

A Guide for ABB RobotStudio

This guide/manual explains step-by-step the most common functionalities of RobotStudio.

by

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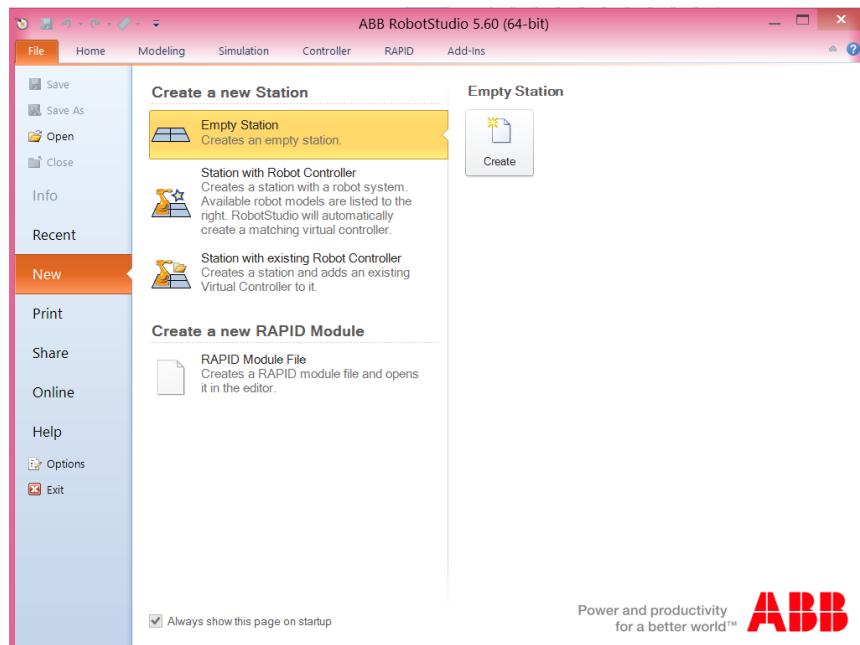
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1. INTRODUCTION

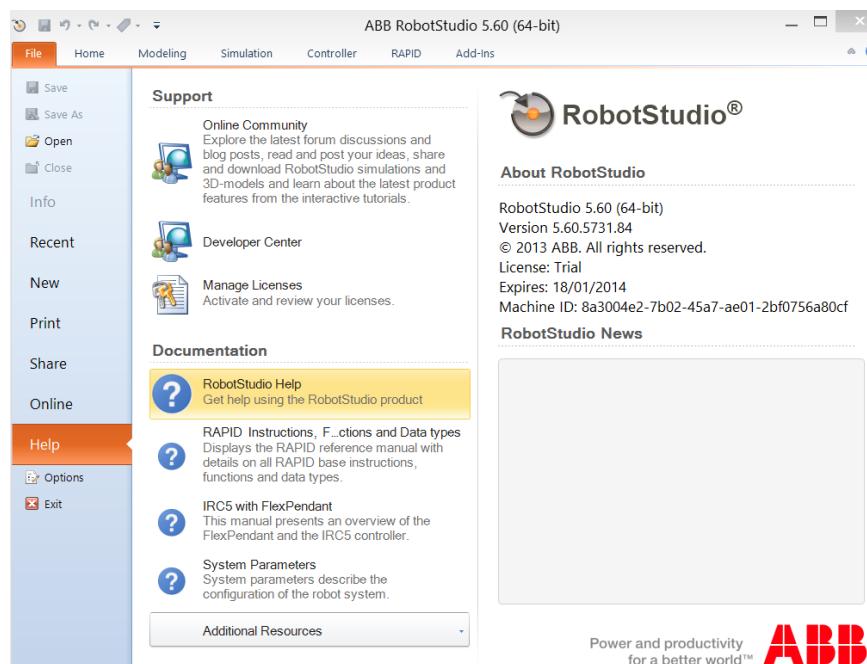
This guide contains the basic commands to start using ABB RobotStudio. It is divided in 4 modules in which each module is a different exercise. All the necessary procedures to create a given robot application are described, step-by-step. Several print screens from RobotStudio help to understand in a better way the process to operate RobotStudio and create robot programs off-line.

2. MODULE I

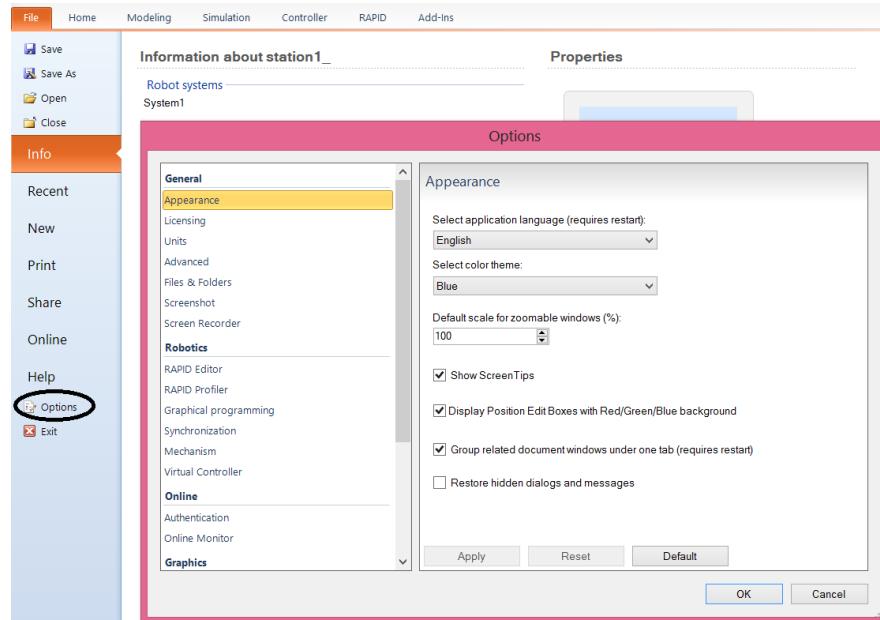
This is how RobotStudio looks like:



Here we can see the Help tab with all the necessary information about RobotStudio, RAPID language and the ABB teach pendant (FlexPendant).

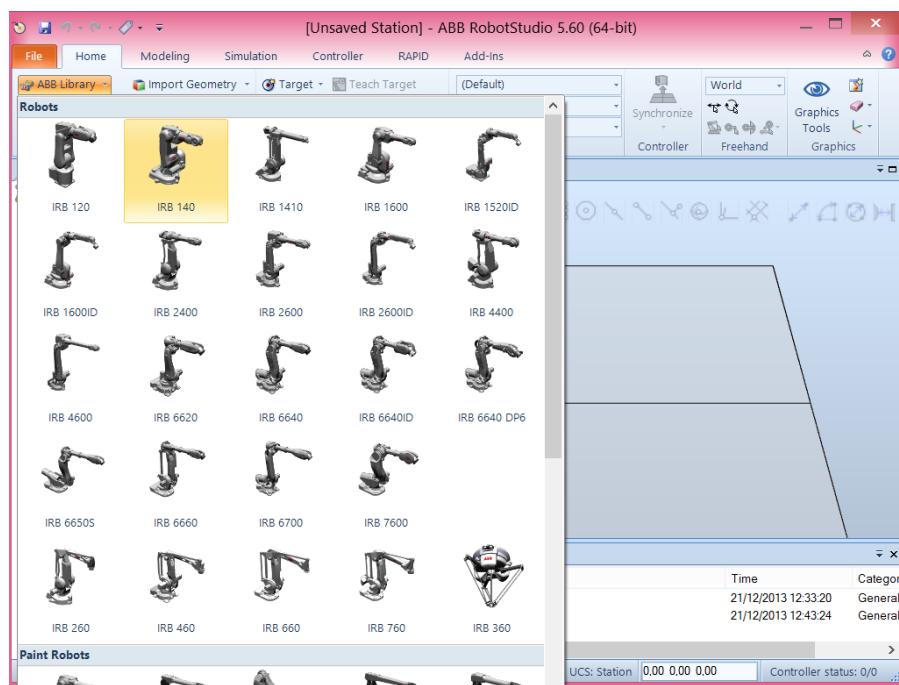


The software options can be changed in options section:



2.1. Robotic arms and positioning

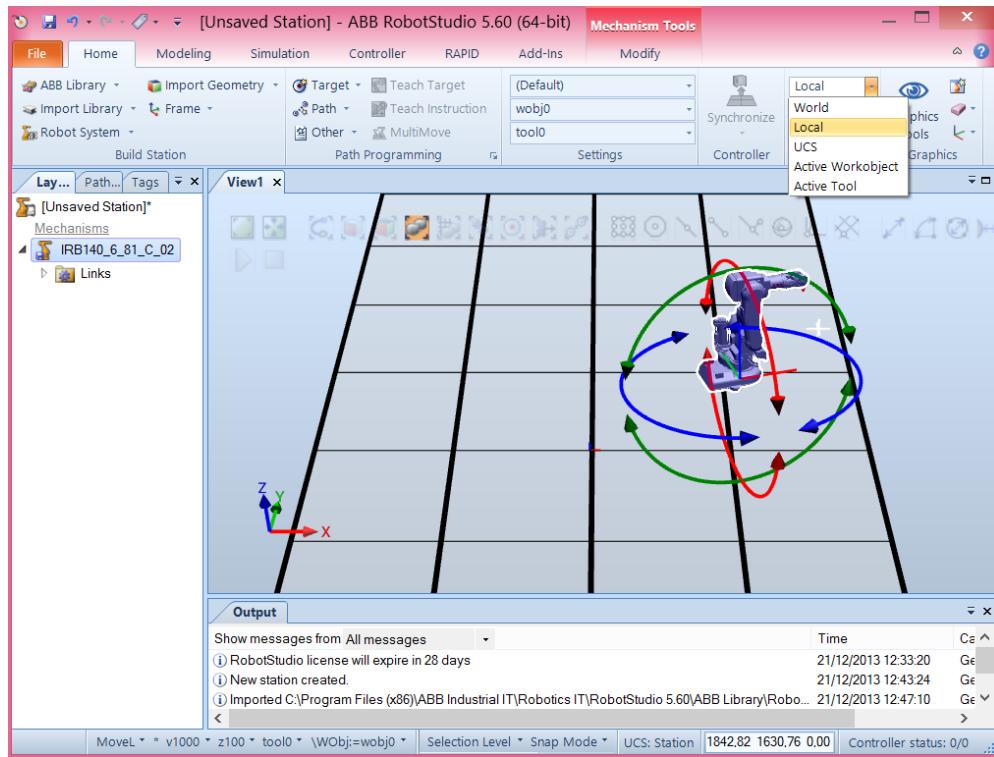
The first think to do is to create an empty station. This empty station only contains the working plane with a reference system (world reference system). So, we need to include a robotic arm in the station. Just go to ABB Library and select the desired robotic arm.



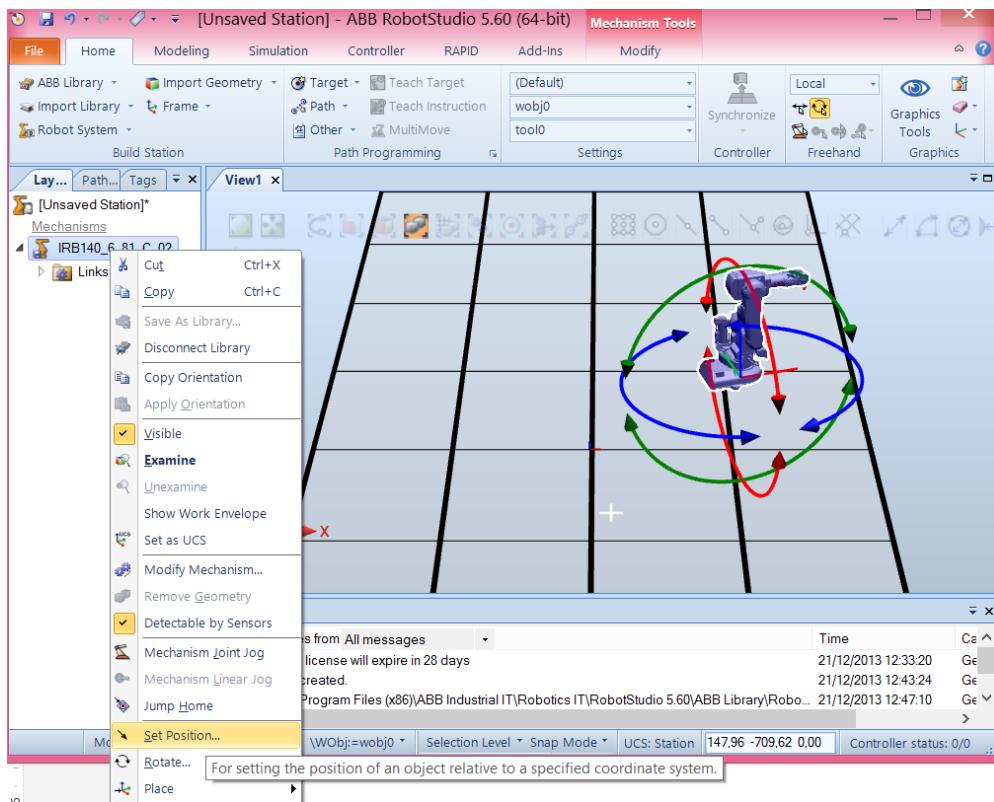
It is now possible to move (translations + rotations) the robot in the working space. In addition we can change the angle of each robot joint. To do that, just click on the robot model (see figure below the highlighted area on the left) and by clicking on the button move (highlighted in figure below) we can move the robot base with the mouse.

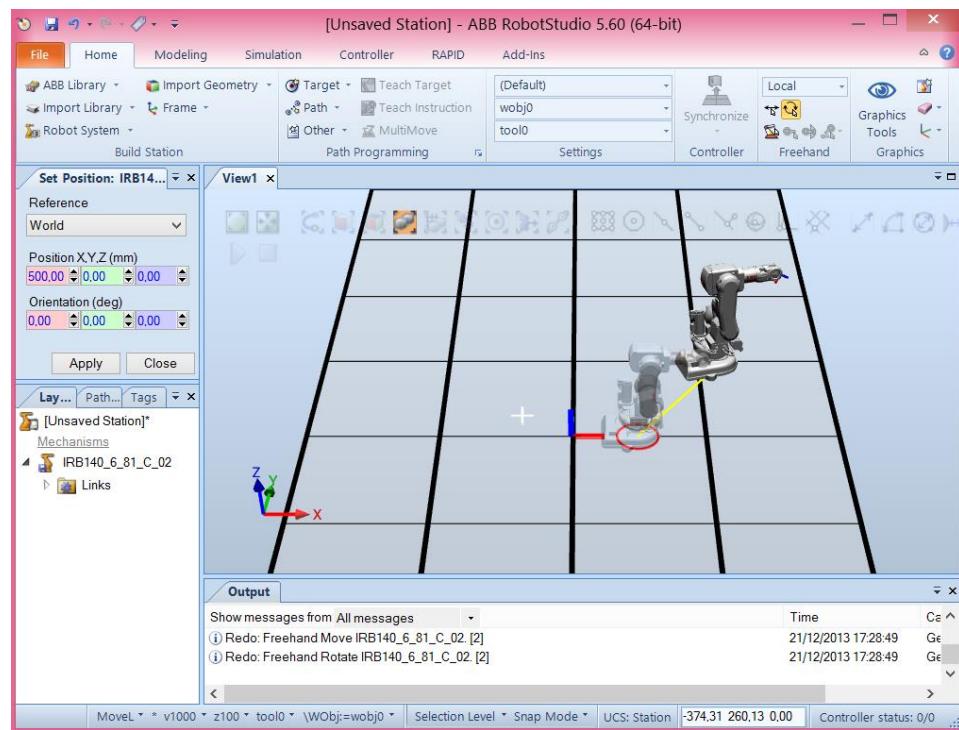


Moreover, we can also rotate the robot in relation to a selected reference system.



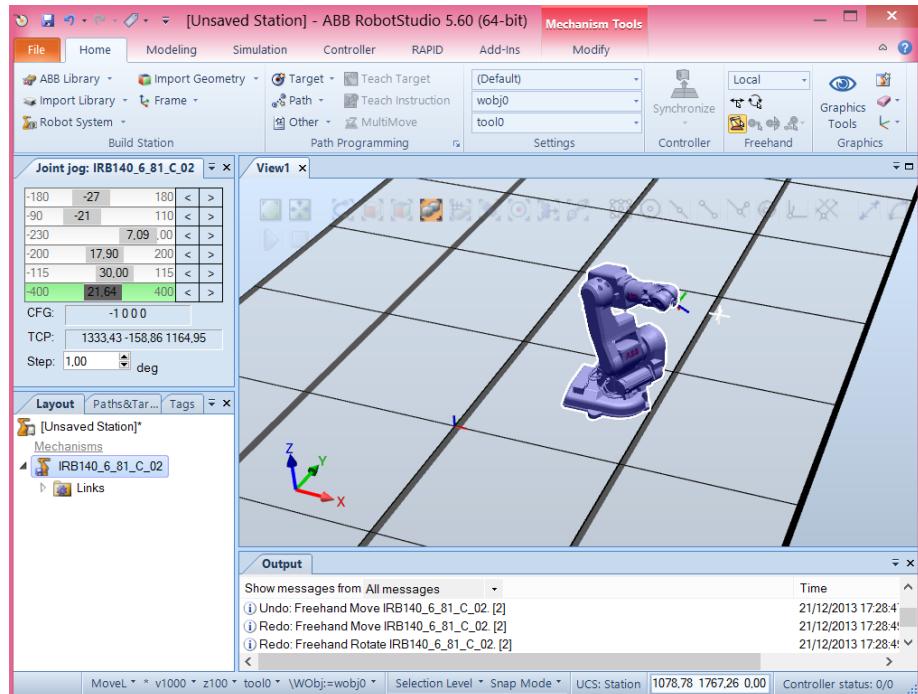
Ok, this is useful but we need accuracy when moving or rotating the robot:





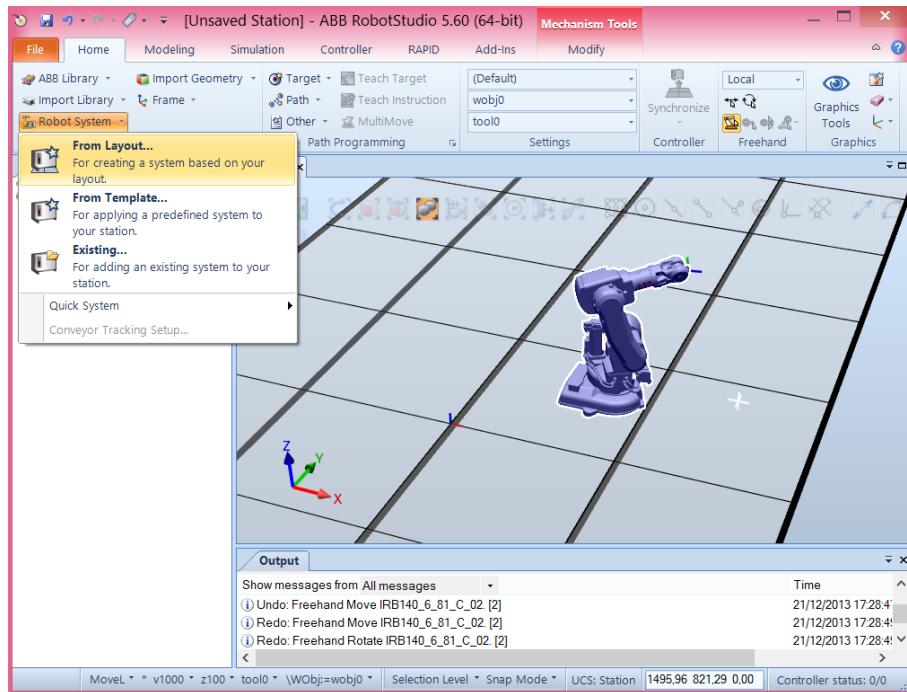
You can change the zoom of the working environment with the roller of the mouse. By pressing CTRL and left click with the mouse you can move the scene, and by pressing CTRL and SHIFT and left click with the mouse you can rotate the scene.

There follows an explanation on how you can change the robot joint angles, just right click on the robot model (Layout tab) and select Mechanism Joint Jog.

