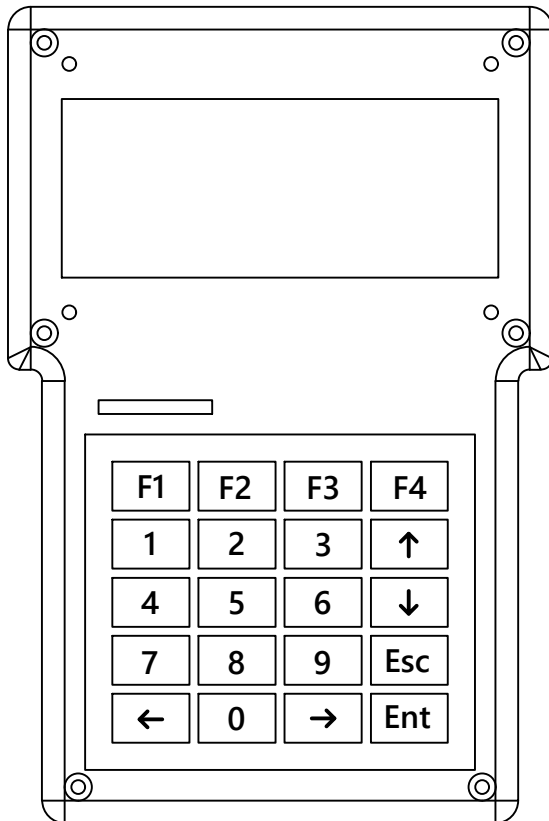


PENDANT INTERFACE GUIDANCE

PENDANT INTERFACE



HOME MENU

KEY	FUNCTION	VALUE
F1	Auto home	-
F2	Set control mode	Position ctrl Angle Control
F3	Change move variable	X, Y, Z / A1-A6
F4	Set change value mode	Continues mode Distance mode Step mode
Num	Set distance value	-
↑	Increase move value	-
↓	Decrease move value	-
←	Delete	-
→	OK	-
Esc	Insert coma	-
Ent	Move to preparation menu	-

PREPARATION MENU

KEY	FUNCTION	VALUE
F1	Change running mode	Pattern, Mapping
F2	Change running memory	1, 2, 3
F3	Change running speed	Low, Med, High
Esc	Back to home menu	-
Ent	Start running	-

MAPPING RUNNING MENU

KEY	FUNCTION	VALUE
F1	Change memory menu	-
F2	Set control mode	Position ctrl Angle Control
F3	Change move variable	X, Y, Z / A1-A6
F4	Set change value mode	Continues mode Step mode
↑	Increase move value	-
↓	Decrease move value	-
←	Delete pattern point	-
→	Save pattern point	-
Esc	Insert coma	-
Ent	Save pattern	-

PATTERN RUNNING MENU

KEY	FUNCTION	VALUE
F1	Pause	-
F2	Hold lcd information	-
←	Previous running menu	-
→	Next running menu	-
Esc	Stop	-
Ent	Continue	-

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HALAMAN : 1/2 TANGGAL : 12 Juli 2024

PERANCANGAN INTERFACE PENDANT
UNTUK WELDING ARM MANIPULATOR 6 DOF

STR - TEKNIK LISTRIK INDUSTRI
SEKOLAH VOKASI UNIVERSITAS DIPONEGORO
SEMARANG

A4

PENDANT INTERFACE GUIDANCE

POSITION CONTROL

X:0.000<
Y:0.000
Z:0.000
ContPos

ANGLE CONTROL

A.1:0.000A4:0.000<
A2:0.000A5:0.000
A3:0.000A6:0.000
ContAng

PREPARATION MENU

Memory1
SpeedLOW
PatternPrep

MAPPING POS CTRL

X:0.000<
Y:0.000
Z:0.000
ContMapPos

MAPPING ANG CTRL

A.1:0.000A4:0.000<
A2:0.000A5:0.000
A3:0.000A6:0.000
ContMapAng

CHECK MEMORY MENU

Memory1
Mem..Point2
ContMapMem

PATTERN MENU 1

X:0.000
Y:0.000
Z:0.000
RunLoop:123

PATTERN MENU 2

A.1:0.000A4:0.000
A2:0.000A5:0.000
A3:0.000A6:0.000
RunLoop:123

PATTERN MENU 3

Current Mem1
Current SpdLOW
RunLoop:123

PATTERN PAUSE MENU

PAUSED
RunLoop:123