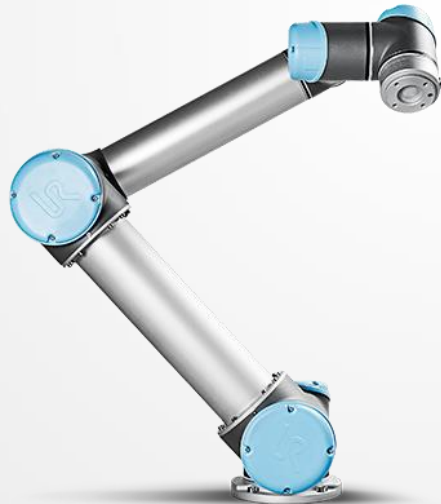


CONTROLLING OF UNIVERSAL ROBOT USING ANDROID APP



GUIDE

DR.B.VINOD

JASSEM MOHAMMED S

14R215

KARTHIKEYAN P

14R217

NAVEEN S

14R228

PARTHASARATHY K

14R231



OBJECTIVE

To control universal robot wirelessly using android application

Wireless – through wifi



Literature Survey

S.No	Journal name, Article title, Year of publication, Volume and issue number	Observation
1.	COMPANY NAME: Automatika TITLE: Remote Monitoring and Control of Industrial Robot based on Android Device and Wi-Fi Communication AUTHOR NAME: Maja M. Lutovac Banduka ISSUE DATE: 10 October 2015	This paper describes about the the simplicity of interaction and the improved access. The simplicity of interaction is provided through the simple, single click execution of complex robot tasks and algorithms using the touch screen interface. Complex motion instructions for defining robot tasks can be defined and appointed within the touch screen programming GUI.
2.	JOURNAL NAME: International Conference on Robotics in Education TITLE: Using the Android platform to control robots. AUTHOR NAME: S. Goebel, R. Jubeh, S.-L. Raesch, and A. Zuendorf. ISSUE DATE: 2011	This article pointing out how to use android platform to control robots wirelessly. It deals with both Bluetooth and wifi.



Literature Survey

S.No	Journal name, Article title, Year of publication, Volume and issue number	Observation
3.	JOURNAL NAME: International Journal of Research and Reviews in Applied Sciences TITLE: Smartphone control robots through Bluetooth. AUTHOR NAME: H. Nasereddin and A. Abdelkarim. ISSUE NO: vol. 4, no. 4, pp. 399–404, 2010	This paper describes about the controlling of robots through smartphones via bluetooth.
4.	JOURNAL NAME: International Symposium on Resilient Control Systems TITLE: Tele-manipulation of robot arm with Smartphone AUTHOR NAME: C. Parga, L. Xiaou, and Y. Wen ISSUE DATE: pp. 60–65, August 2013.	This article pointing out the manipulation of robot arm through smartphones via internet so that we can control robot from any part of the world.