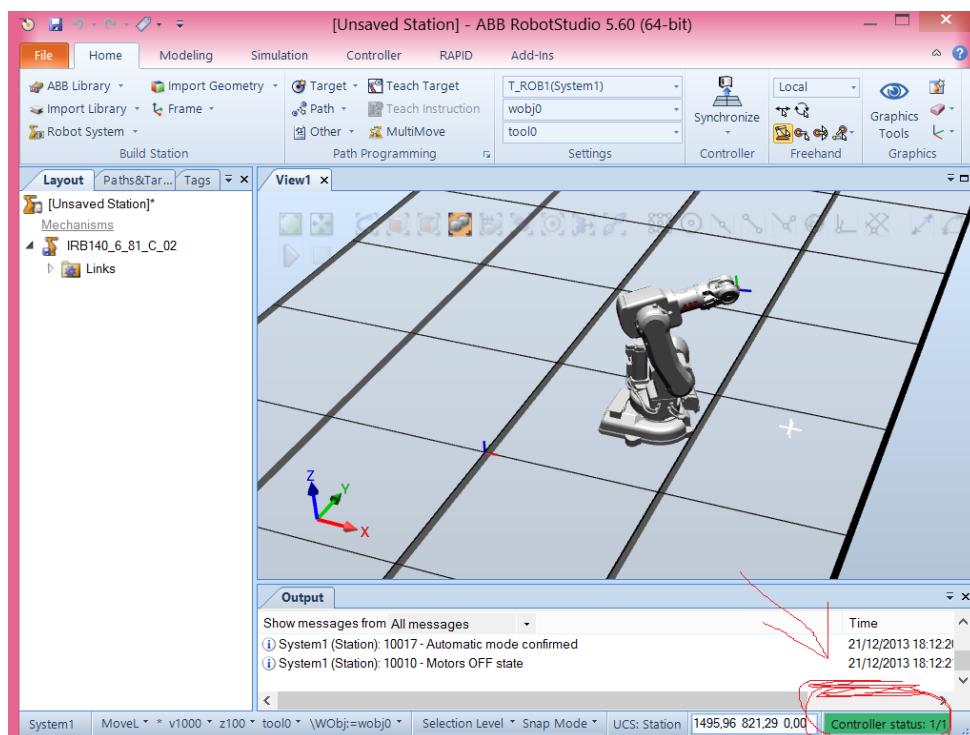


2.2. Controller

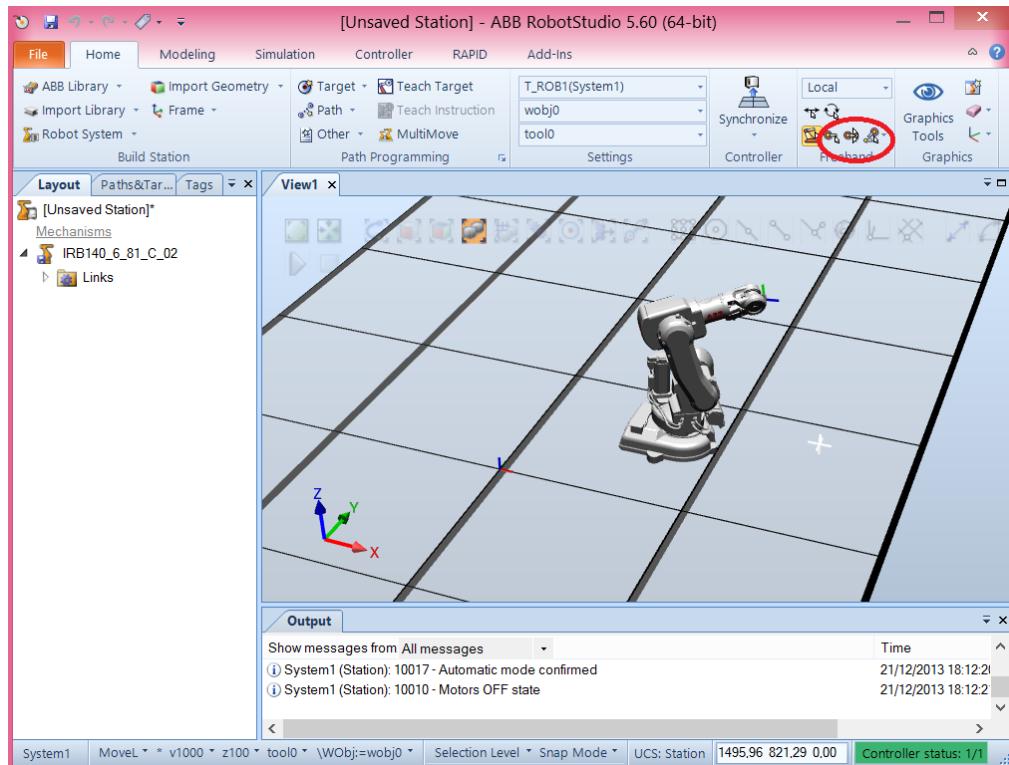
It is time to include a controller into the system.



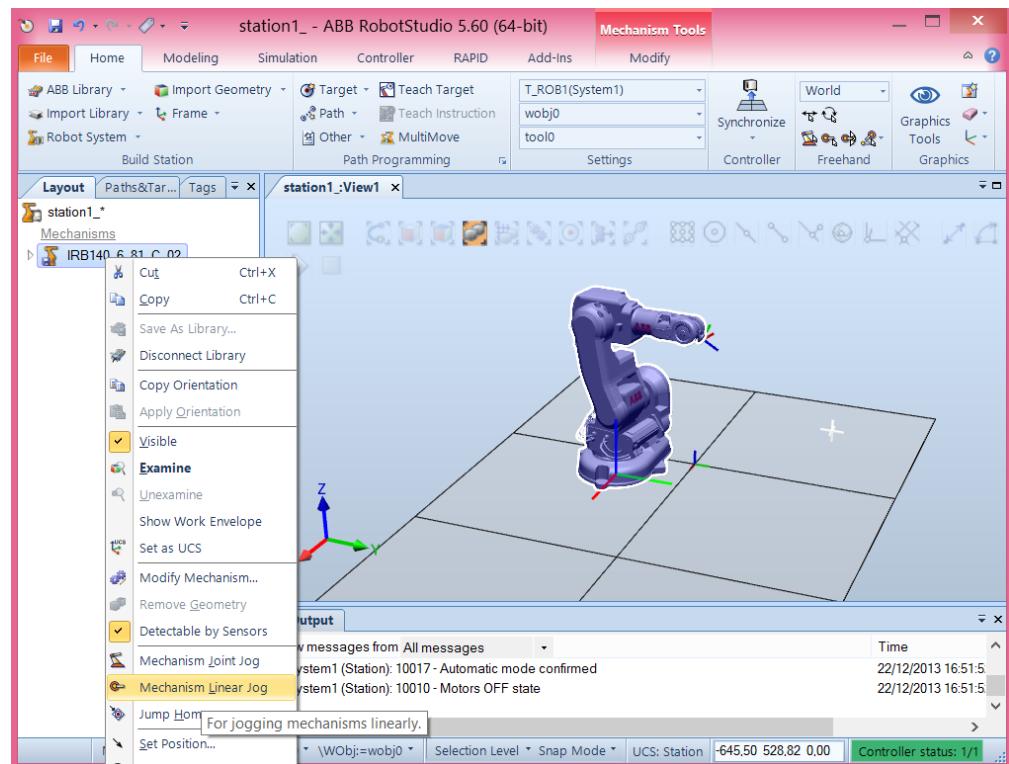
You can select a number of options for the controller, but for now, the default configuration is ok. So, just press, next, next and finish. Remember that this process may takes a little time until to obtain the green light (see figure below).



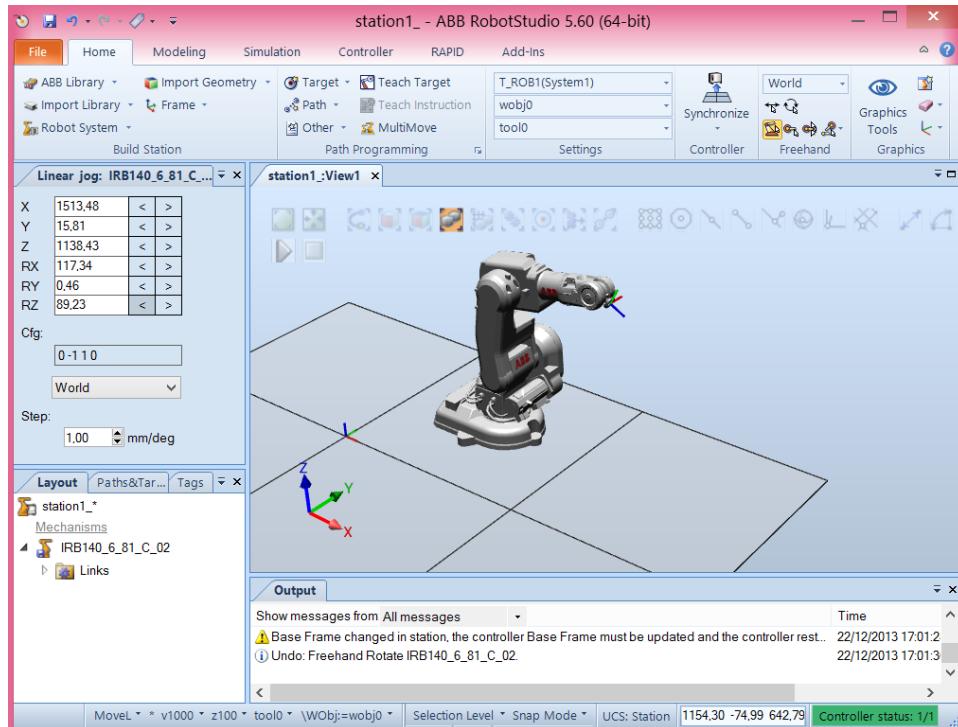
The 3 buttons highlighted in figure below are now active. This means that at this moment the virtual robot controller is ready to apply motion to the robotic arm.



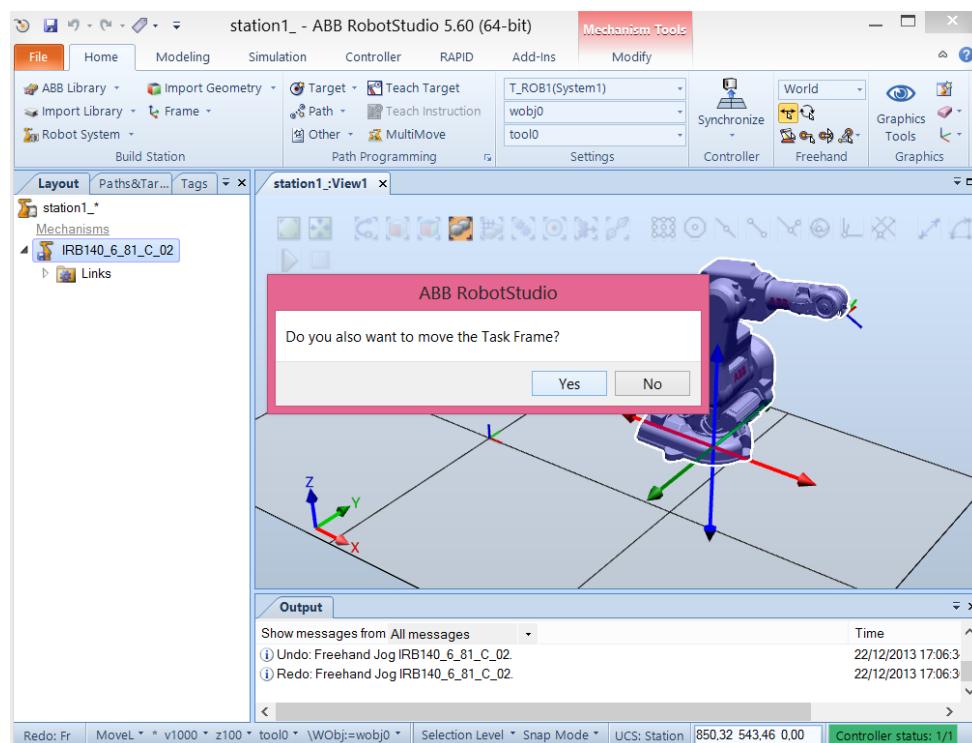
We can call these functionalities in a different way:



And this is the result:

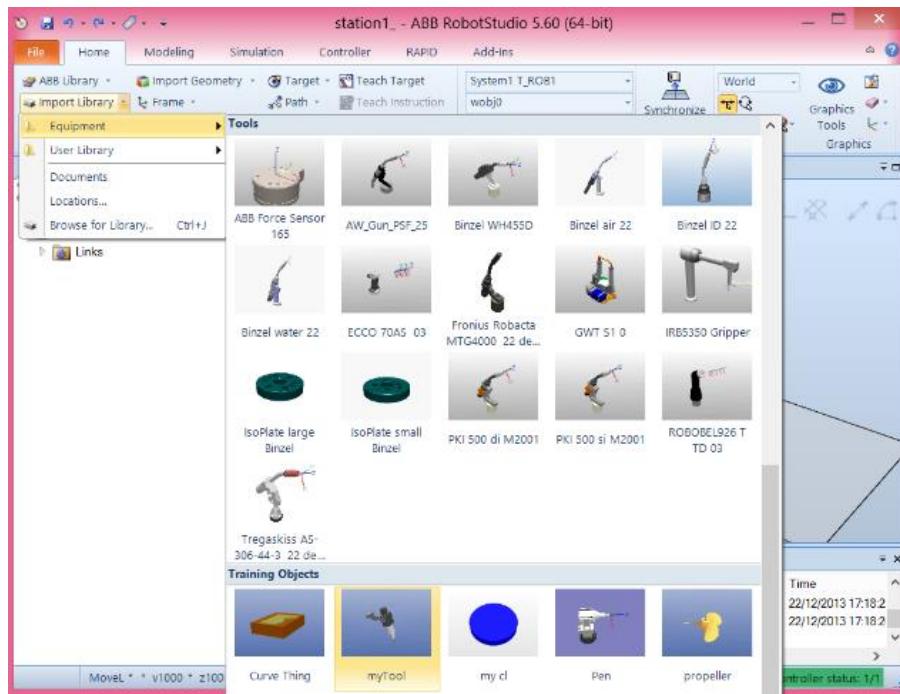


Now, since we have a controller associated to the arm, if we want to move the robot base the software asks if we want to move the task frame associated to the base of the robot. The answer is yes.

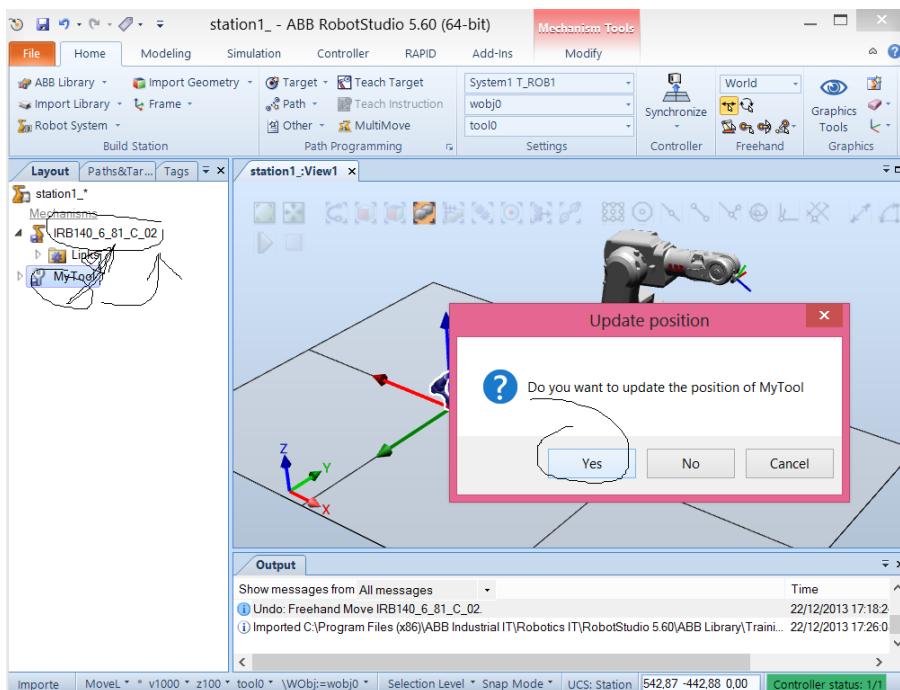


2.3. Tools

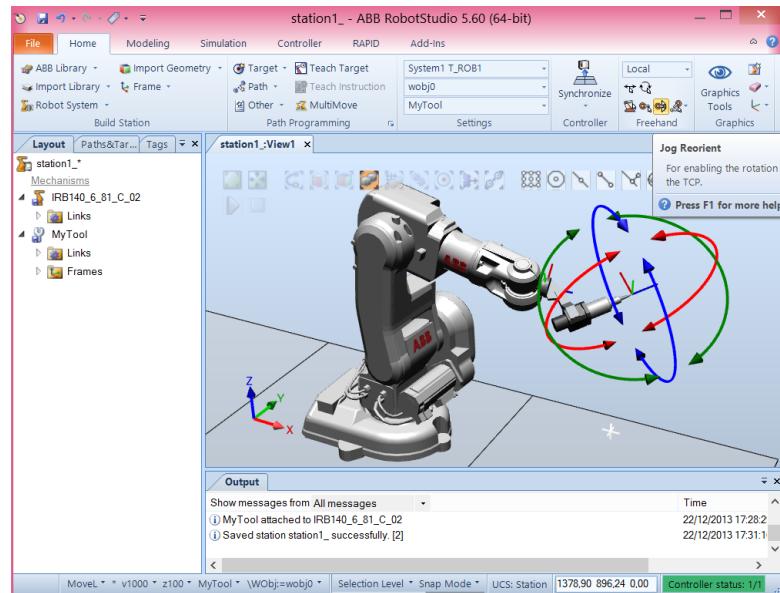
Next step is to attach a tool to the robot wrist. It can be imported from the library, select for example a pre-defined tool named MyTool.



After selecting a tool, we have to attach that tool to the robot, just drag it to inside the robot.

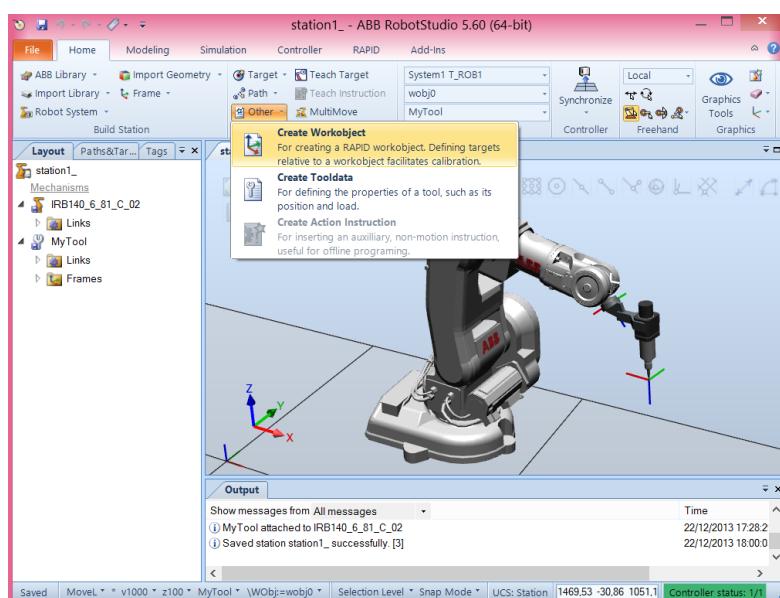


Now, it is possible to change the orientation of the tool but keeping the tool center point (TCP).

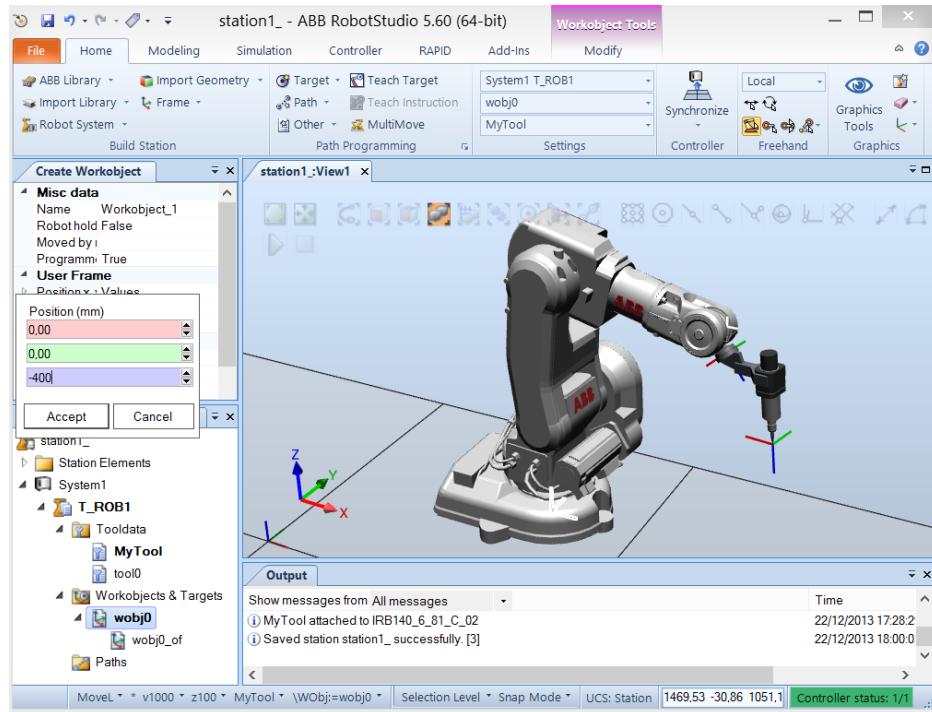


2.4. Workobjects

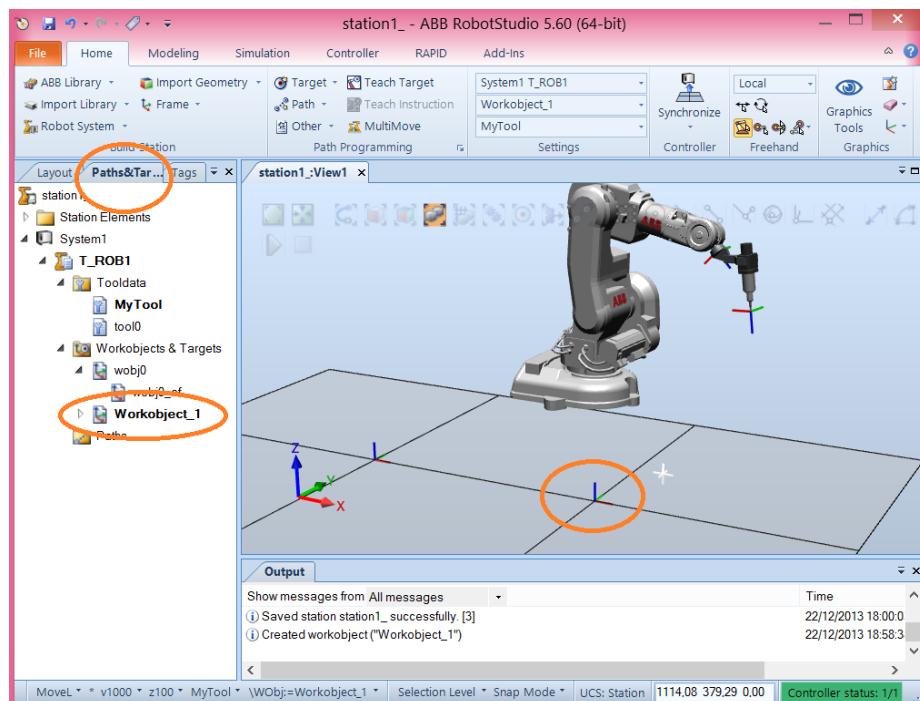
When we talk in robot programming the definition of a workobject is a subject of major importance. What is a workobject? Well, it is no more than a reference system and we define robot targets in relation to this reference system. In practice, this is very important for the calibration process between the virtual environment and the real environment with a real robot. Usually, the origin of a workobject is a point that can be easily defined, for example the corner of a table. Let's create a workobject:



By default, the workobject we created named workobject_1 is coincident with wobj0 (in the base of the robot). In this case, imagine that we want to have it defined at the level of the floor and imagine also that the robot is over the floor 400 mm, so we have to define the workobject with -400 along z axis.

