

ABB program PROC MoveTo() TPWrite "start moveTo"; PROC main() nextDest.trans.x:=moveToData{1}; writeToLog:=TRUE; nextDest.trans.y:=moveToData{2}; TPWrite "Initializing..."; nextDest.trans.z:=moveToData{3}; WaitForStart; nextDest.rot.q1:=moveToData{4}; IF startIndicator<>5 THEN nextDest.rot.q2:=moveToData{5}; RETURN; nextDest.rot.q3:=moveToData{6}; ENDIF nextDest.rot.q4:=moveToData{7}; InitVars; ConfJ\Off; TPWrite "Connected to ipac" ConfL\Off; WHILE continue DO MoveL WaitTime 0.1; nextDest,v1000\V:=moveToData{8},fine IF currentInstruct=3 THEN ,tiwa\WObj:=wobj0; HandleError; TPWrite "Finnished moveTo"; **ENDIF ENDPROC** IF currentln struct=1 THEN MoveTo; **ENDIF ENDWHILE ENDPROC**

On-line programming

Takes place at the site of production itself and involves the work cell.



On-line programming

Advantages

- Cheap
- Easily accessible
- Programs made in concordance with the actual position of equipment and pieces.

Disadvantages

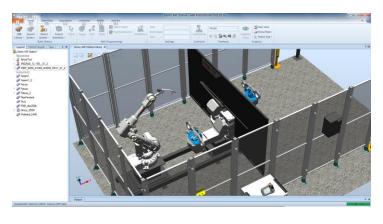
- Suspension of production while programming.
- Slow movement of the robot while programming.
- Program logic and calculations are hard to program.
- Poorly documented

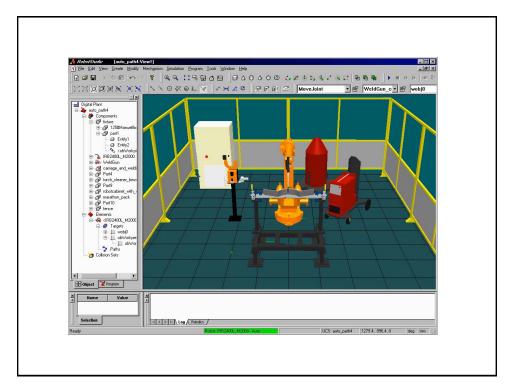
On-line programming

| Process | Programming time | Process time | Ratio |
|-------------------|---------------------|--------------|-------|
| Welding (complex) | 9.600 min (20 days) | 20 min | 480 |
| Welding (simpel) | 40 min | 1 min | 40 |
| Bending | 480 min (8 hours) | 5 min | 96 |

Off-line programming

- Takes place on a computer without use of the physical robot
- Uses models of the work cell with robot, work pieces, process and surrounding.





Off-line programming

Advantages:

- · Production can continue while programming.
- · Effective programming of program logics.
- Effective programming of locations.
- · Verification of program through simulation and visualization.
- · Well documented through simulation model.
- · Reuse of existing CAD data.

Disadvantages

- Often expensive off-line programming system.
- Models are needed and has to correspond to reality
- · Takes time to learn

Hybrid programming:

Combines on and off-line e.g:

- · Offline:
 - Program logics
 - Simulation
 - major part of movement commands (reuse of CAD data).
- On-line:
 - · Movements near the workpiece
 - · Process data

The future (is here)

- Cheaper systems
- Automatic:
 - · Path planning
 - · Collision avoidance
 - · Process planning
- Improved HMI