NEED AND IMPORTANCE

01



No need for
teach
pendant

02



Easy access
and mobile

03



Easy
handling

04



No cost

Features

01



LAN

02

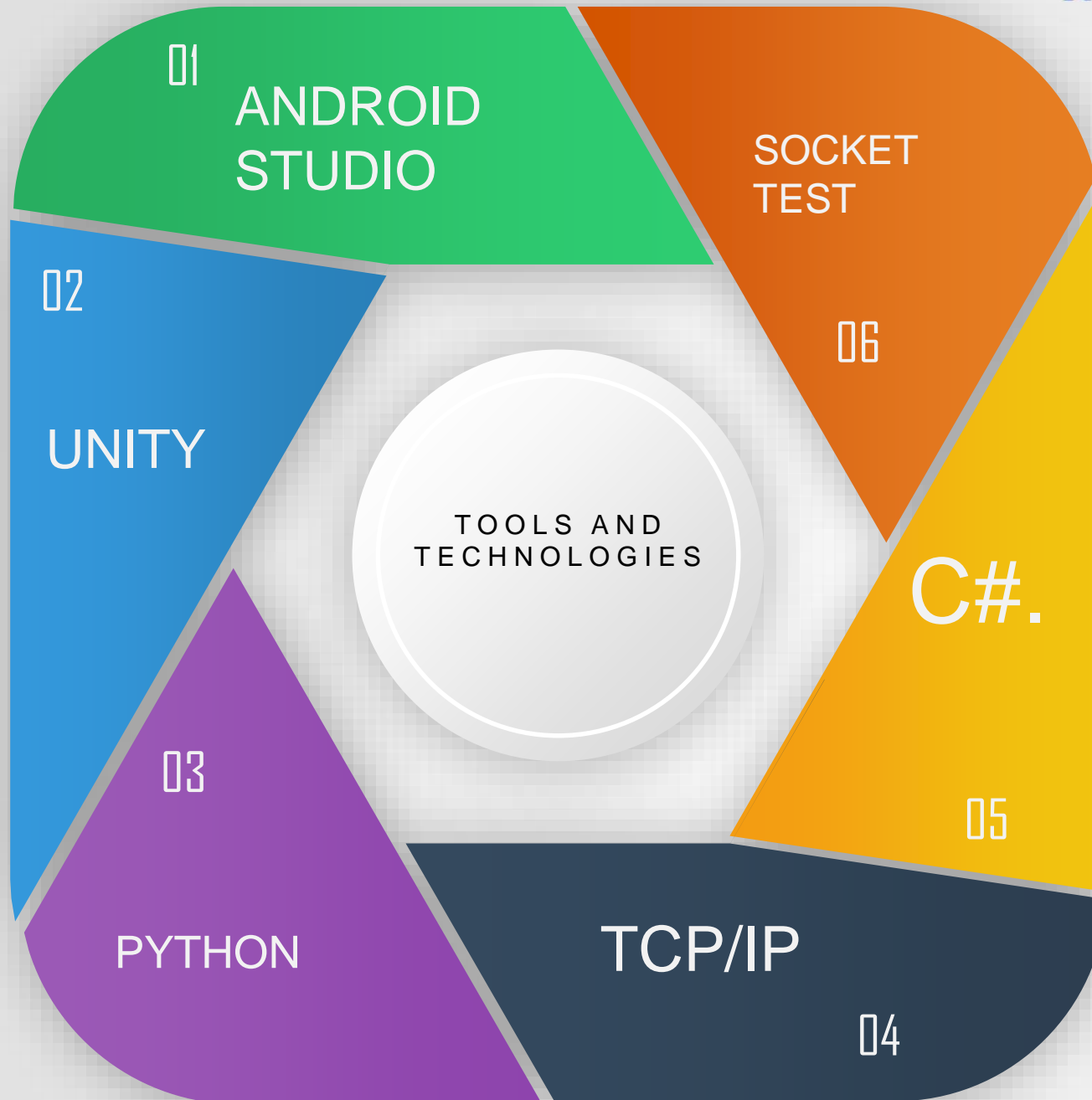


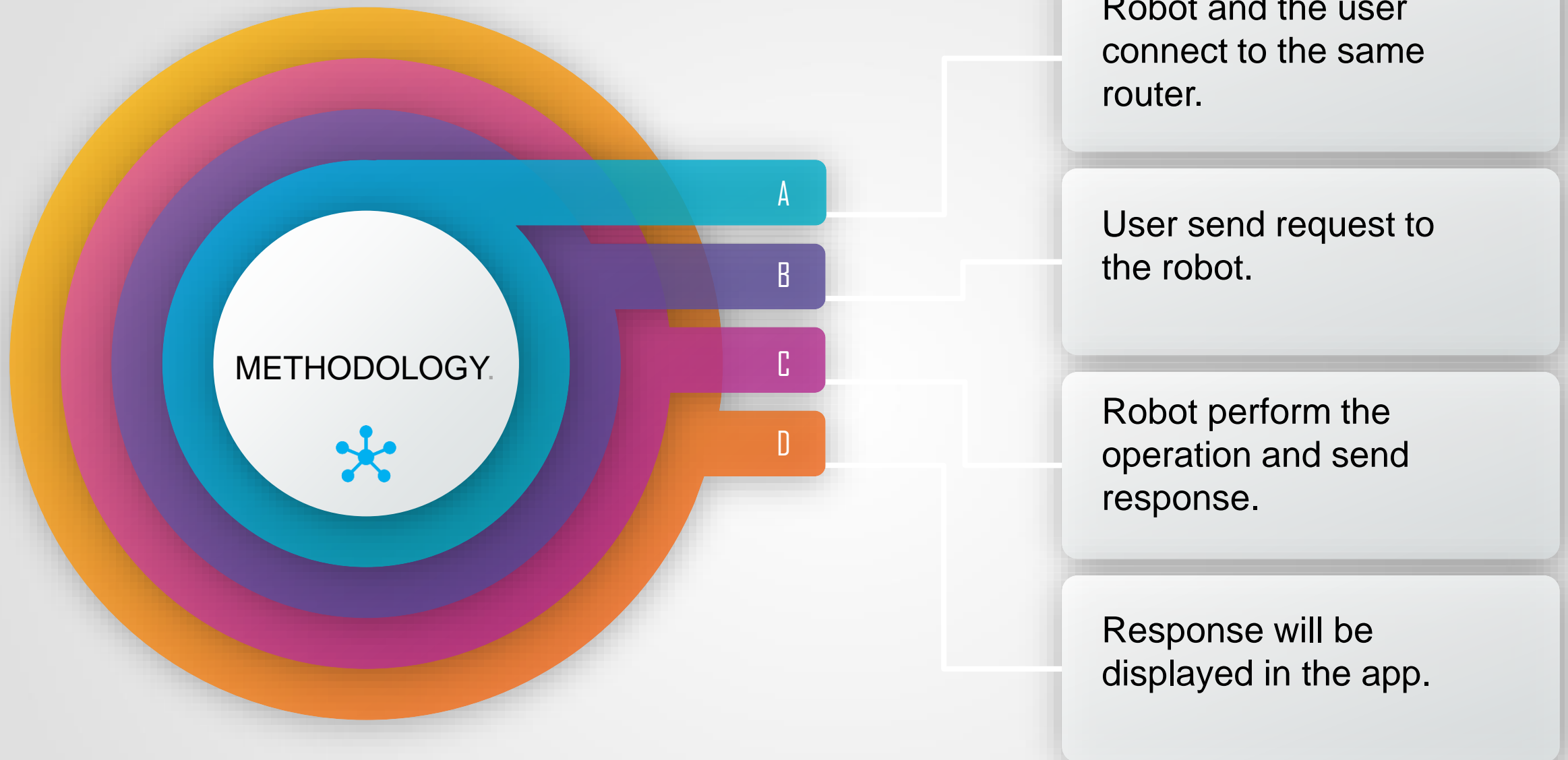
Display the
response in
the app.

03



Peer to peer
connection.





Universal robot is made wireless by connecting it to a router.



3D model



Work done

Universal robot IP address is perfectly pinged to another phone by setting static IP address in universal robot.



The robot is controlled for specific commands.