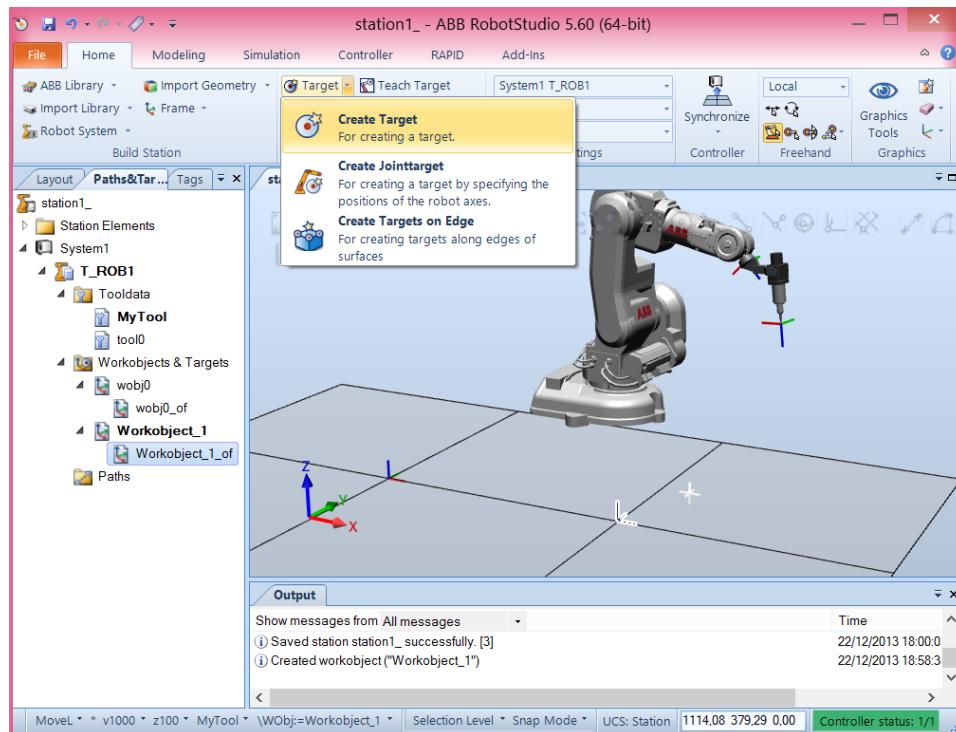


And we have the workobject:

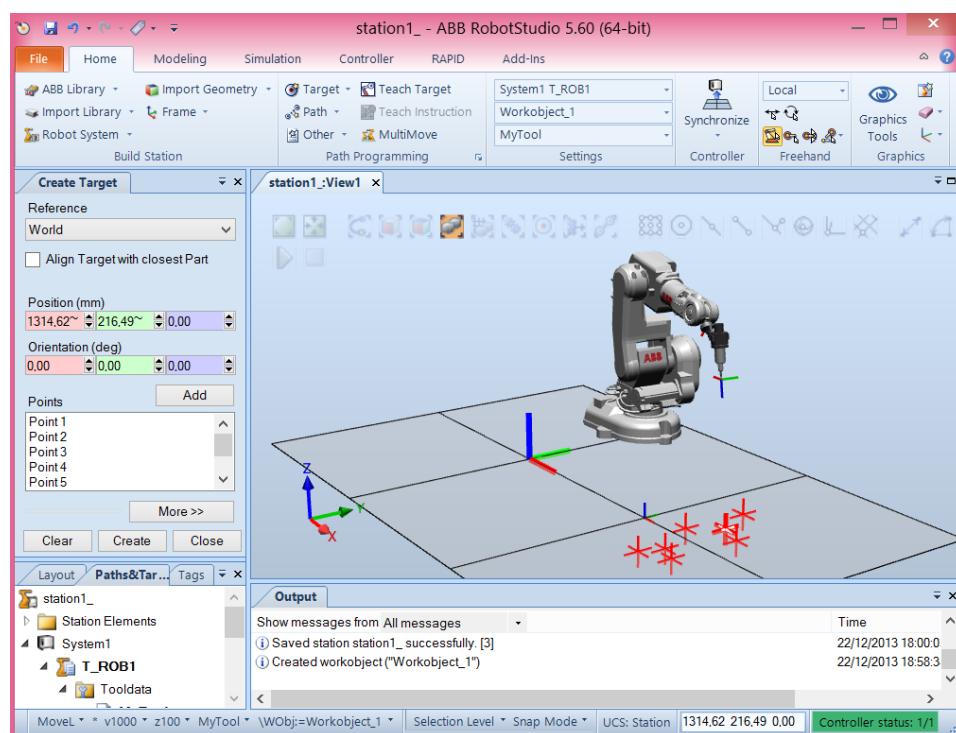


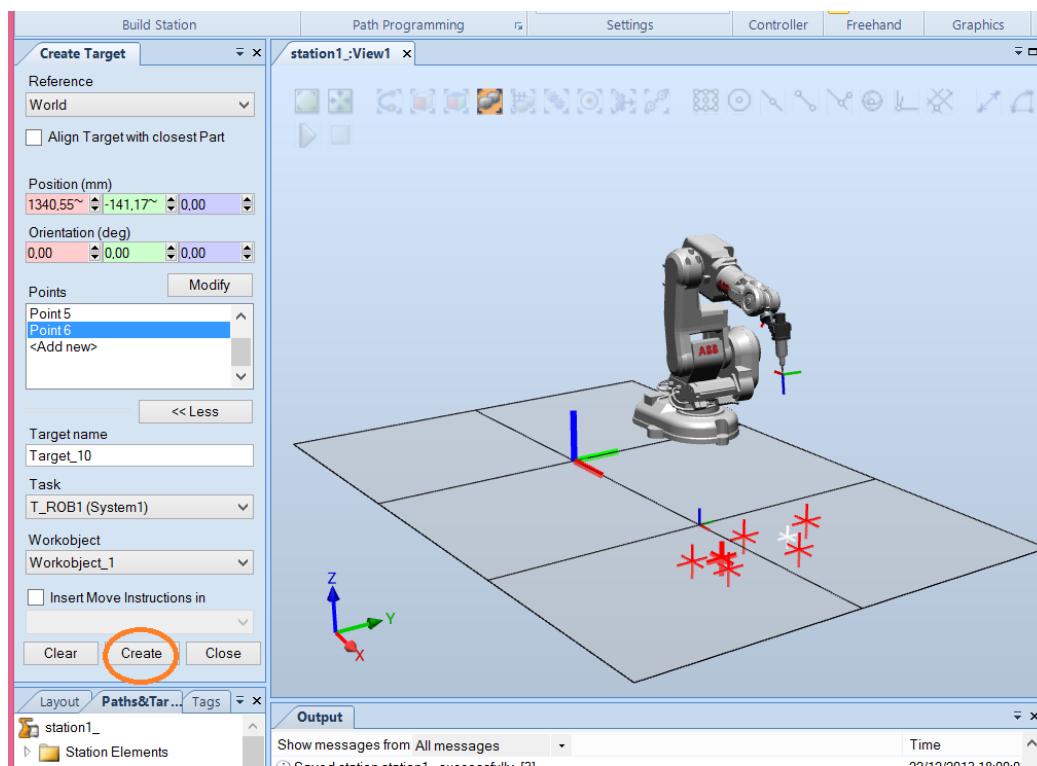
2.5. Targets

It is now the time to define the target points that will be the base for the robot paths.

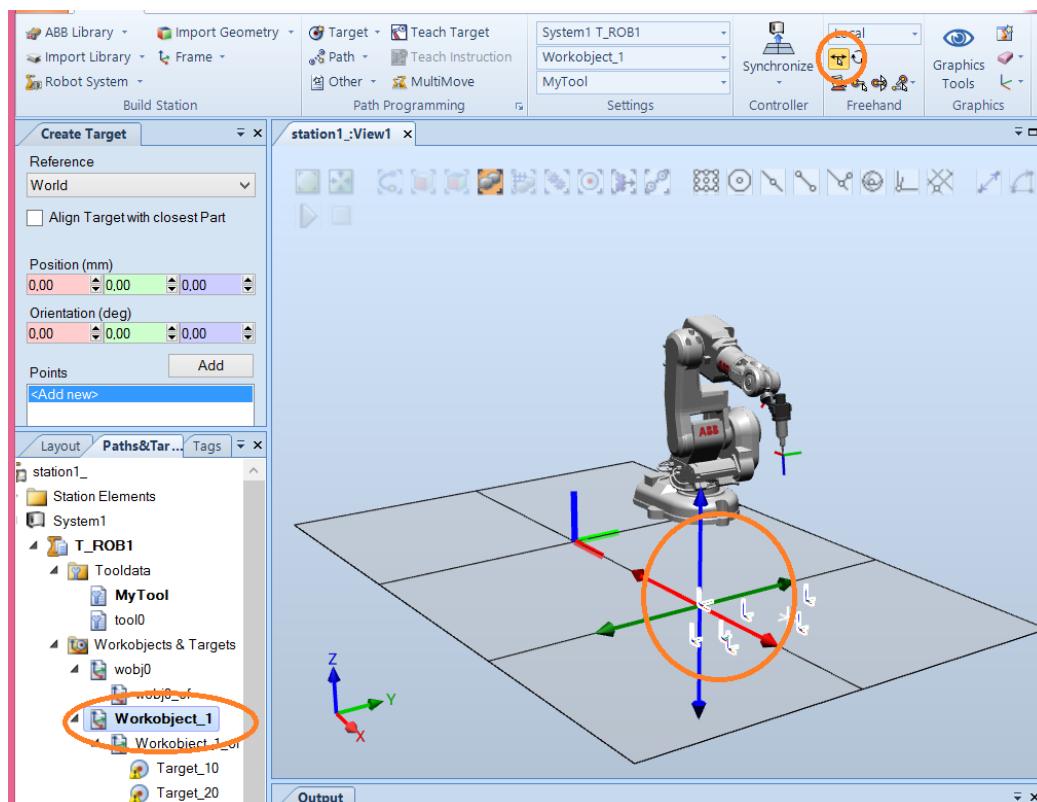


It is possible to use the mouse to create the target points. In this specific case, we are creating those points in relation to workobject_1.

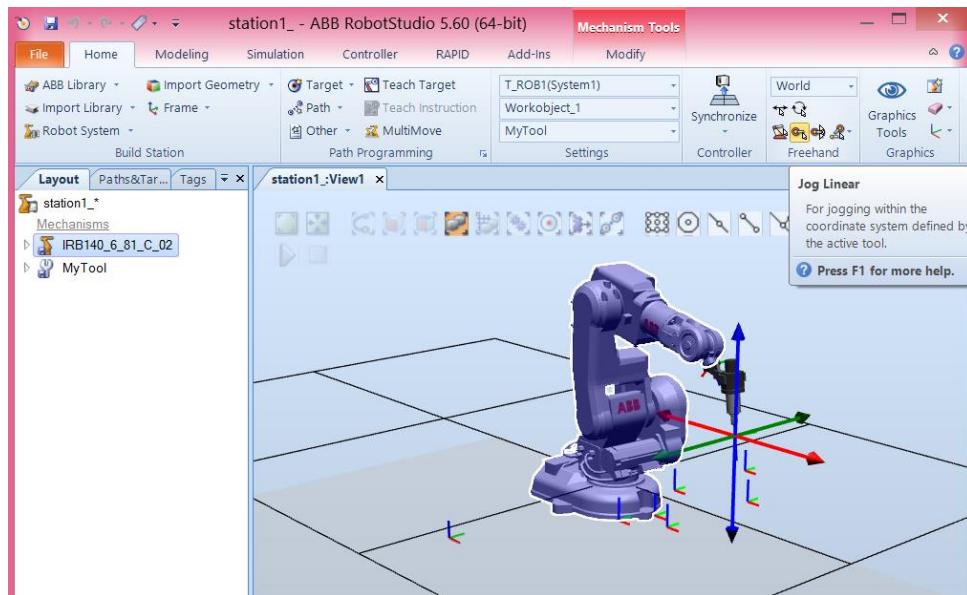




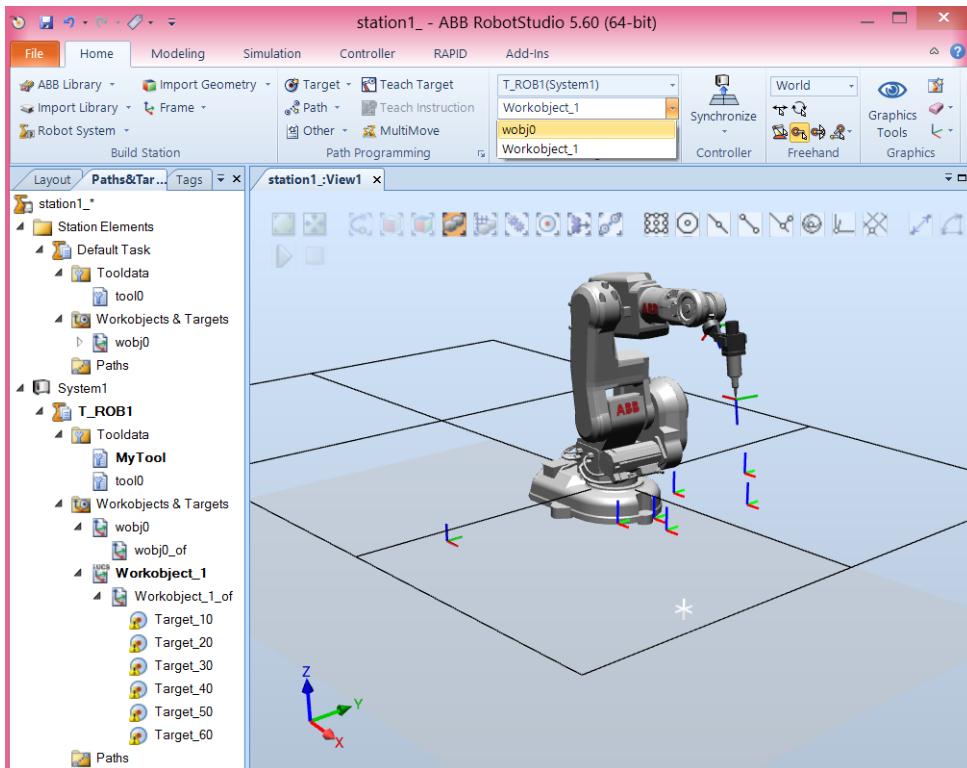
Now, it becomes easy to move the workobject_1 with the associated target points.



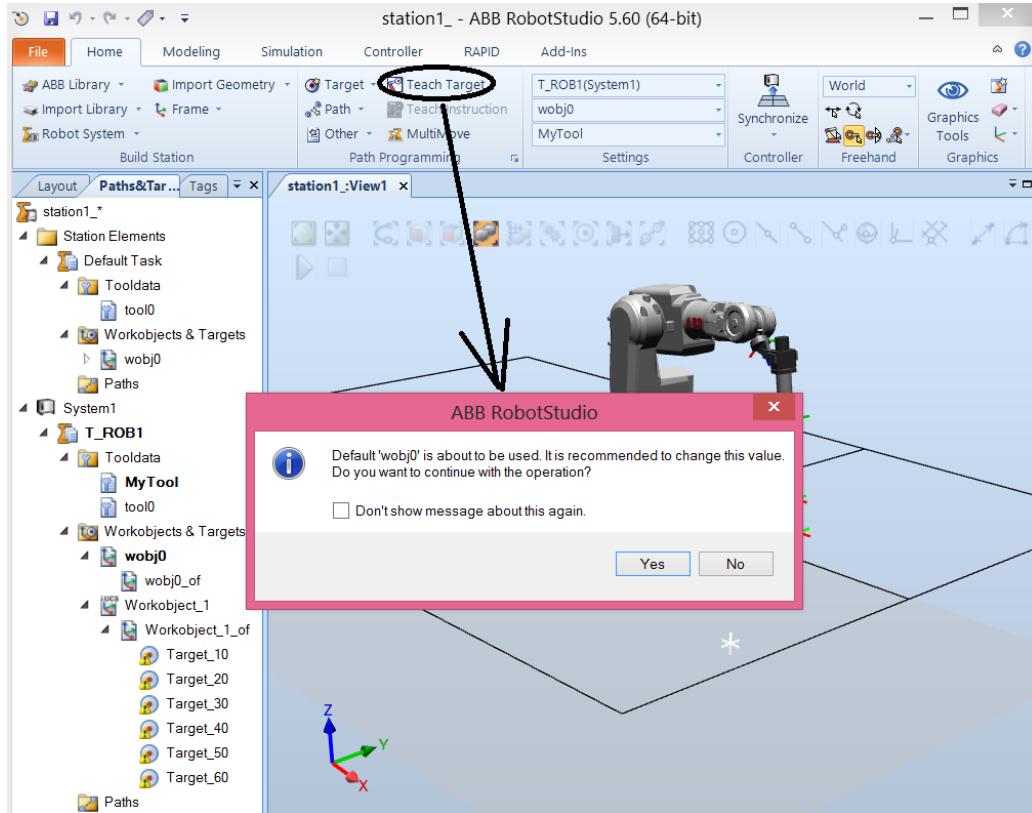
At this moment we don't have information if the robot effectively can reaches the targets defined or not. Anyway, in most of robot applications/programs we usually define a home position for the robot in relation to the base of the robot, in this case, wobj0. So, you can move the robot to a desired home position:



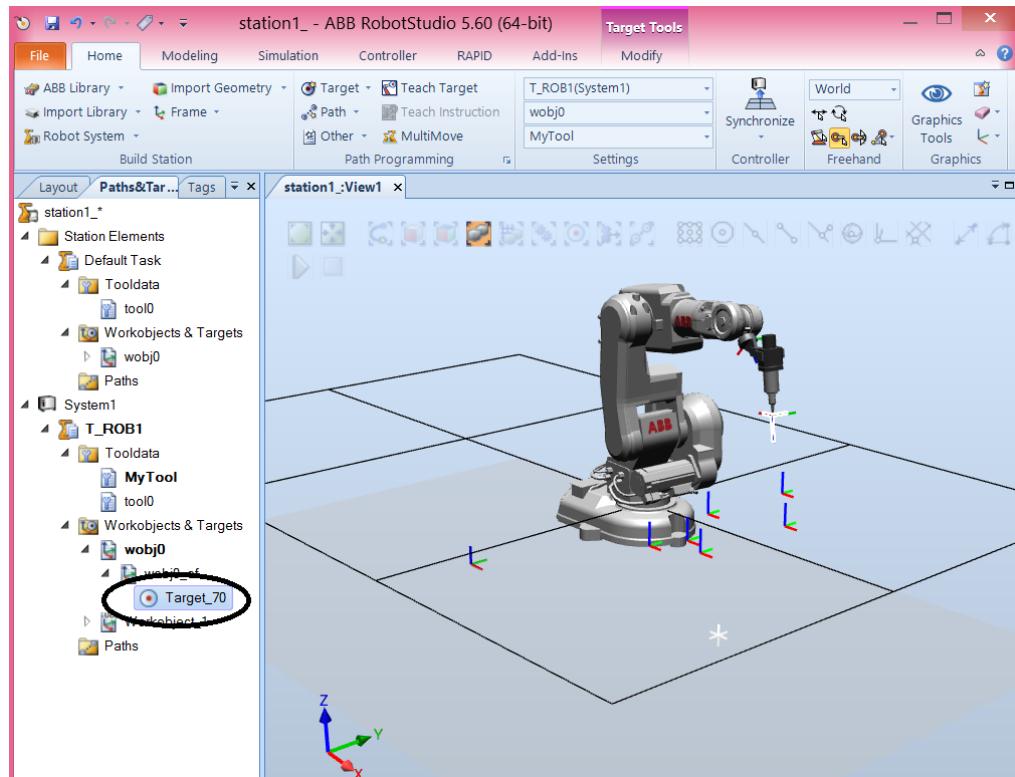
And create another type of target, a Teach Target in relation to wobj0. This creates a target according to the current position of the robot.



