lead-by-the-nose

This is a technique offered by many robot manufacturers. In this method, one user holds the robot's manipulator, while another person enters a command

which de-energizes the robot causing it to go into limp. The user then moves the robot by hand to the required positions and/or along a required path while the software logs these positions into memory. The program can later run the robot to these positions or along the taught path. This technique is popular for tasks such as paint spraying.

## Robotics simulator

Robot simulation tools allow for robotics programs to be conveniently written and debugged off-line with the final version of the program tested on an actual robot. The ability to preview the behaviour of a robotic system in a virtual world allows for a variety of mechanisms, devices, configurations and controllers to be tried and tested before being applied to a "real world" system. Robotics simulators have the ability to provide real-time computing of the simulated motion of an industrial robot using both geometric modelling and kinematics modelling.

The teach pendant or PC is usually disconnected after programming and the robot then runs on the program that has been installed in its controller [4]. However a computer is often used to 'supervise' the robot and any peripherals, or to provide additional storage for access to numerous complex paths and routines.

## End-of-arm tooling

The most essential robot peripheral is the end effector, or end-of-arm-tooling (EOT). Common examples of end effectors include welding devices (such as MIG-welding guns, spot-welders, etc.), spray guns and also grinding and deburring devices (such as pneumatic disk or belt grinders, burrs, etc.), and grippers (devices that can grasp an object, usually electromechanical or pneumatic). Other common means of picking up objects is by vacuum or magnets [5]. End effectors are frequently highly complex, made to match the handled product and often capable of picking up an array of products at one time. They may utilize various sensors to aid the robot system in locating, handling, and positioning products.

## Conflict of Interest

None.

## References

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