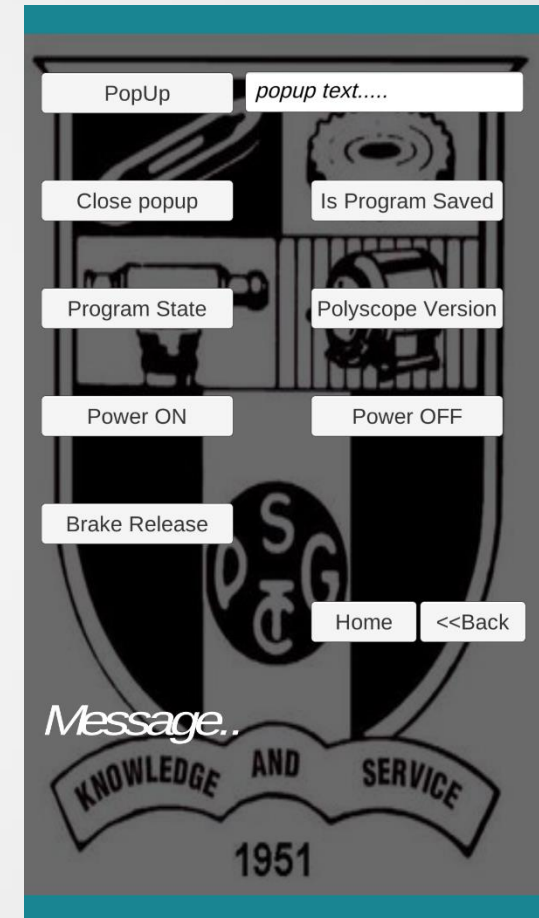
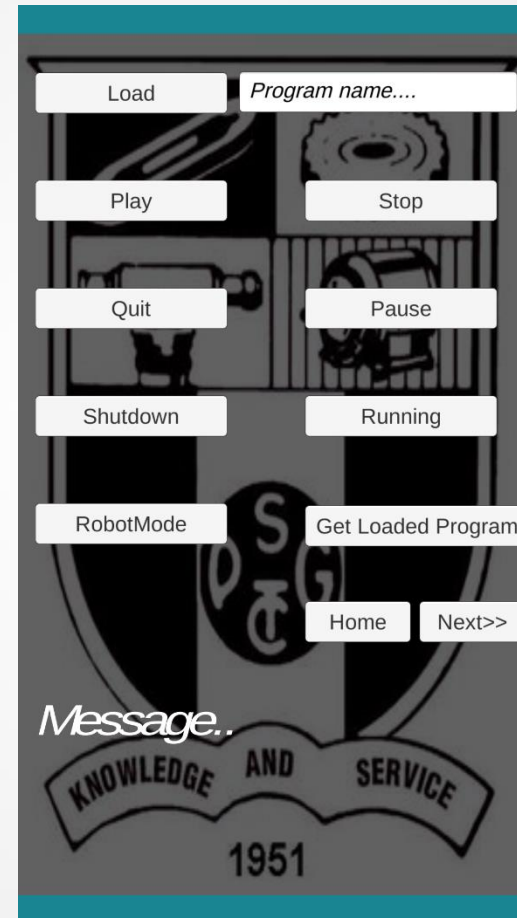
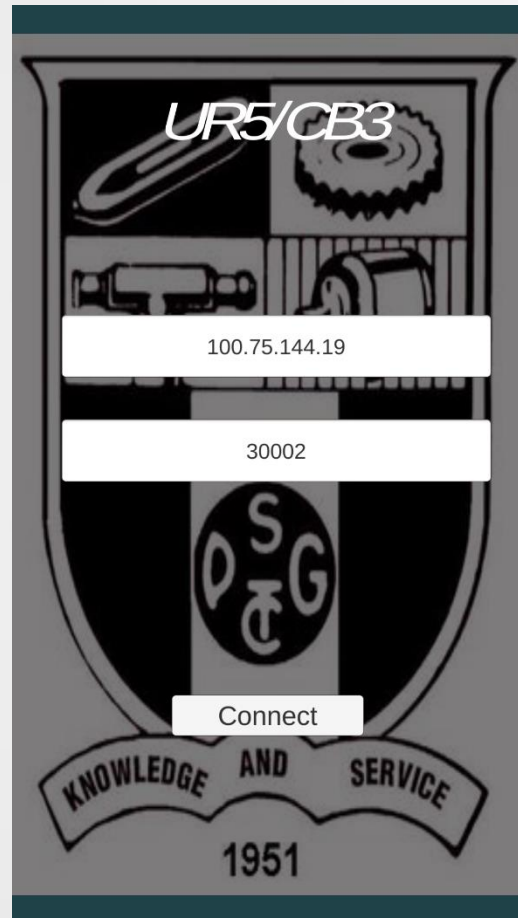
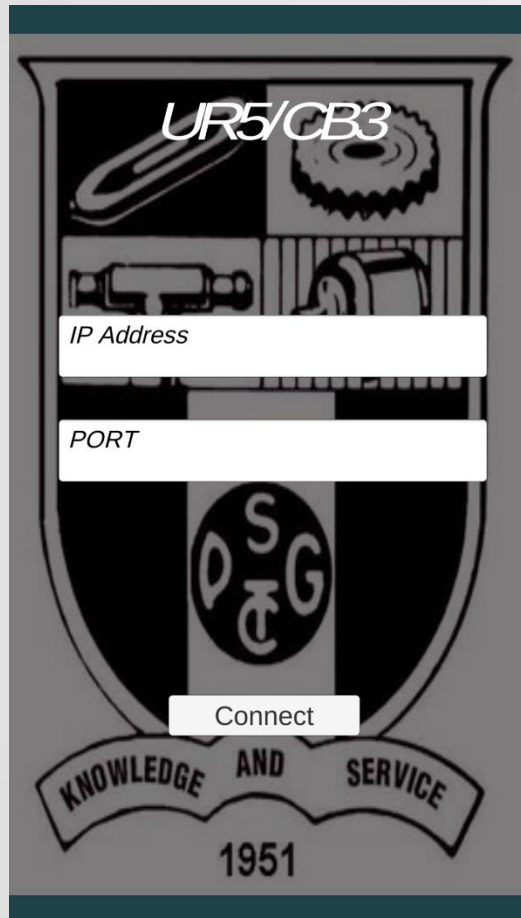