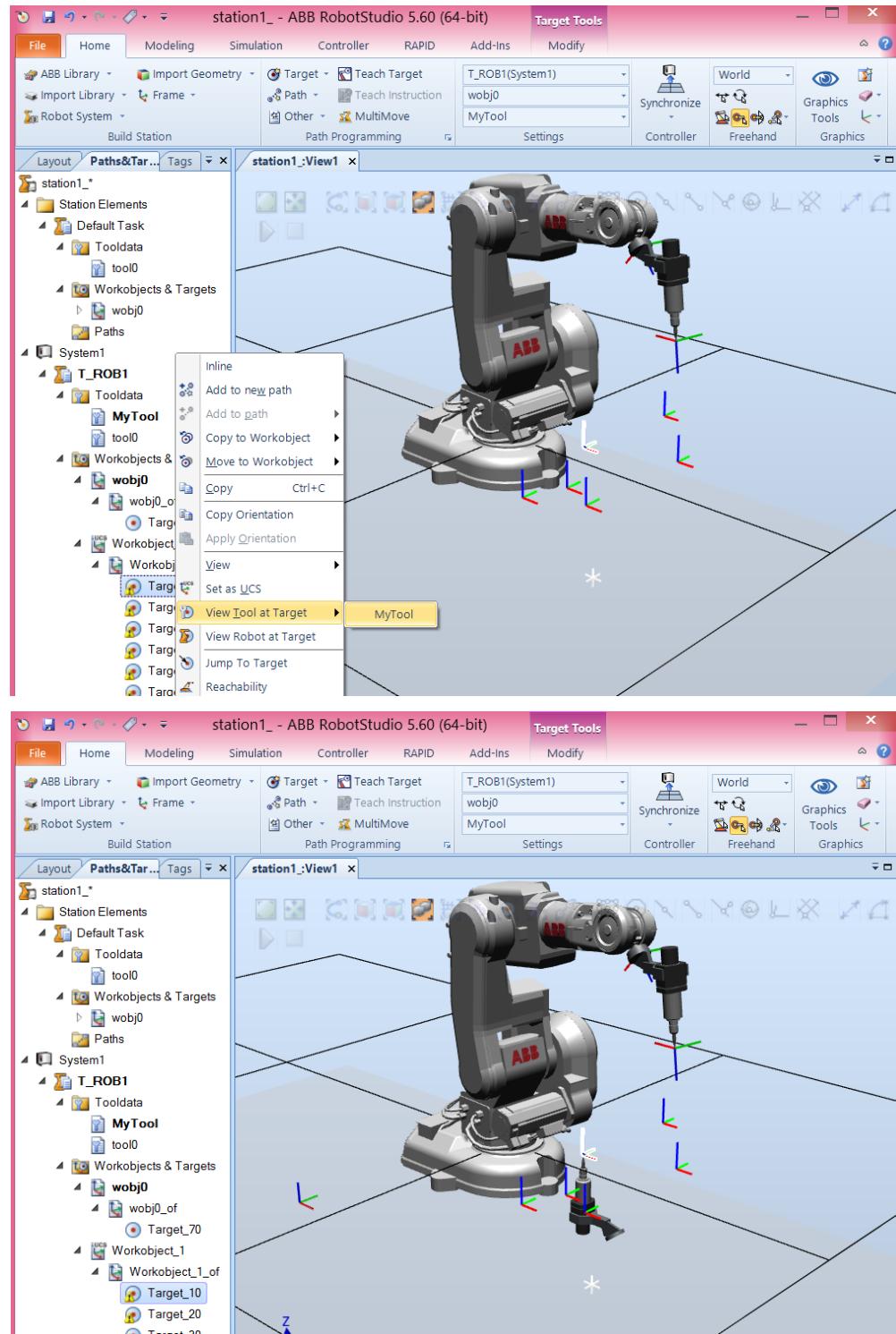
Answer yes (see figure below):



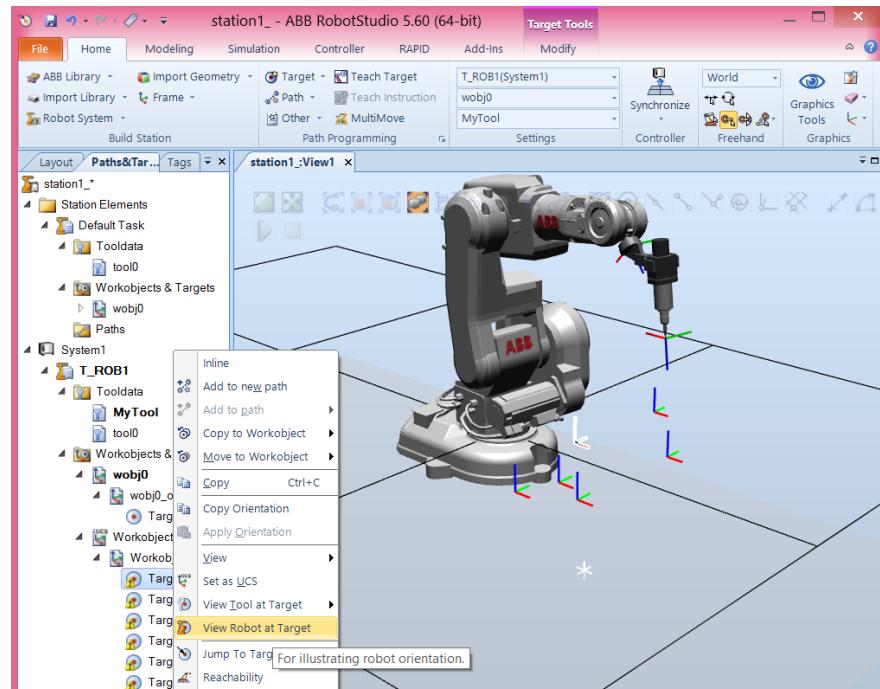
And the target point was created:



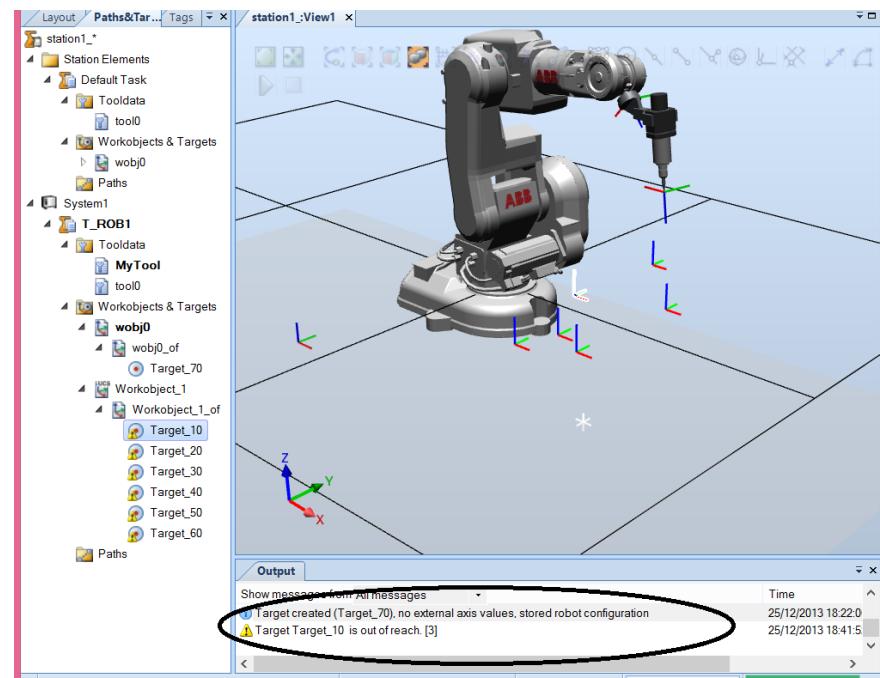
After this, we are going to check if the robot reaches of not the previously defined target points. Starting by the tool:



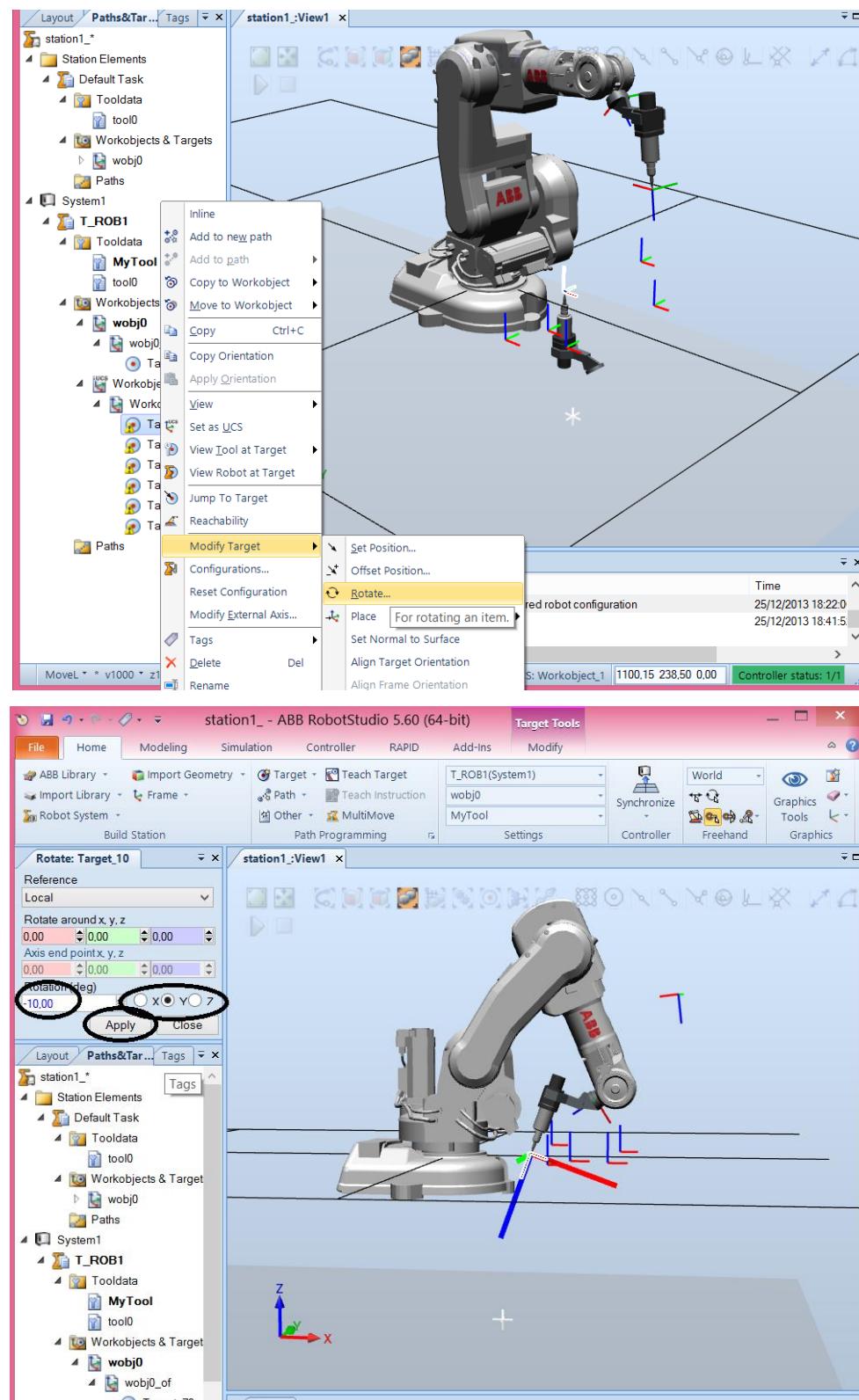
Well, we can see that the tool is with a wrong orientation. But, anyway, we can try to see the robot:



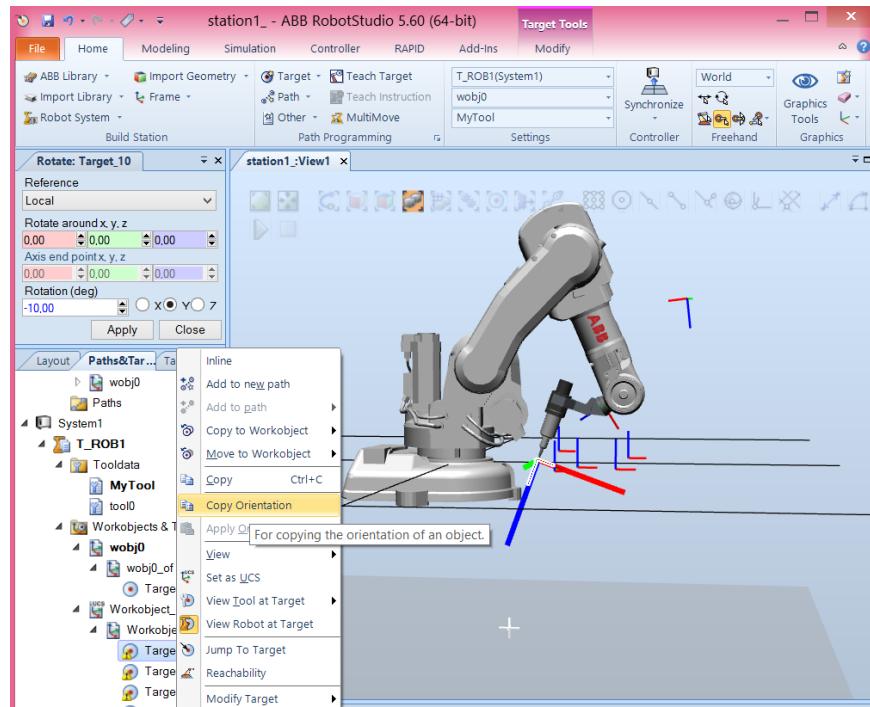
Nothing happens because the robot is not able to reach such position, RobotStudio gives us a warning.



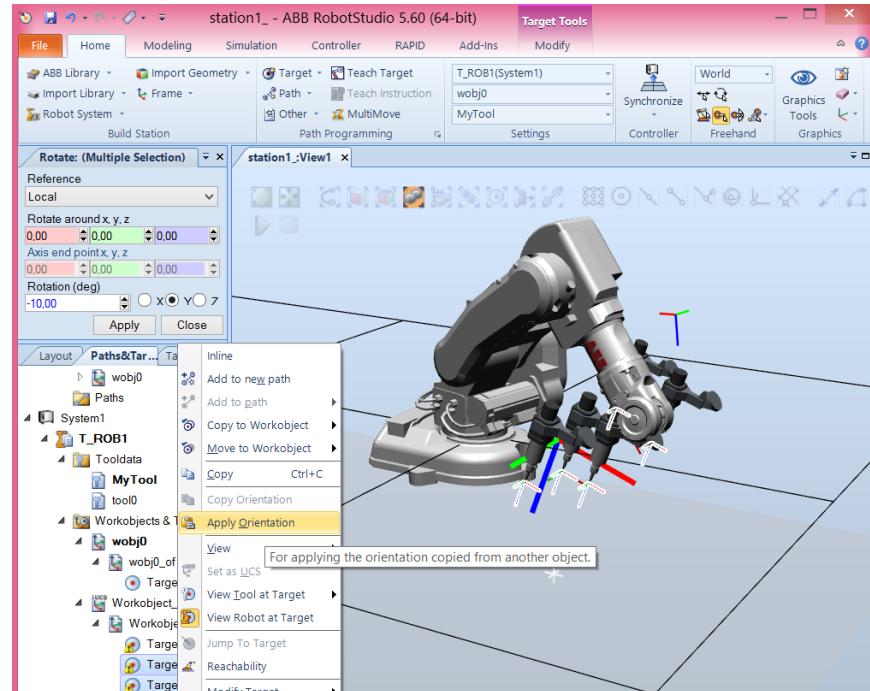
So, to fix this problem, we have to change the orientation of the tool:



I did this to Target_10, but the other targets suffer the same problem. So, we can copy the orientation of this target and apply that orientation to all the other targets.



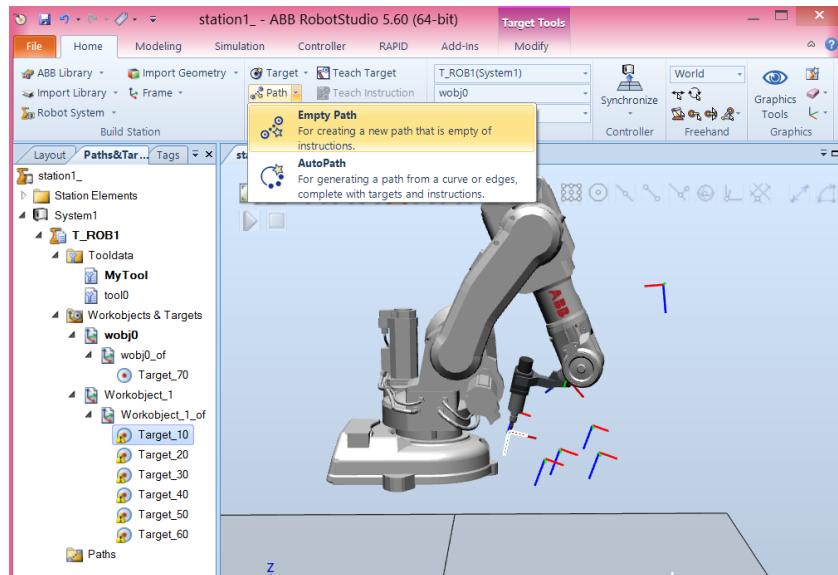
Select the other target points and apply orientation:



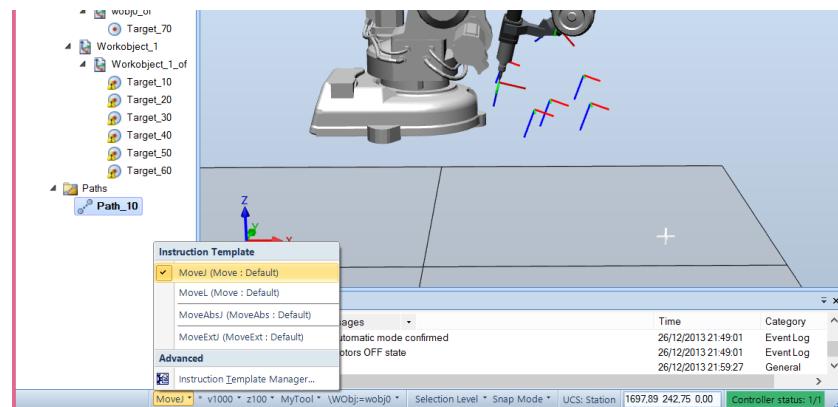
Ok, now, by clicking on the targets we can see if the robot reaches or not that targets. If the robot do not reaches a target we have to change that target point (position or orientation) using the command Set Position or Rotate.

2.6. Paths

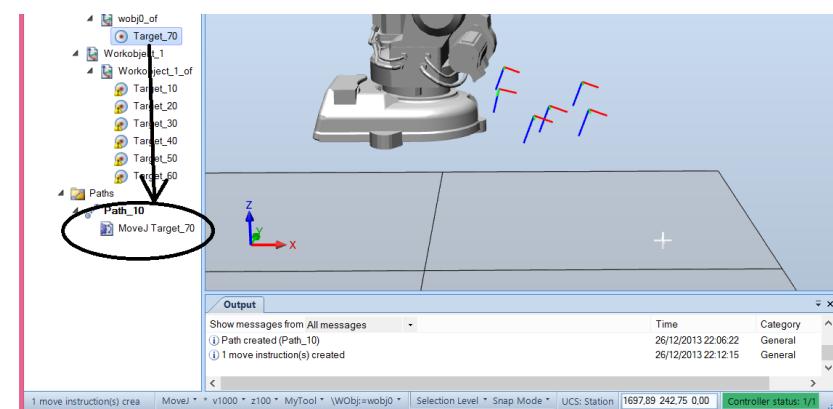
We can now connect the target points to create a working path for the robot.

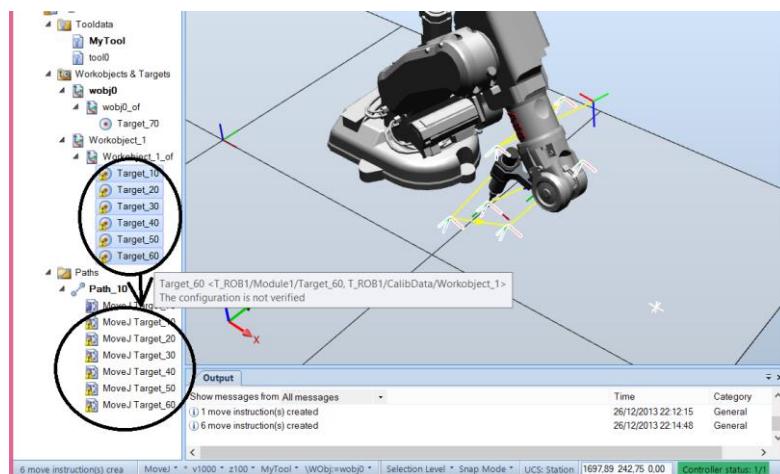


And select MOVEL (straight line motion between targets)



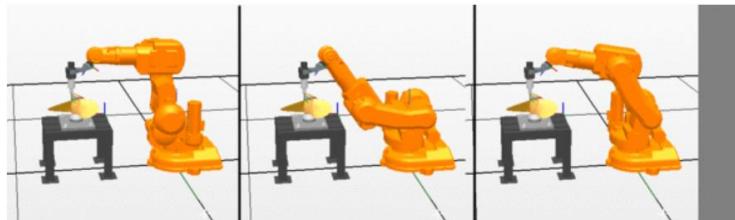
After having created Path_10, drag the targets to Path_10 in a desired order.



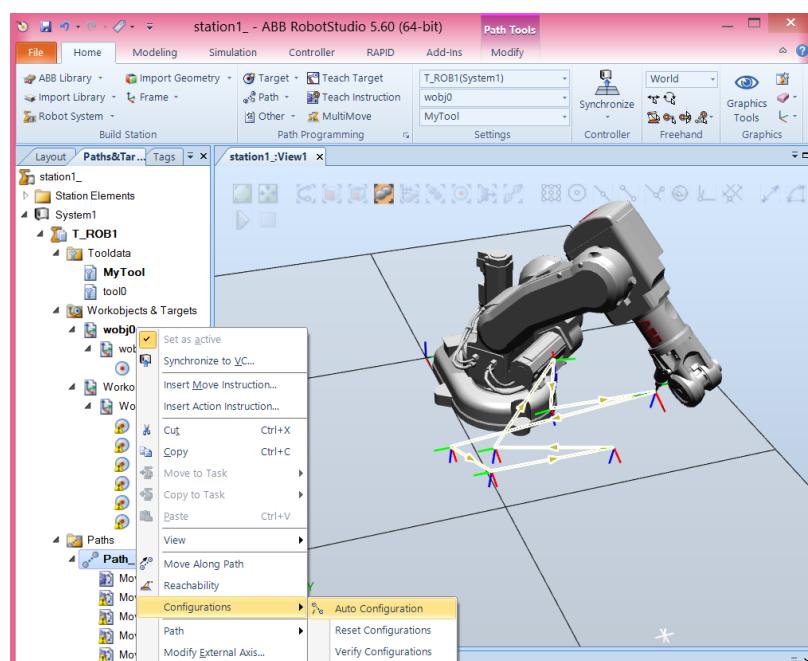


OK, we have the targets connected, but to eliminate the warnings we have to define the robot configuration for each one. This is because, as you can see in figure below, there are different ways to achieve the same robot tool position and orientation.

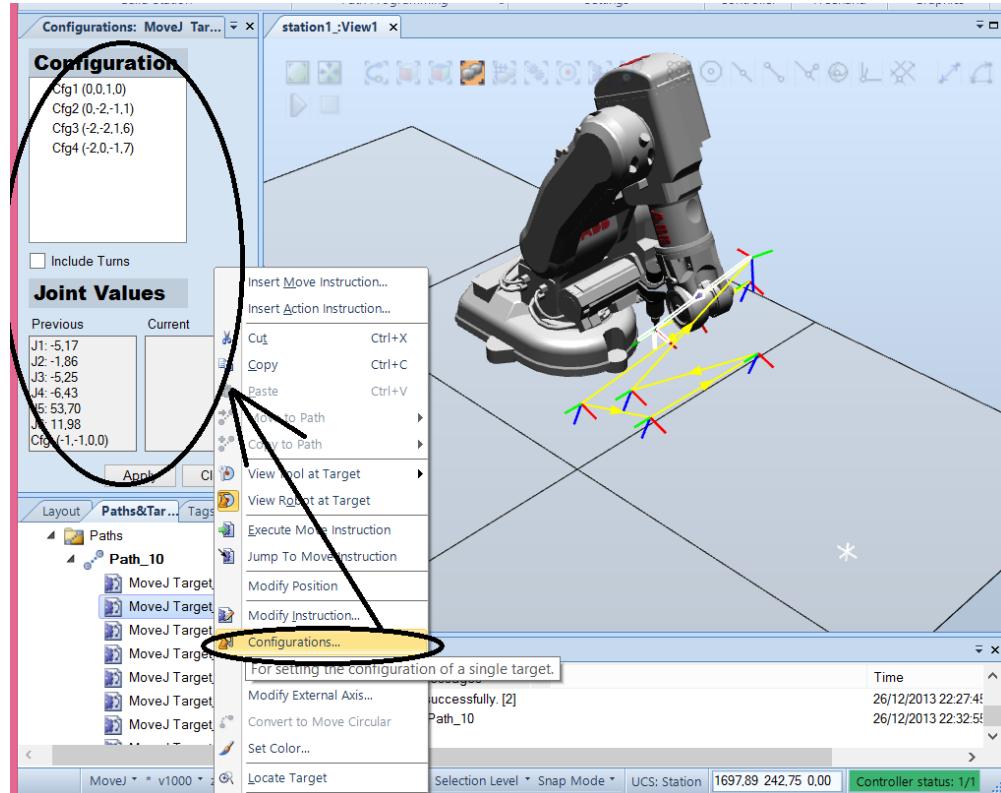
Axis configurations Targets are defined and stored as coordinates in a WorkObject coordinate system. When the controller calculates the position of the robot axes for reaching the target, it will often find more than one possible solution to configuring the robot axes.



The software is able to auto-configure this:

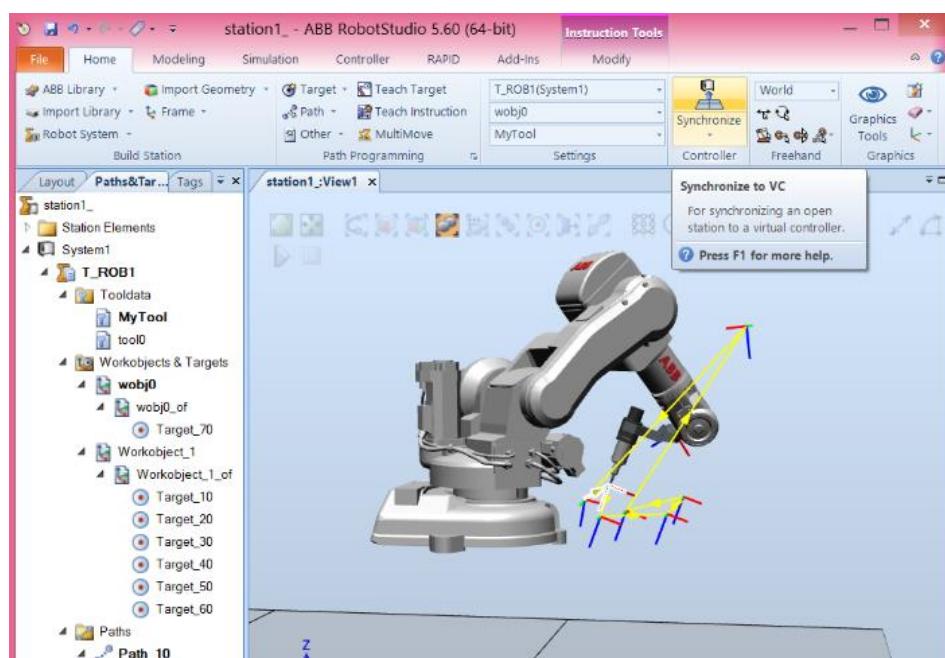


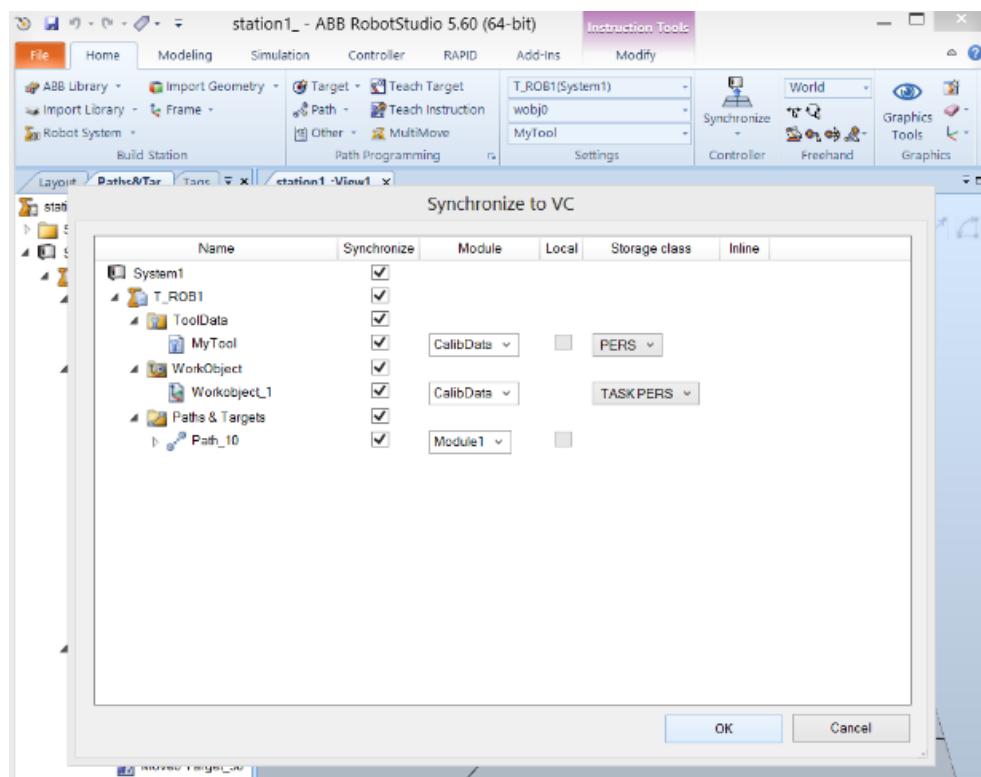
Or we can check and define the configuration for each target:



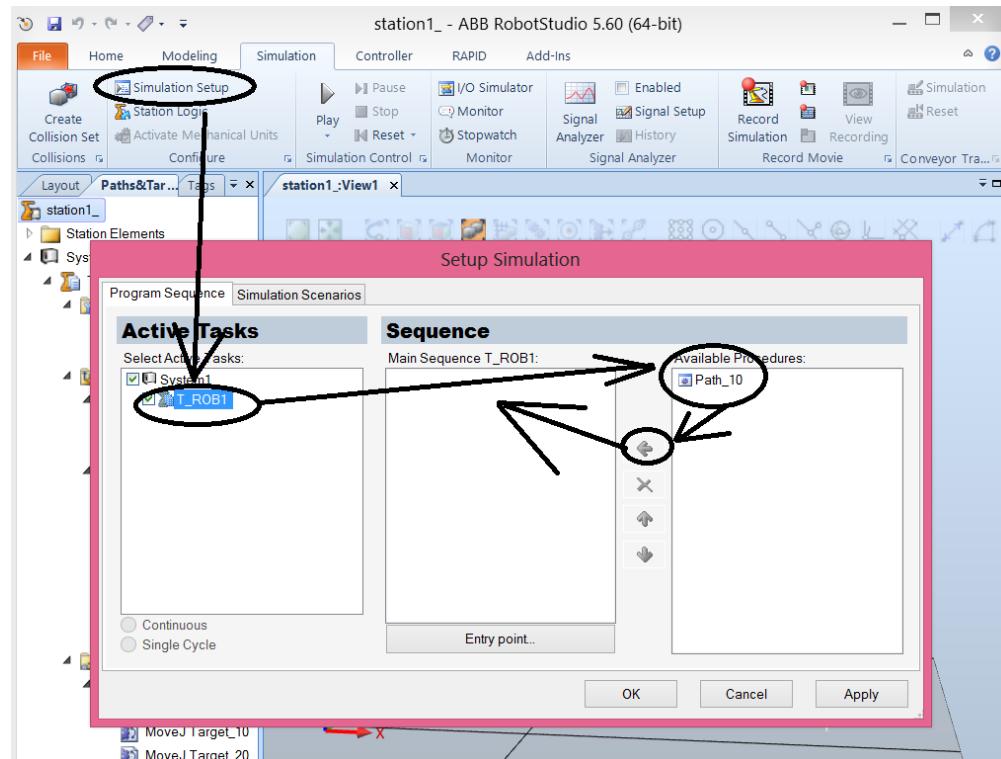
2.7. Simulation

It is time to simulate the robot program we create. First, synchronize with the robot controller (it is like to send all data to the robot controller).

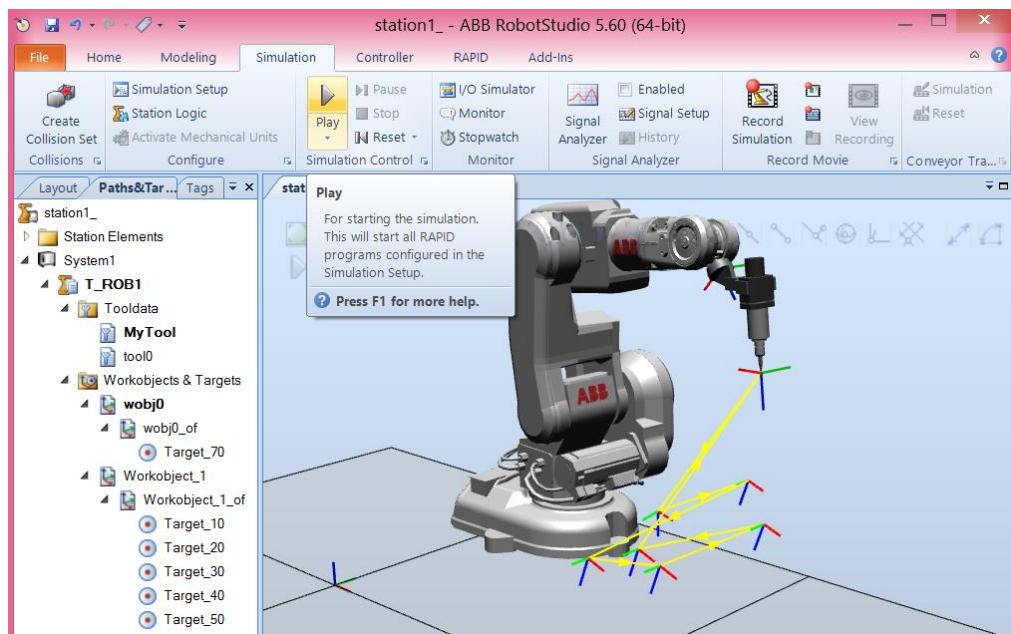




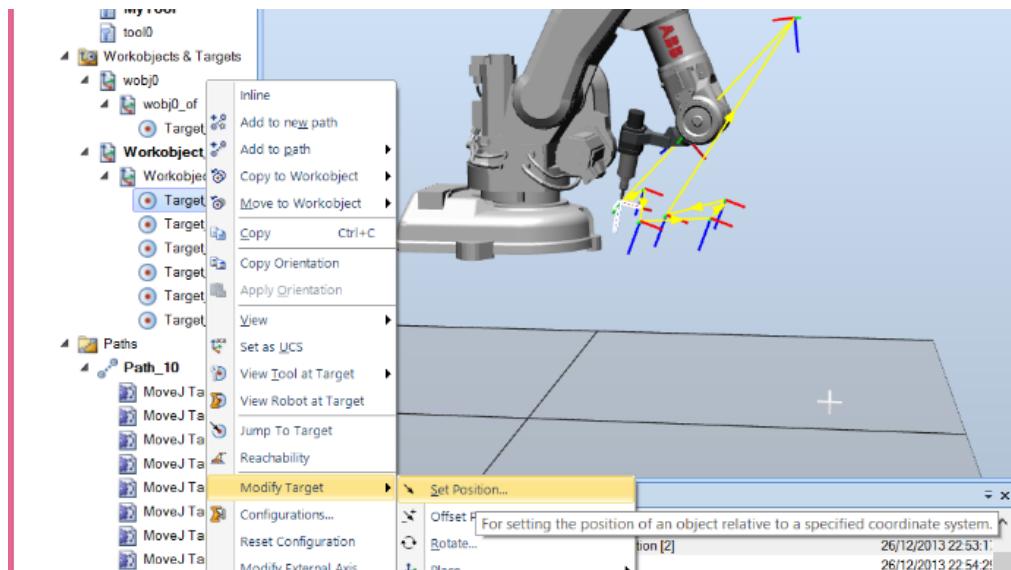
Next, select what paths to simulate, in this case we only have Path_10.



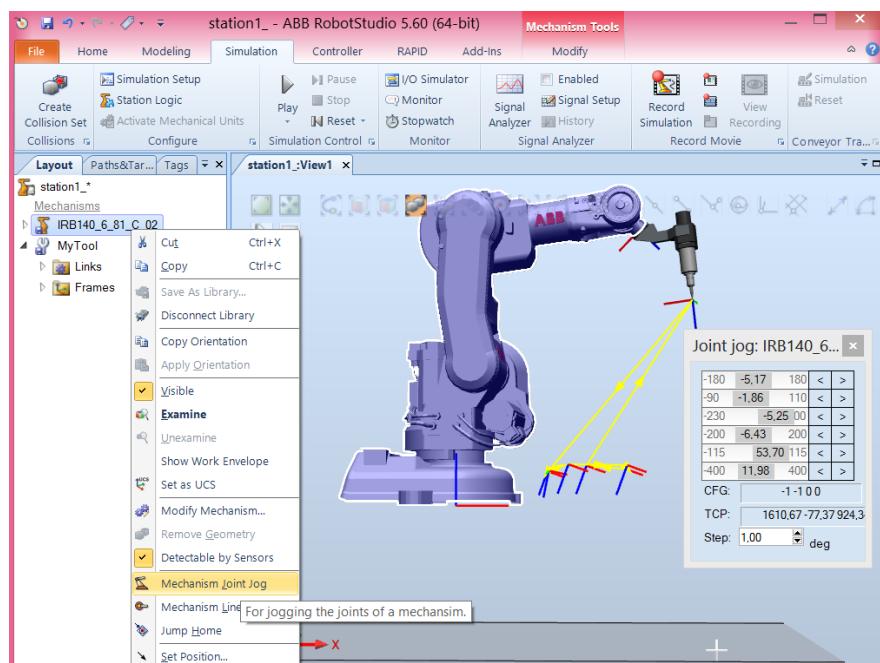
And play:



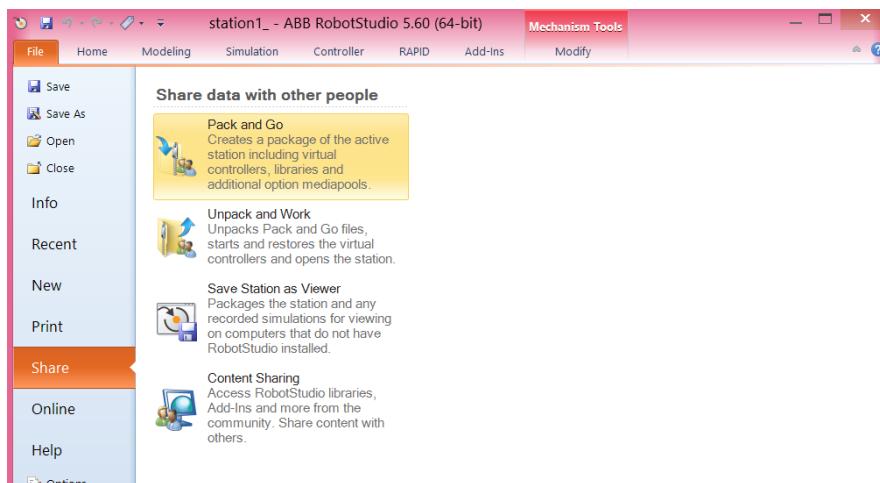
After simulation, if we see that it is necessary to change something, a target for example, we can do that:



But after this, we have to synchronize again. Sometimes, during simulation is useful to see the angles of each joint of the robot:



Save the station in a normal way, or using the pack and go. This last option saves all the project in a folder, so that you can open it in another computer.

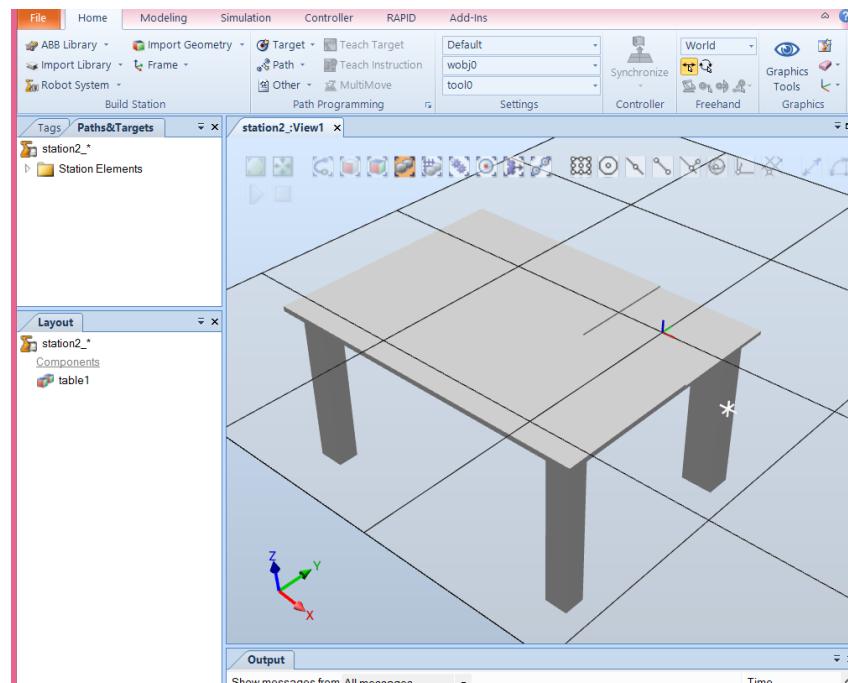


3. MODULE II

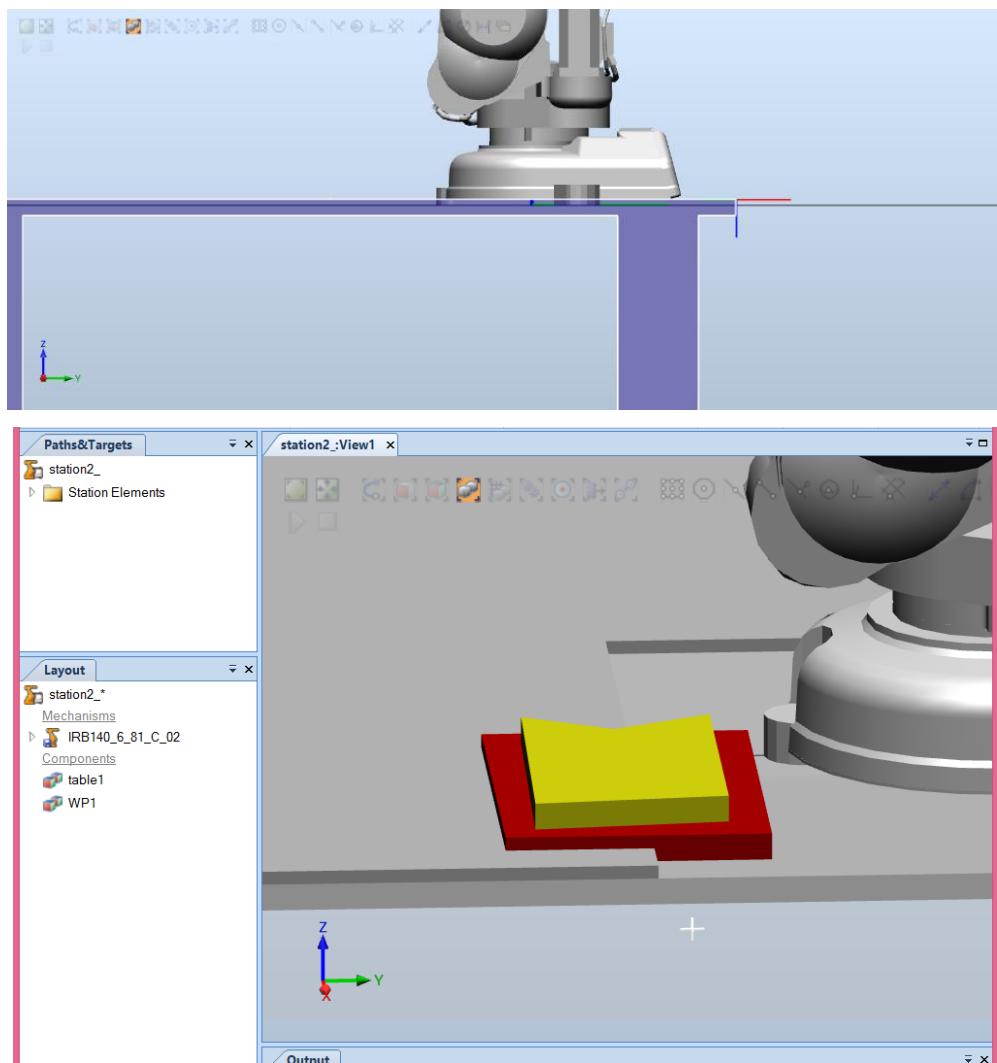
This module complements MODULE I with more functionalities provided by RobotStudio.