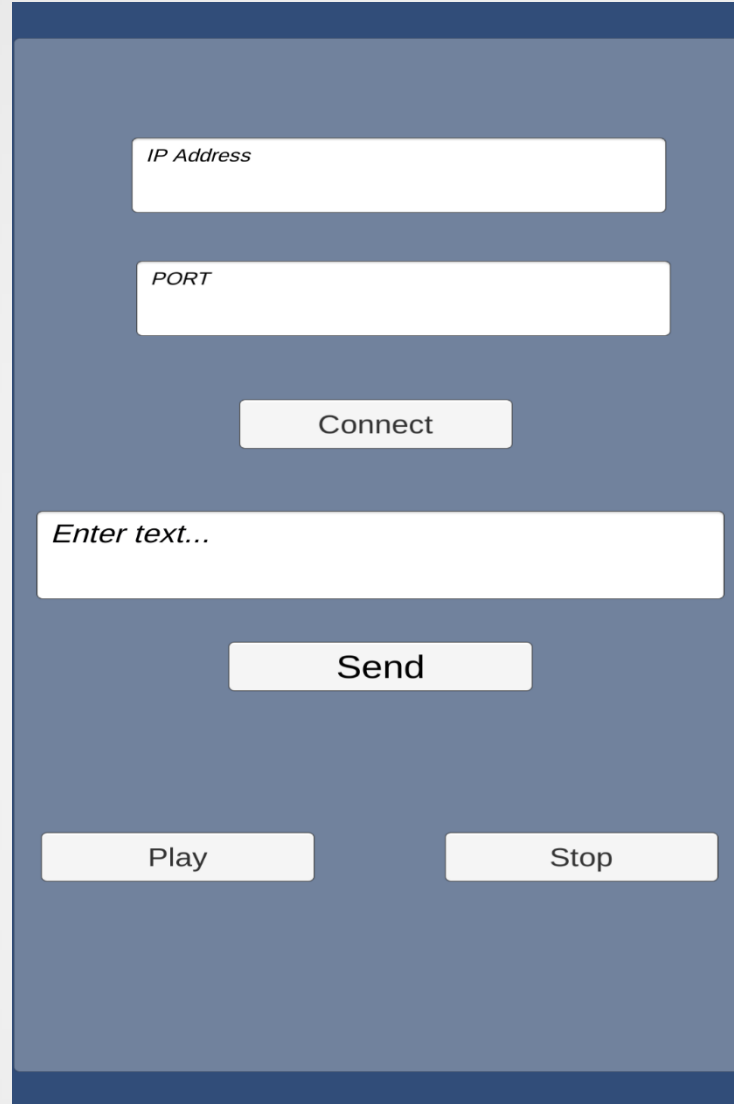
App

System and user requirement



Snapshots of the app





The screenshot displays a mobile application interface with a dark blue header and footer. The main content area has a light blue background. It features two text input fields at the top, labeled "IP Address" and "PORT" in a light blue font. Below these is a "Connect" button. Further down is another text input field labeled "Enter text...". Below this is a "Send" button. At the bottom, there are two buttons: "Play" and "Stop".