3.1. Importing geometries

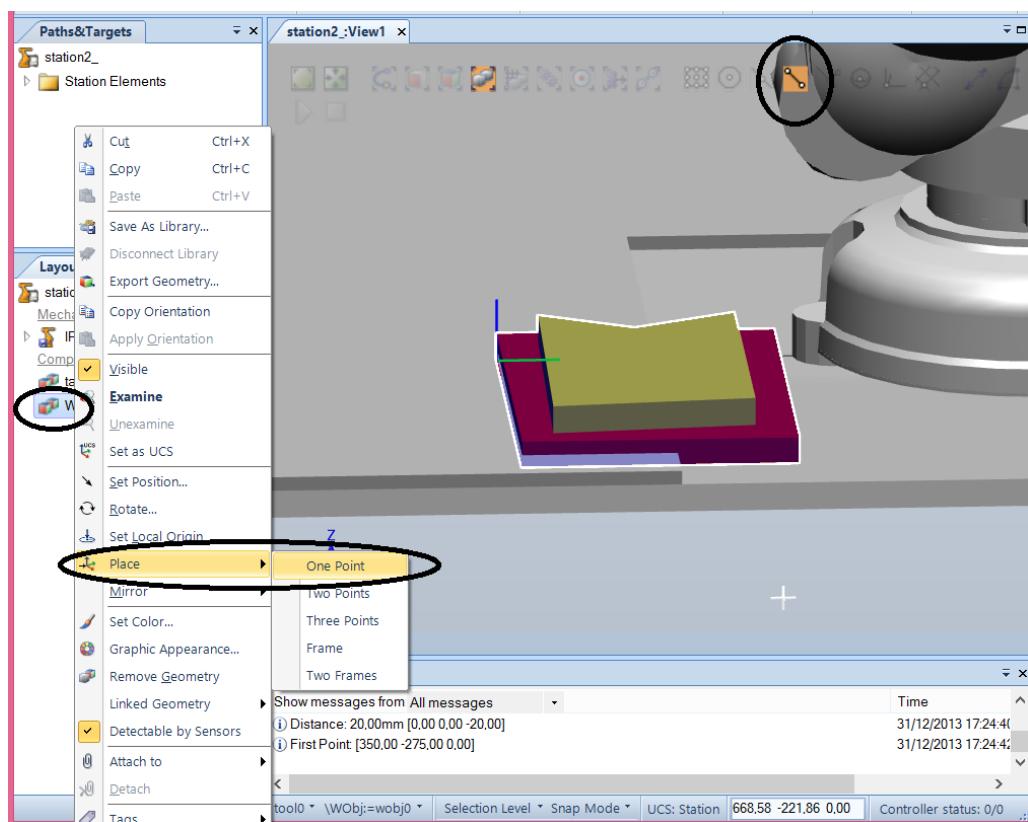
In this case we will use not only a robot but also a table and a workpiece. So, RobotStudio allows to import CAD drawings in most of the CAD file formats. Having a drawing of a table, we can insert it into the RobotStudio simulation environment by pressing the button Import Geometry (note that the geometries have to be located in the folder C:\Users\xxxxx\Documents\RobotStudio\Geometry). Using the set position and rotate commands we can place the table in the scenario.



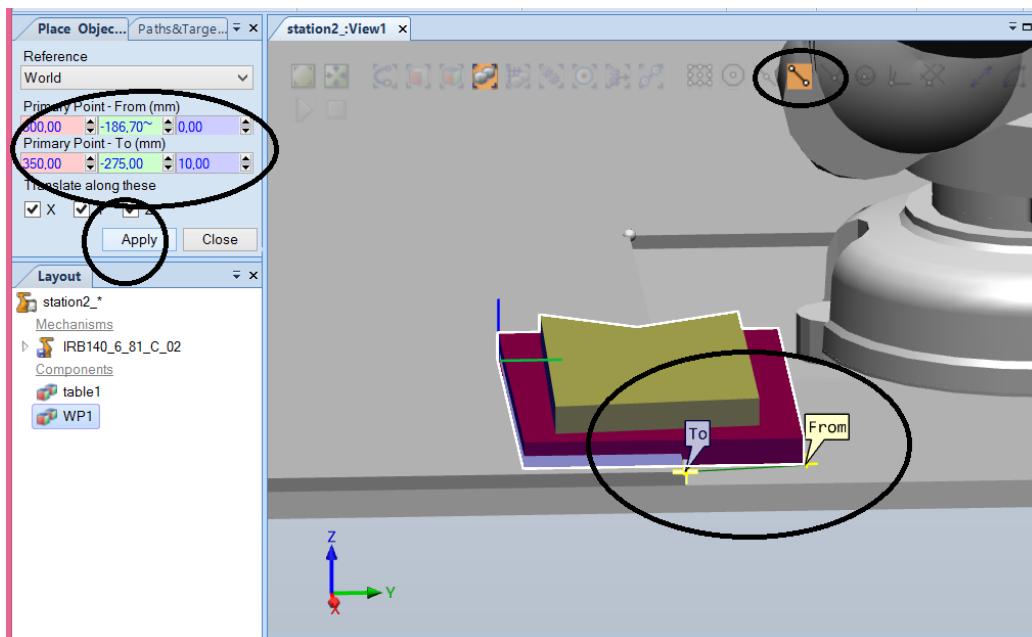
Ok, now we can insert the robotic arm and the workpiece:



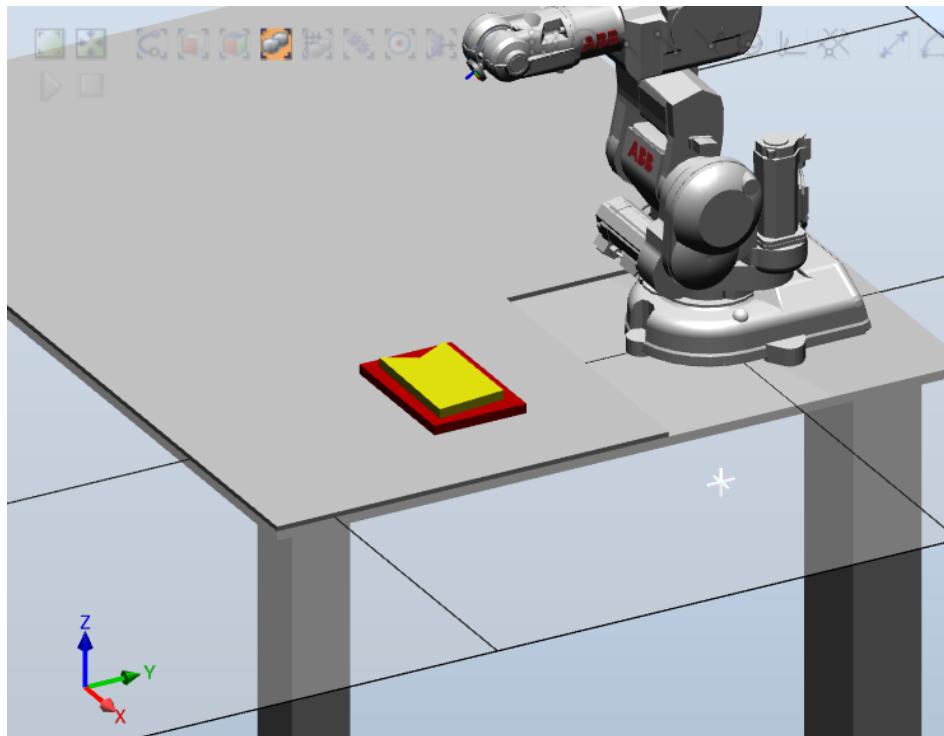
Now, we want to place the workpiece over the table. This can be achieved by selecting points:



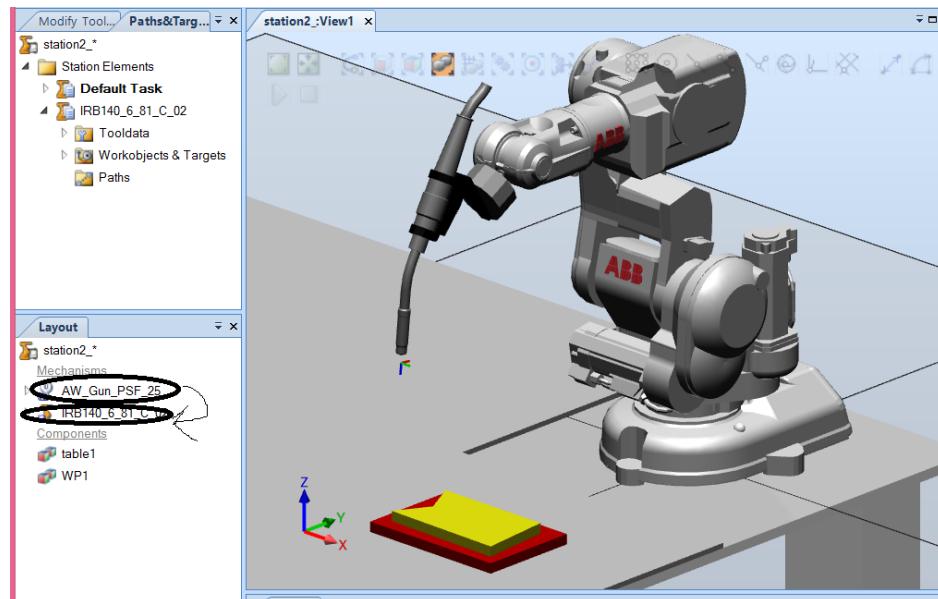
And just click on the desired points:



And by moving along x and y we have this:

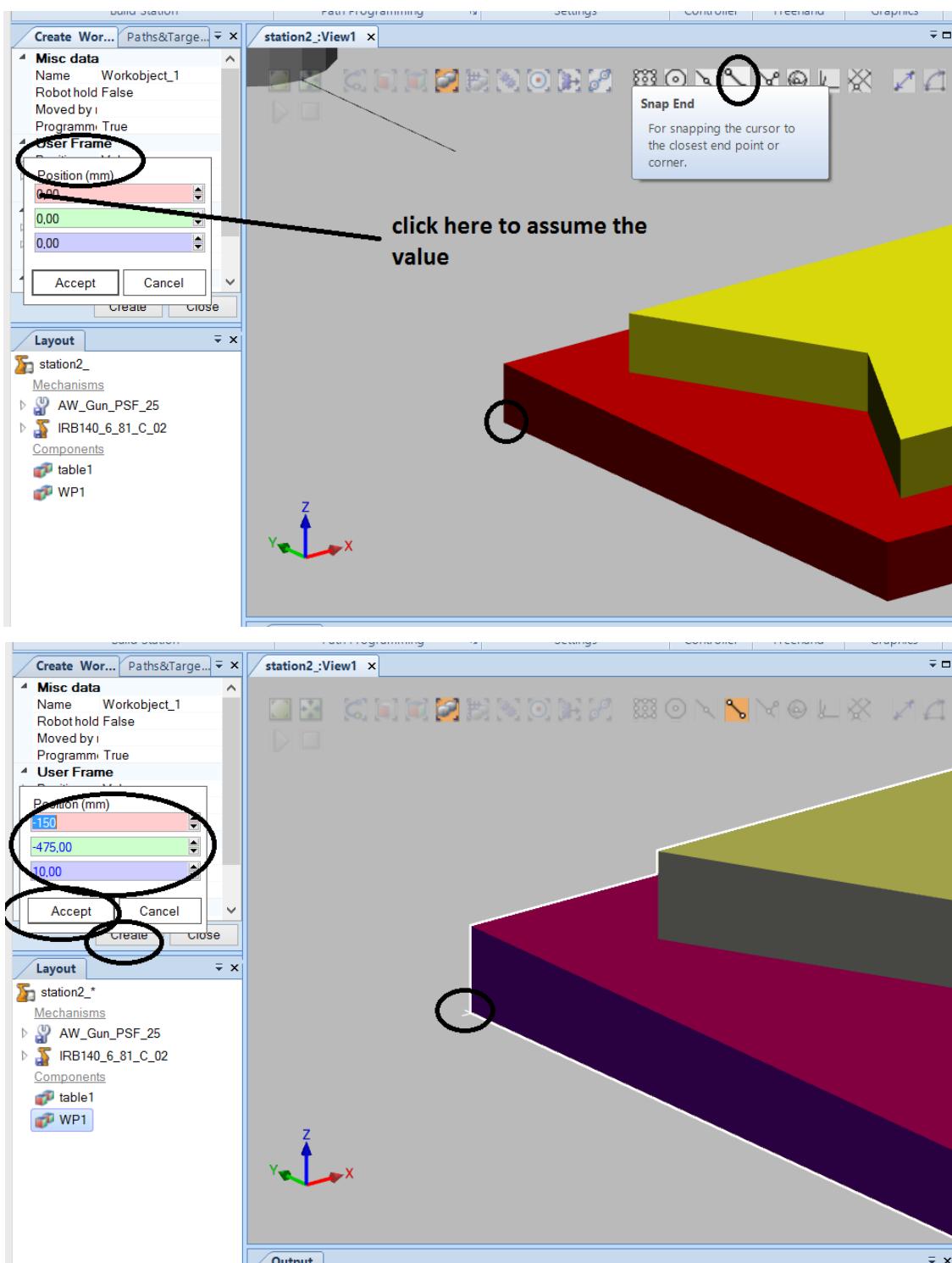


It is time to insert a tool and attach that tool to the robotic arm:

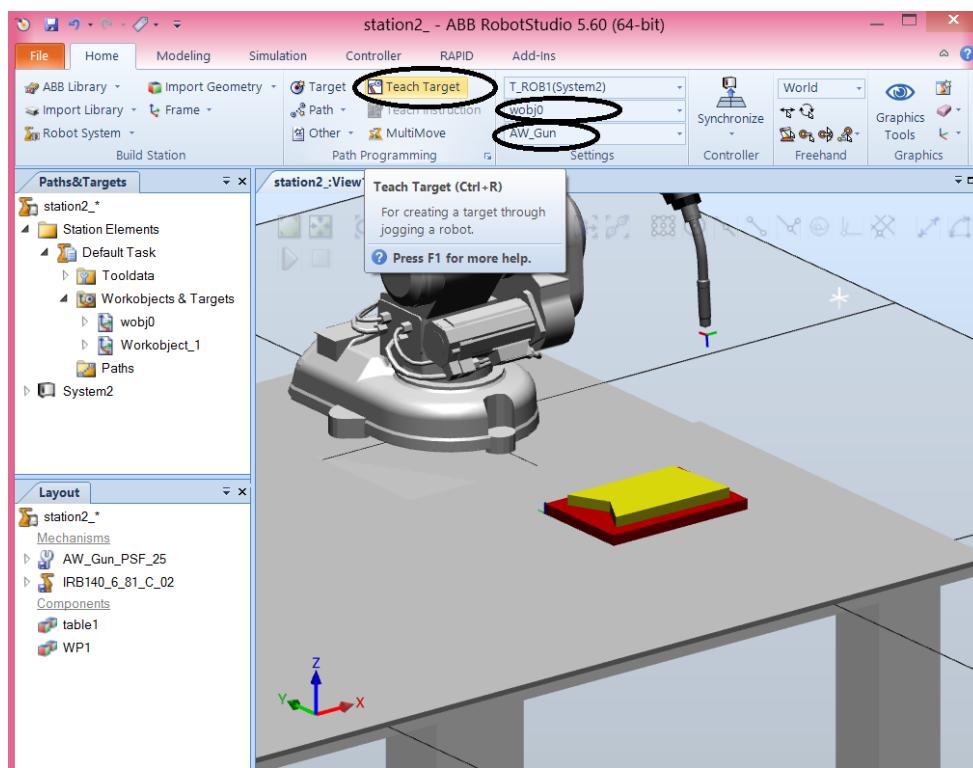


3.2. Workobjects and targets

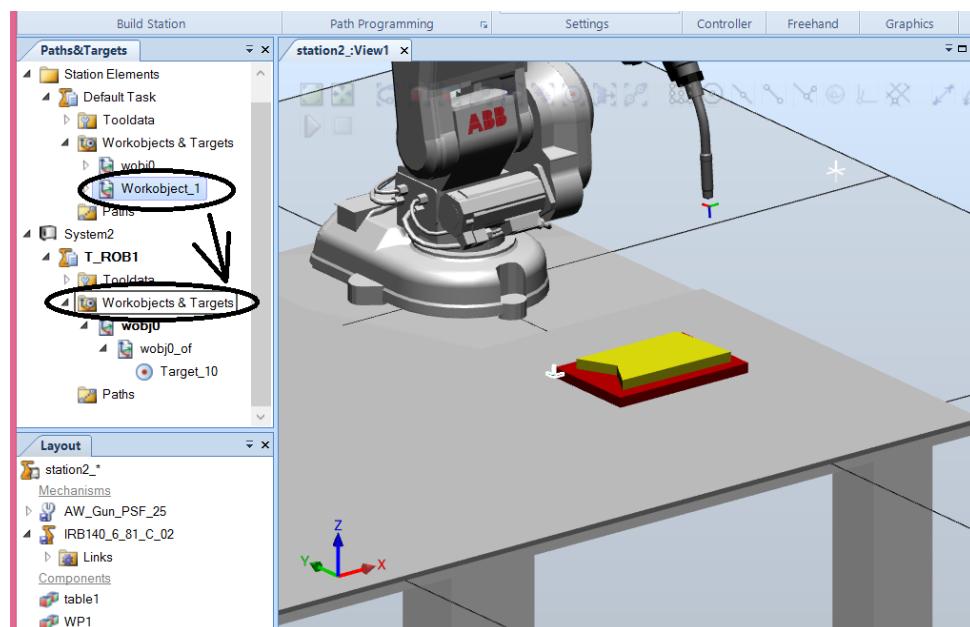
Create a workobject by selecting its origin with the mouse:



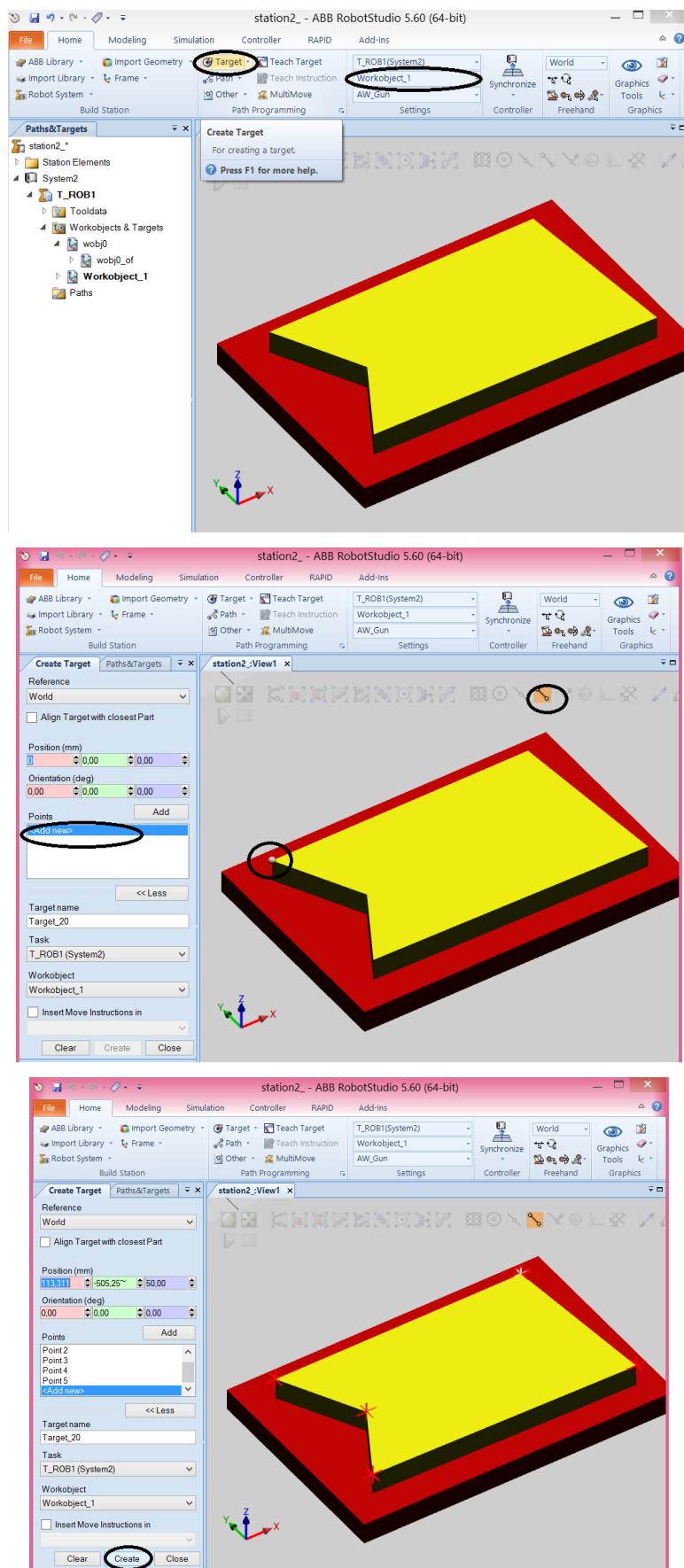
Create a home position for the robot like in MODULE I.



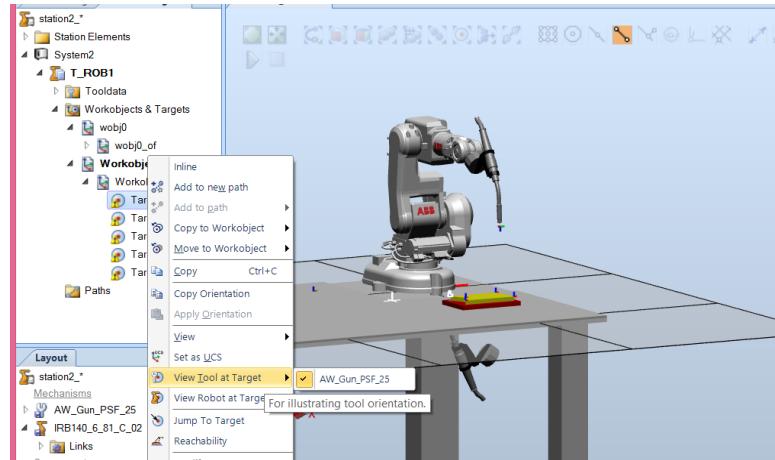
I forgot to create a robot controller, so, we have to do this. The problem is that in the moment we created the workobject the controller was not defined, we have to associate such workobject to the controller. Just drag the workobject to inside the controller and answer yes.



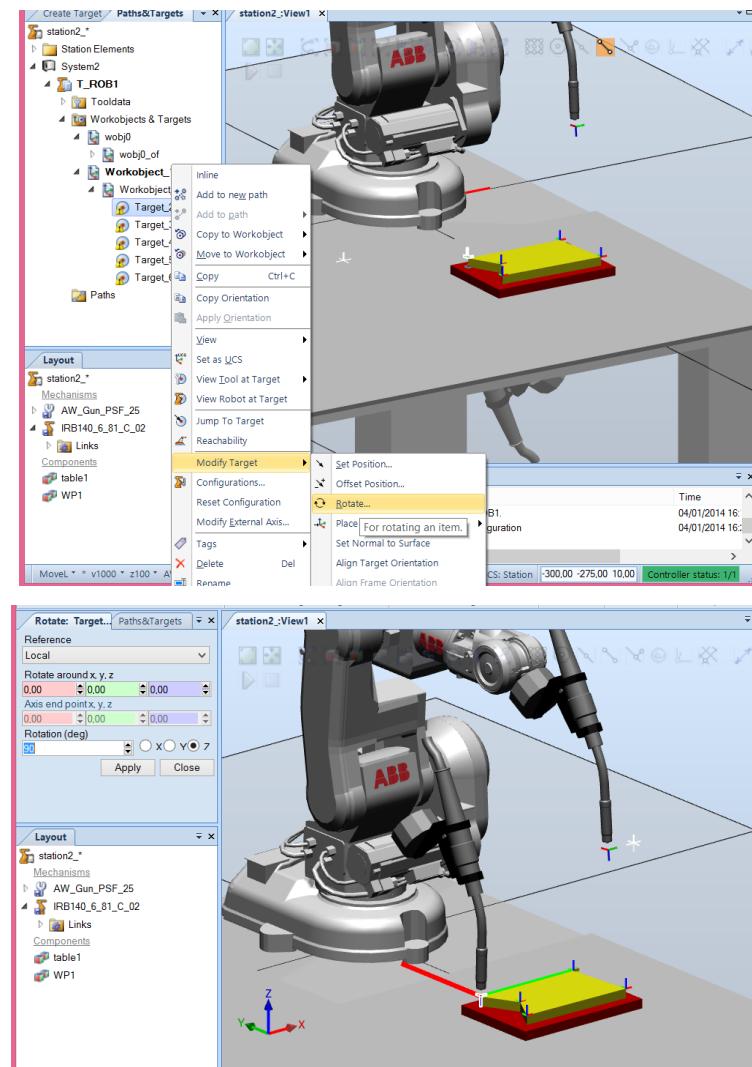
Create target points with reference to workobject:



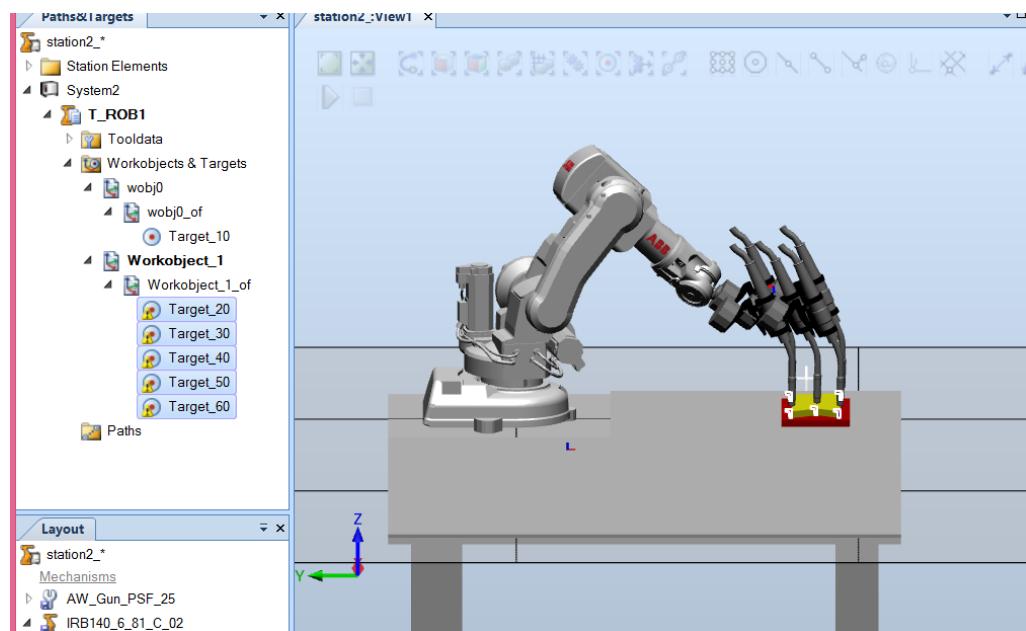
Now, we can see the tool placed on that target points:



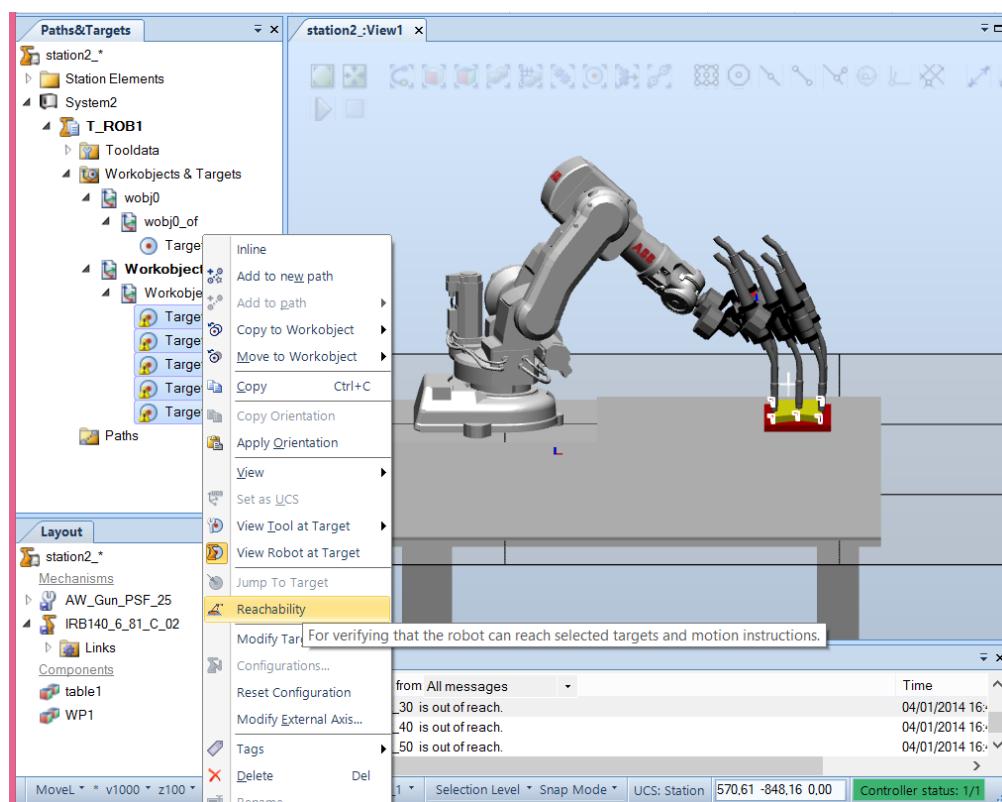
We have to rotate it:

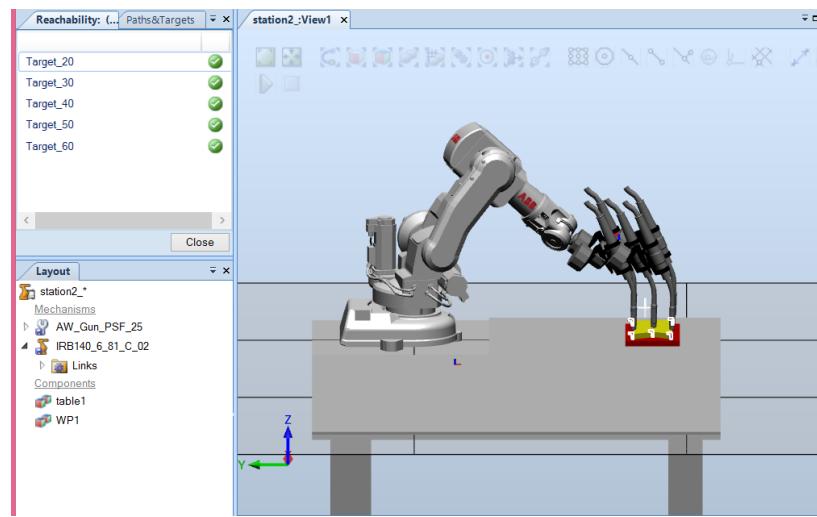


Like in MODULE I we can copy the orientations:

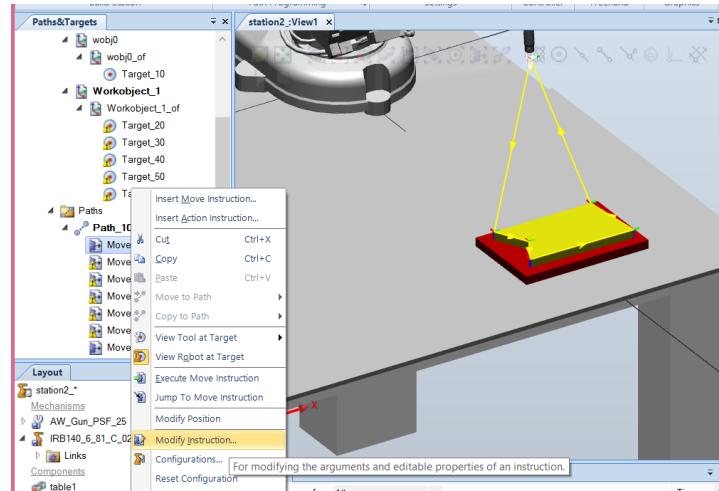


Check the reachability, in other words, check if the robot can reaches the selected points:

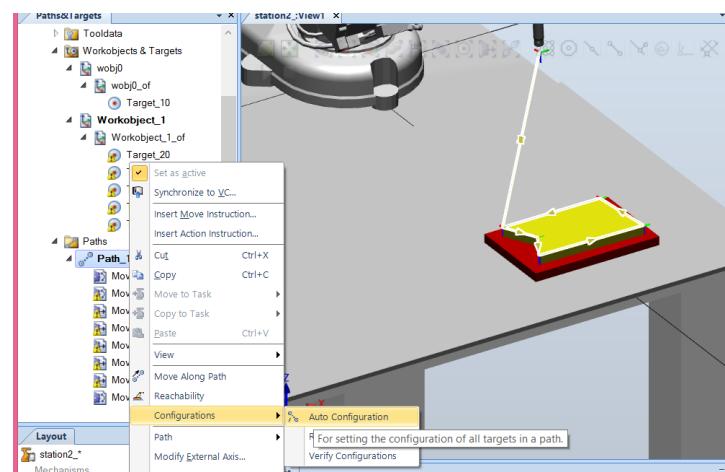




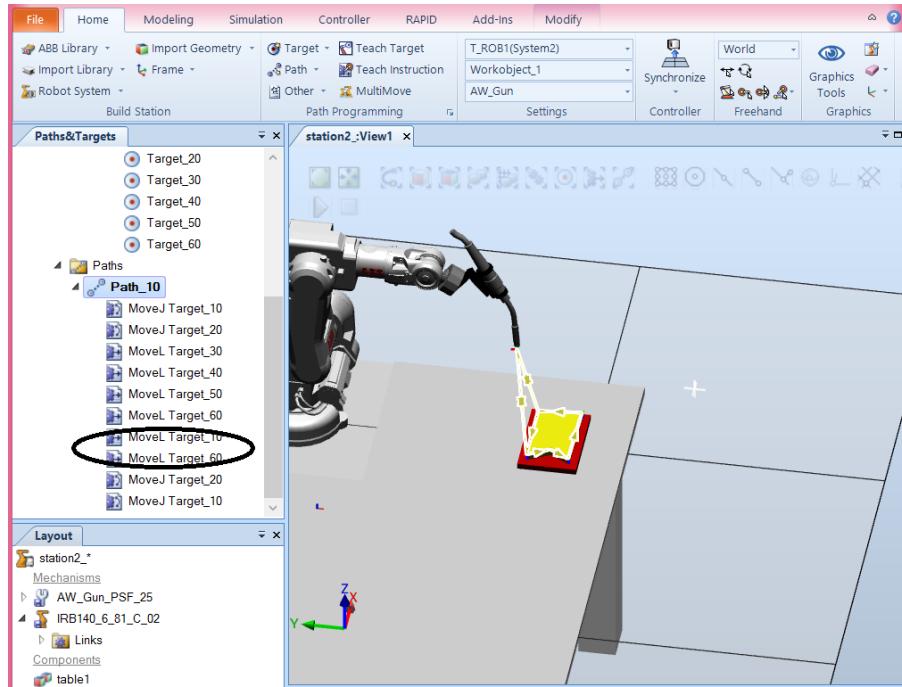
If they are green it is time to create the paths like in MODULE I. After this the instructions can be modified if necessary:



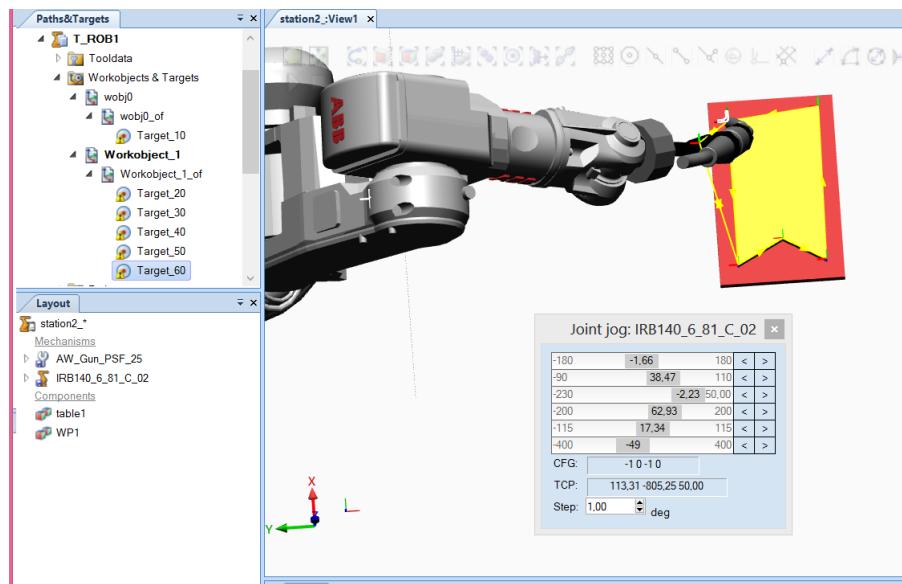
And auto configure:



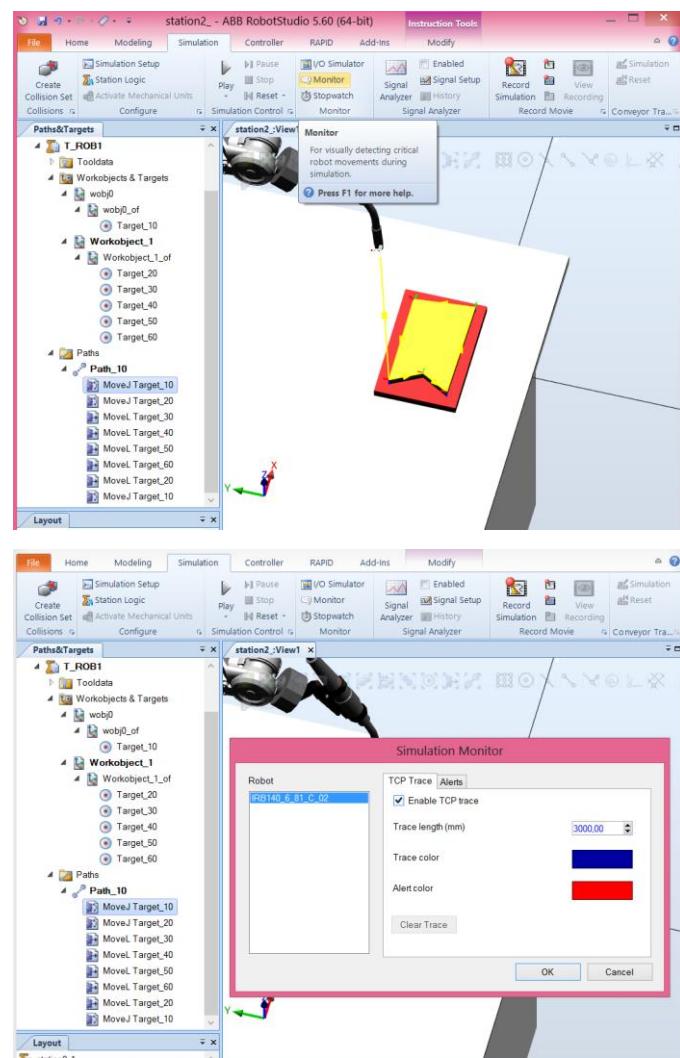
Here a boring situation can happen. You can have some warnings on it, so that you have to change the orientation of each target until to achieve a good solution.



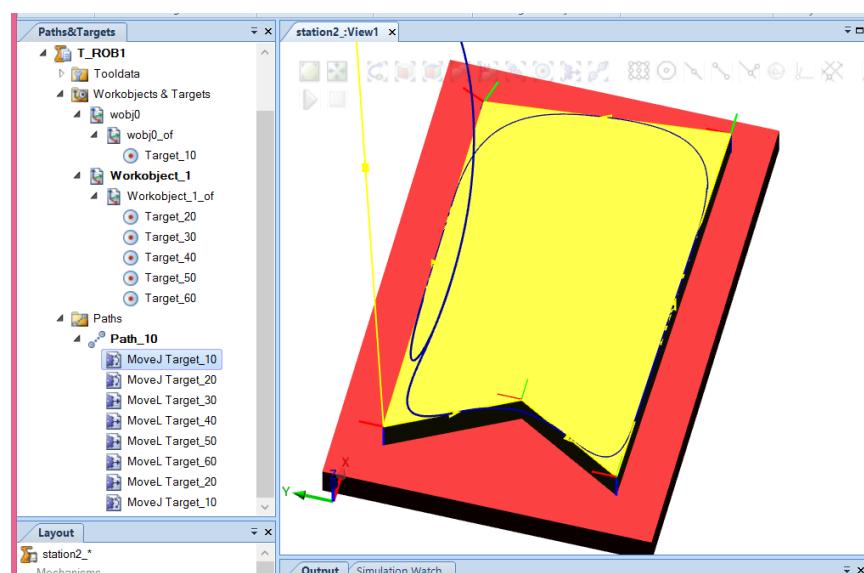
We can look to the robot axis to see what is the robot joint near the limit:



Synchronize, add Path_10 in simulation setup and simulate. To see the path line select the monitor functionality:



And simulate:



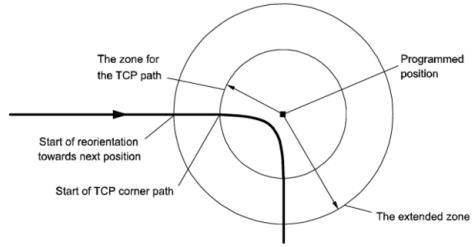
You can see that the TCP do not reaches the target points. This is because we are using a zone of 100. Select fine (synchronize again) and the robot will reaches that target points.

Data types
zonedata - Zone data

Usage
zonedata is used to specify how a position is to be terminated, i.e. how close to the programmed position the axes must be before moving towards the next position.

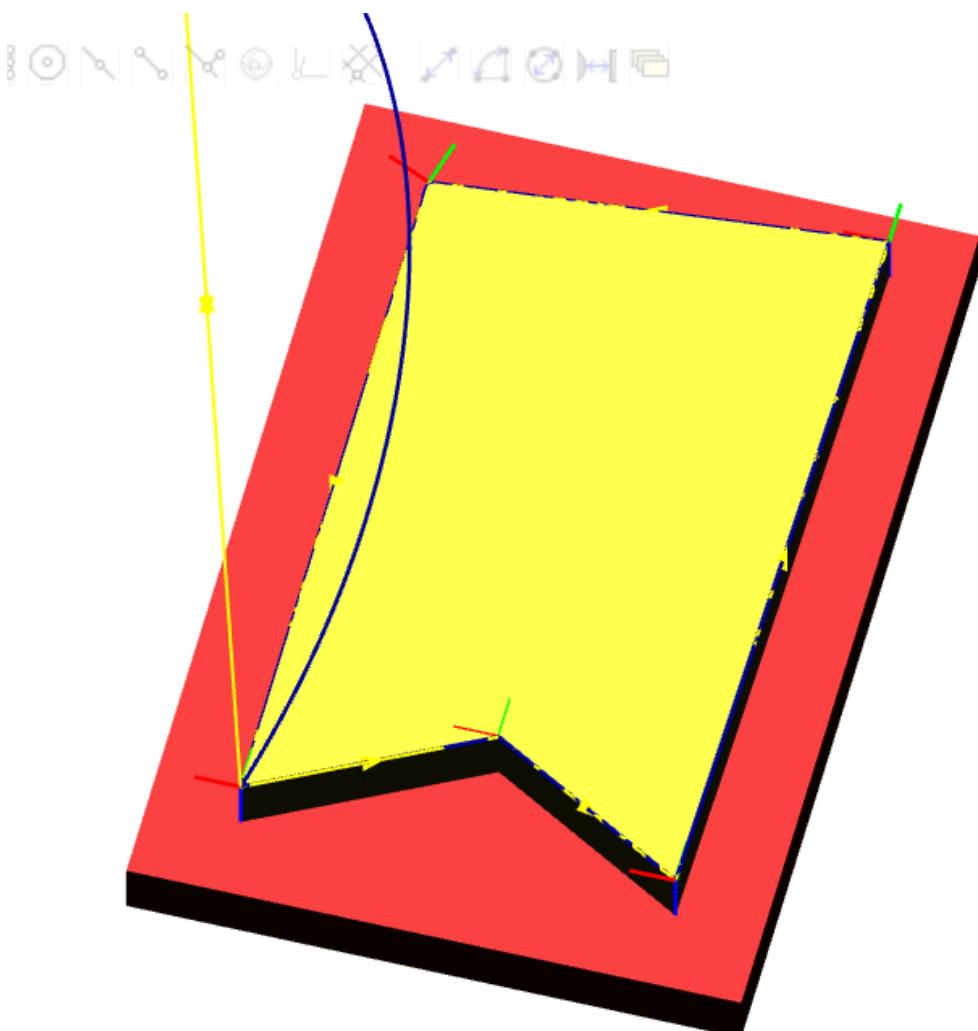
Description
A position can be terminated either in the form of a stop point or a fly-by point.
A stop point means that the robot and external axes must reach the specified position (stand still) before program execution continues with the next instruction. It is also possible to define stop points other than the predefined fine. The stop criteria, that tells if the robot is considered to have reached the point, can be manipulated using the stoppointdata.
A fly-by point means that the programmed position is never attained. Instead, the direction of motion is changed before the position is reached. Two different zones (ranges) can be defined for each position:

- The zone for the TCP path.
- The extended zone for reorientation of the tool and for external axes.