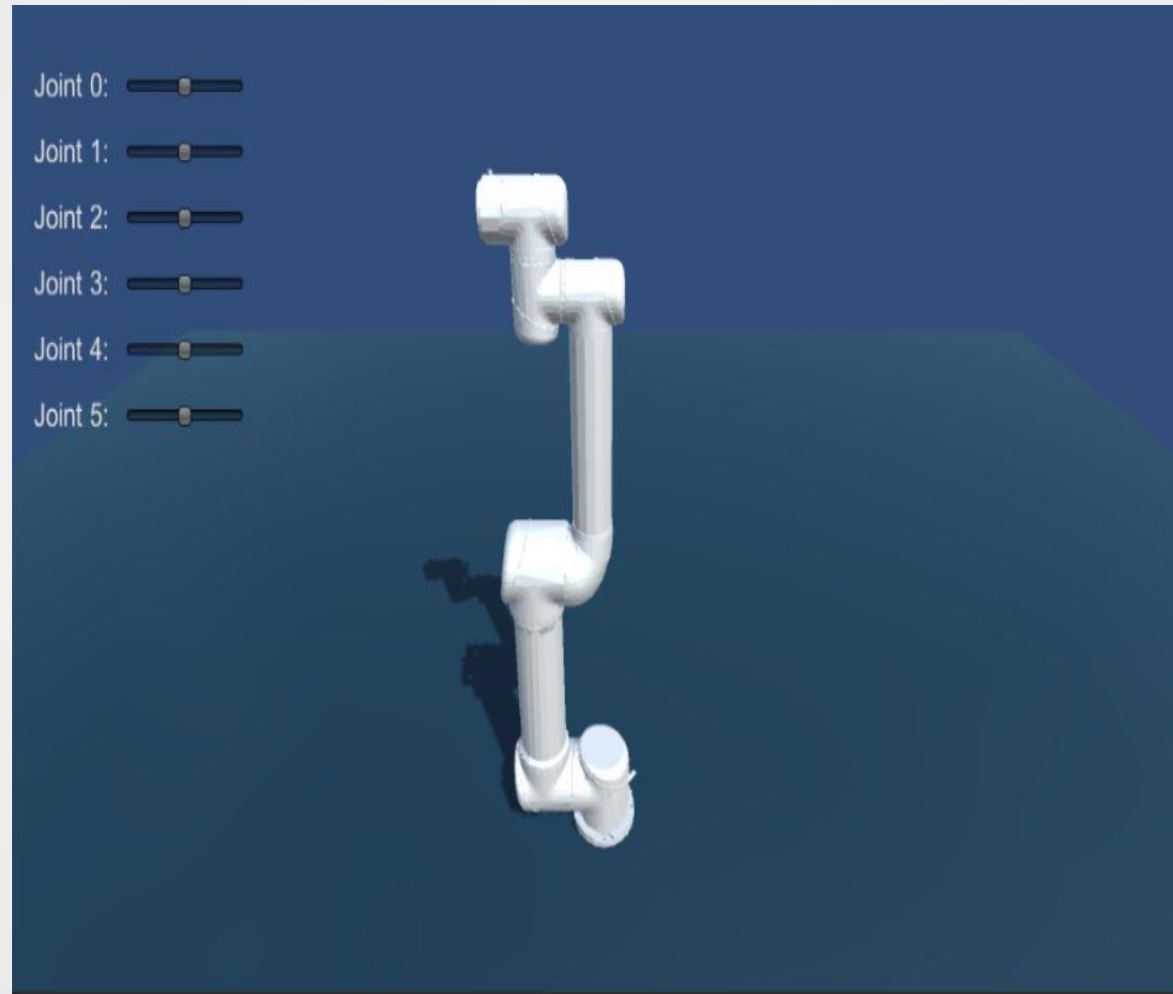
Basic version of the android app



Work yet to be done

To control the robot via 3D model.

3D model of the UR5/CB3 robot



Reference

- [1] C. Boja and A. Zamfiroiu, “Input methods in mobile learning environments,” Studies in Informatics and Control, vol. 22, no. 4, pp. 329–338, 2013.
- [2] J. Steele and N. To, The Android developer’s cookbook: building applications with the Android SDK. USA: Addison-Wesley, 2013.
- [3] S. Conder and L. Darcey, Android wireless application development. Boston, USA: Addison-Wesley, 2010.
- [4] D. Hižak and M. Mikac, “Development of a simple tool for audio analysis on mobile Android platform,” Tehnički glasnik, vol. 7, no. 2, pp. 177–181, 2013.
- [5] G. Ferenc, M. Lutovac, J. Vidaković, Z. Dimić, and V. Kvirgić, “Real-time robot control logic using modular FSM,” in Proceedings book of the 4th International Conference Management of Technology - Step to Sustainable Production, (Zadar, Croatia), pp. 259–265, June 2012.
- [6] <https://unity3d.com/learn>