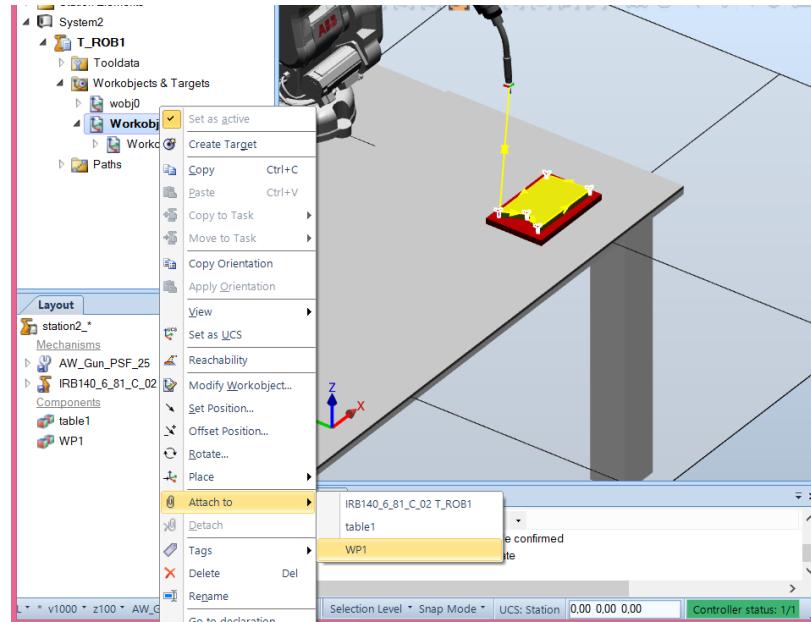


The diagram shows a circular path around a 'Programmed position'. The inner circle is labeled 'The zone for the TCP path'. The outer circle is labeled 'The extended zone'. Arrows indicate the direction of motion. Labels include 'Start of reorientation towards next position' and 'Start of TCP corner path'.

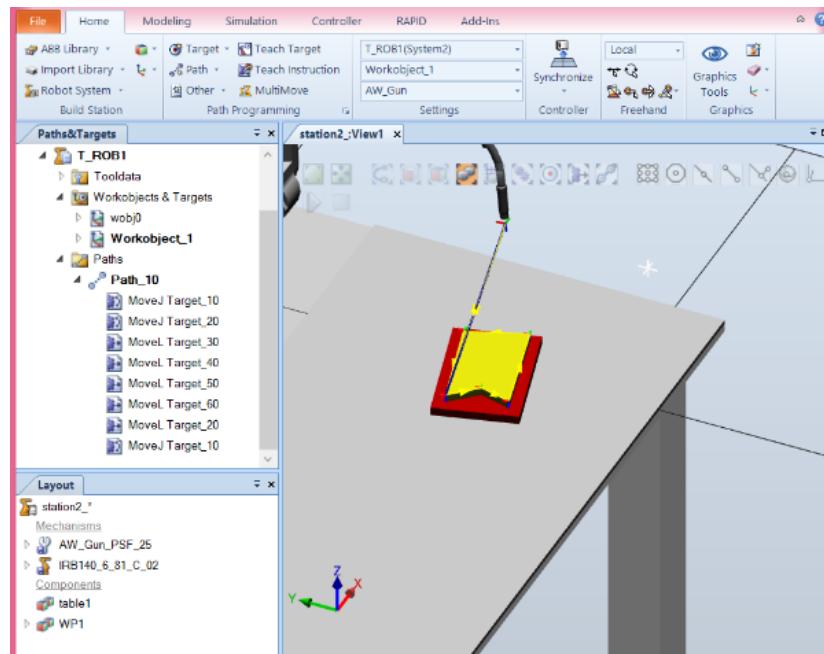
Zones function is the same during joint movement, but the zone size may differ somewhat from the one programmed.
The zone size cannot be larger than half the distance to the closest position (forwards or backwards). If a larger zone is specified, the robot automatically reduces it.



After this, we may need to change the workpiece pose with the attached points:

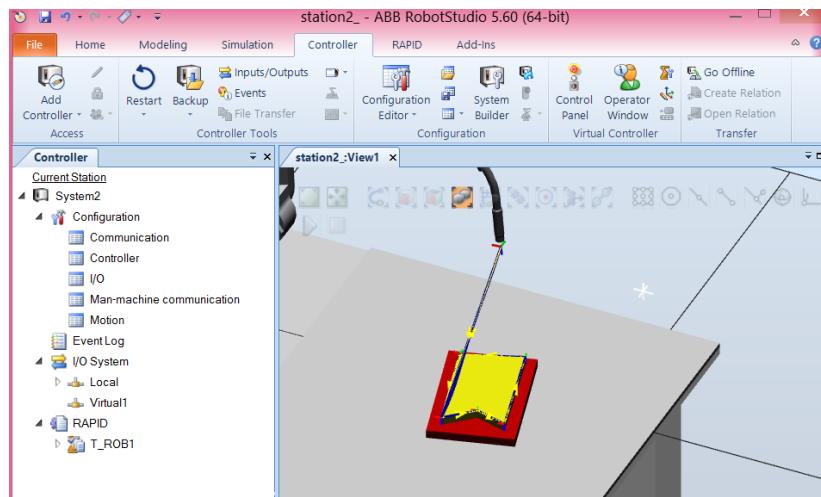


And we can now move the workpiece with associated target points:

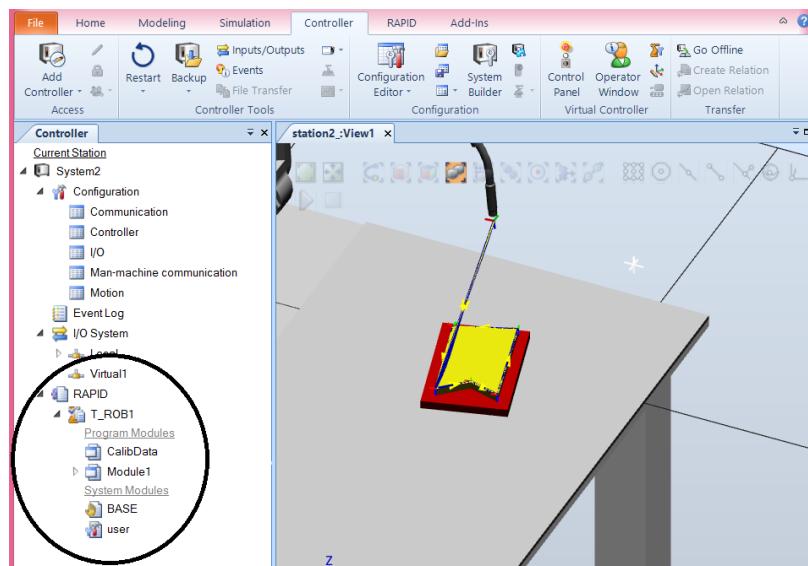


3.3. RAPID

Go to the tab controller:



And in RAPID section we have the generated programs (see the presentation about RAPID):



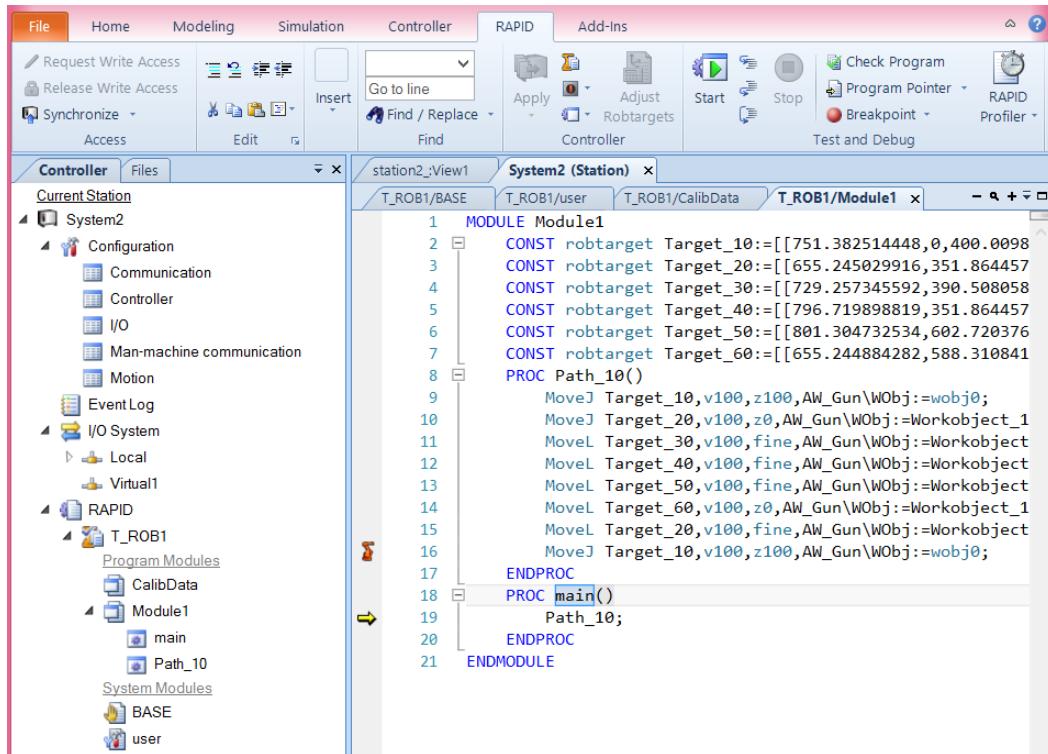
We can see what is inside these modules:

```

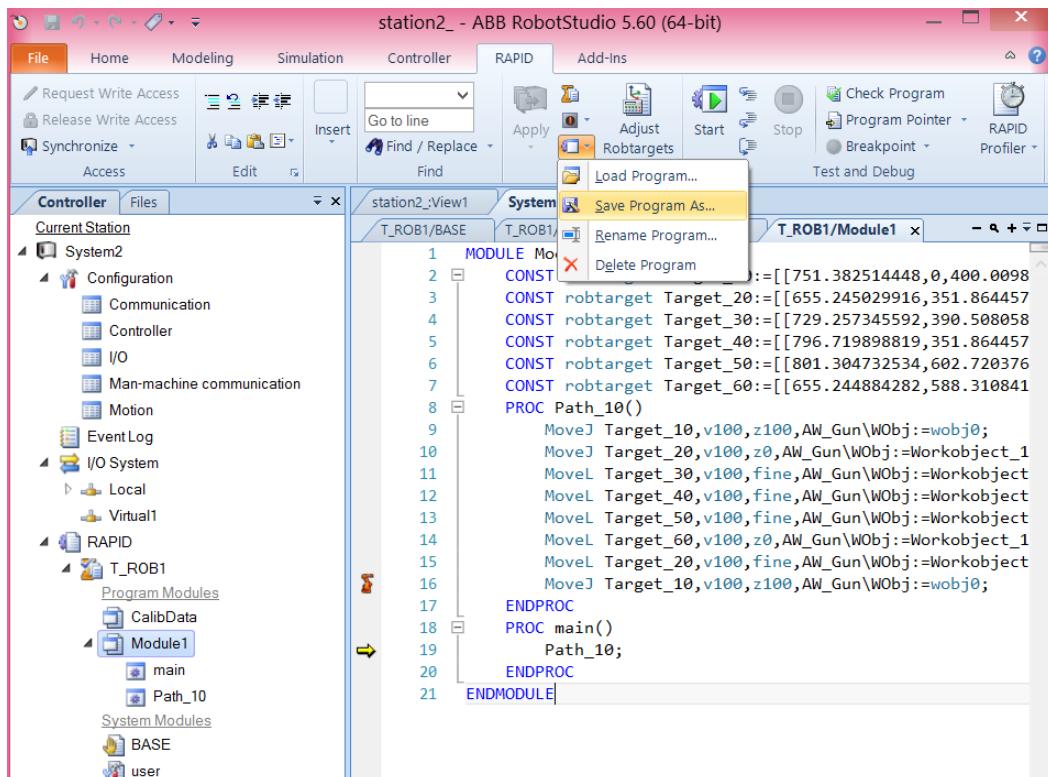
1 MODULE BASE (SYSMODULE, NOSTEPIN, VIEWONLY)
2
3 ! System module with basic predefined system data
4 ****
5
6 ! System data tool0, wobj0 and load0
7 ! Do not translate or delete tool0, wobj0, load0
8 PERS tooldata tool0 := [TRUE, [[0, 0, 0], [1, 0, 0, 0]], [0.001, [0, 0, 0.001], [1, 0, 0, 0
9
10 PERS wobjdata wobj0 := [FALSE, TRUE, "", [[0, 0, 0], [1,
11 [[0, 0, 0], 1, 0, 0, 0]]];
12
13 PERS loaddata load0 := [0.001, [0, 0, 0.001], [1, 0, 0, 0
14
15
16 ENDMODULE
17

```

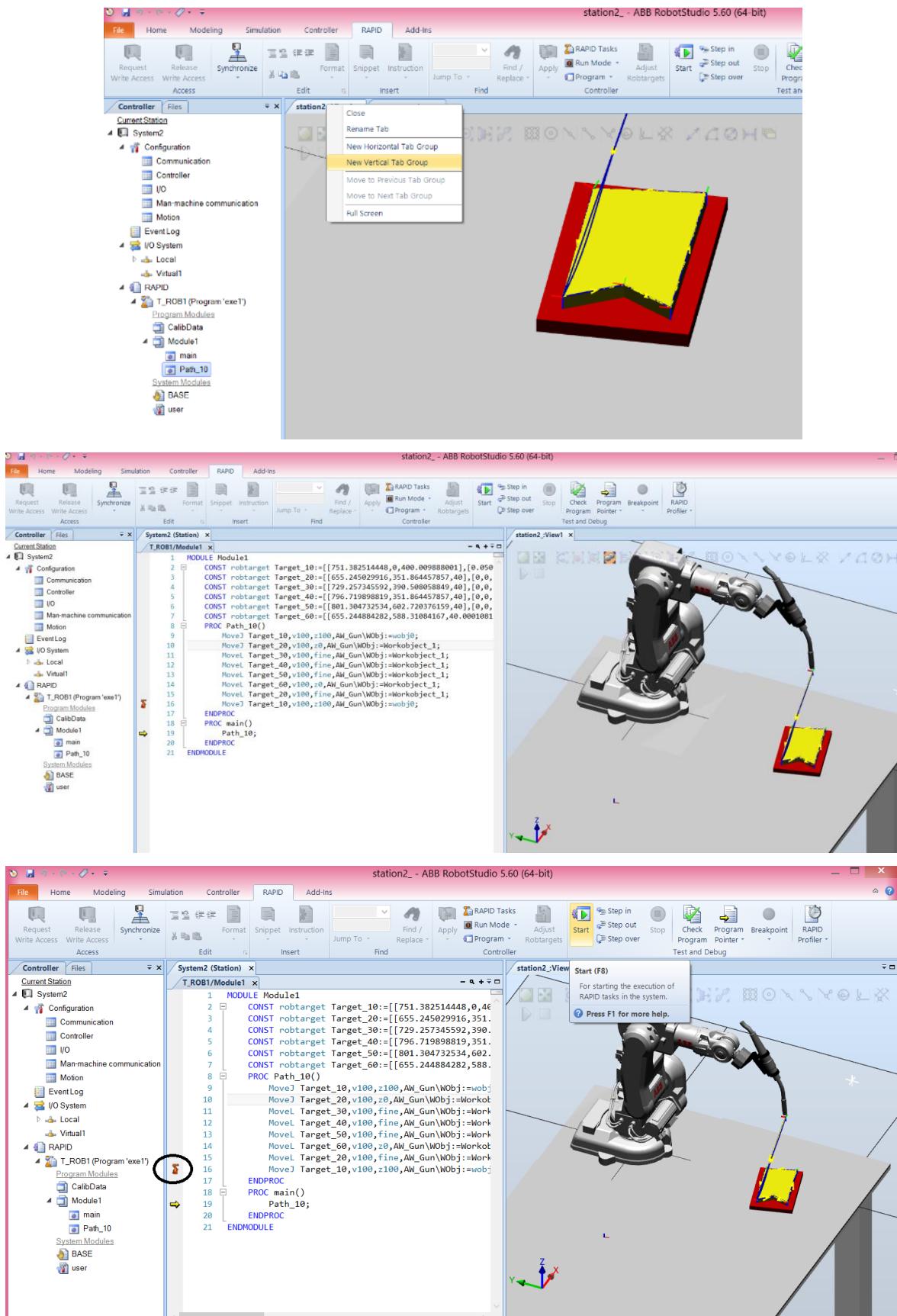
But the important is Module 1:



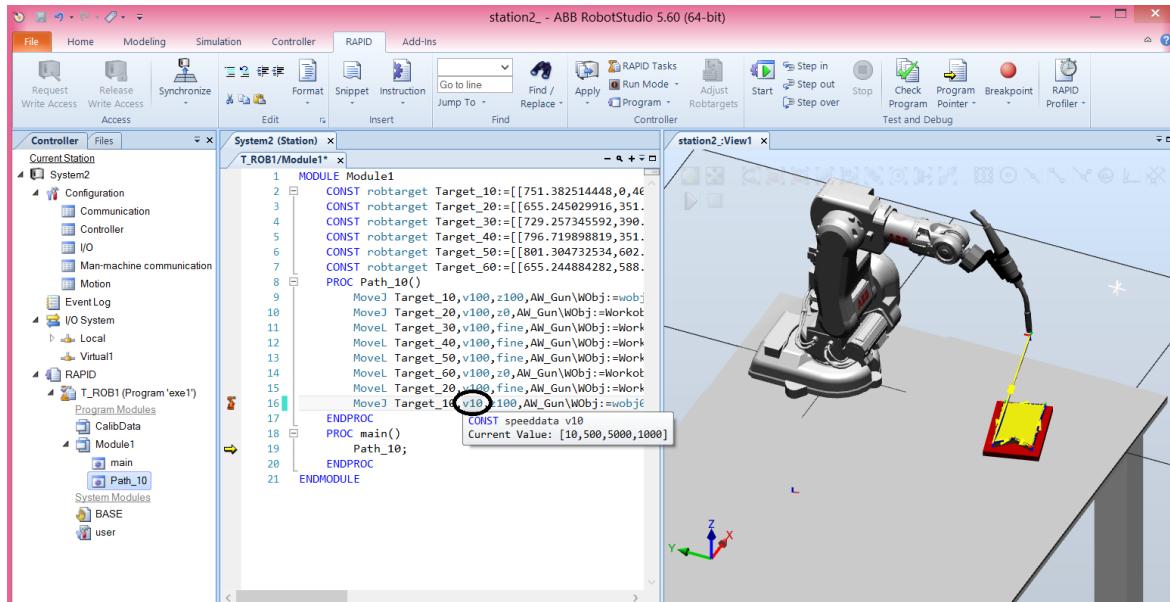
It is possible to save the program:



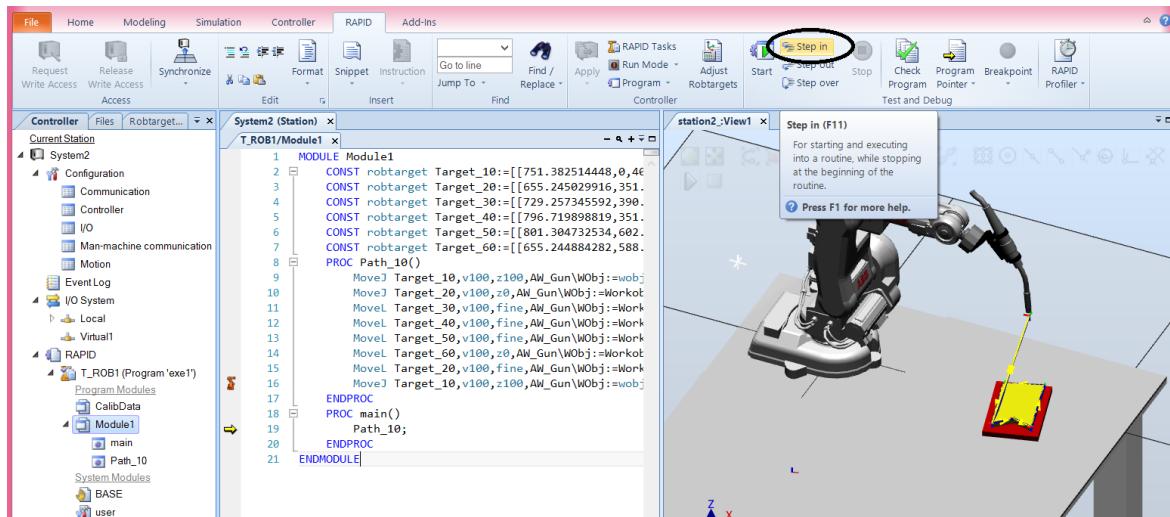
And see the robot simulation and running code at the same time:



Now, we can edit the program, for example changing speed:

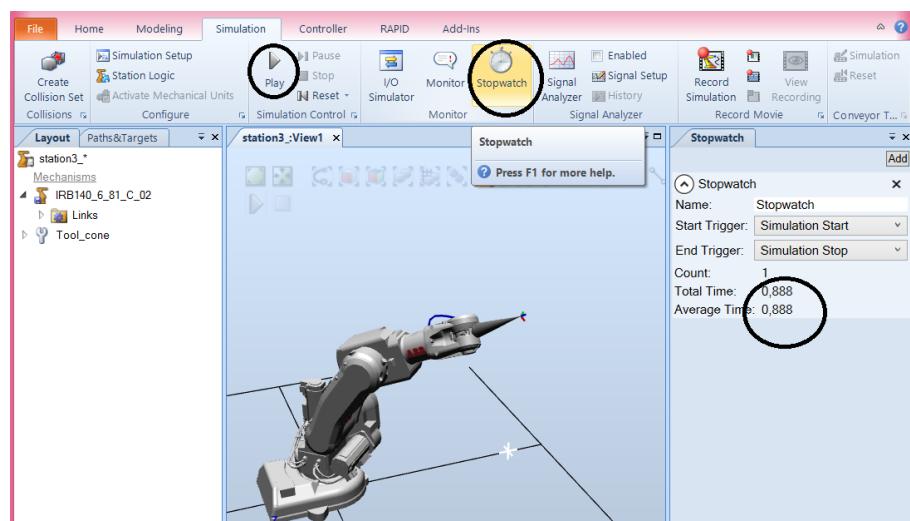


And we can simulate it step-by-step:



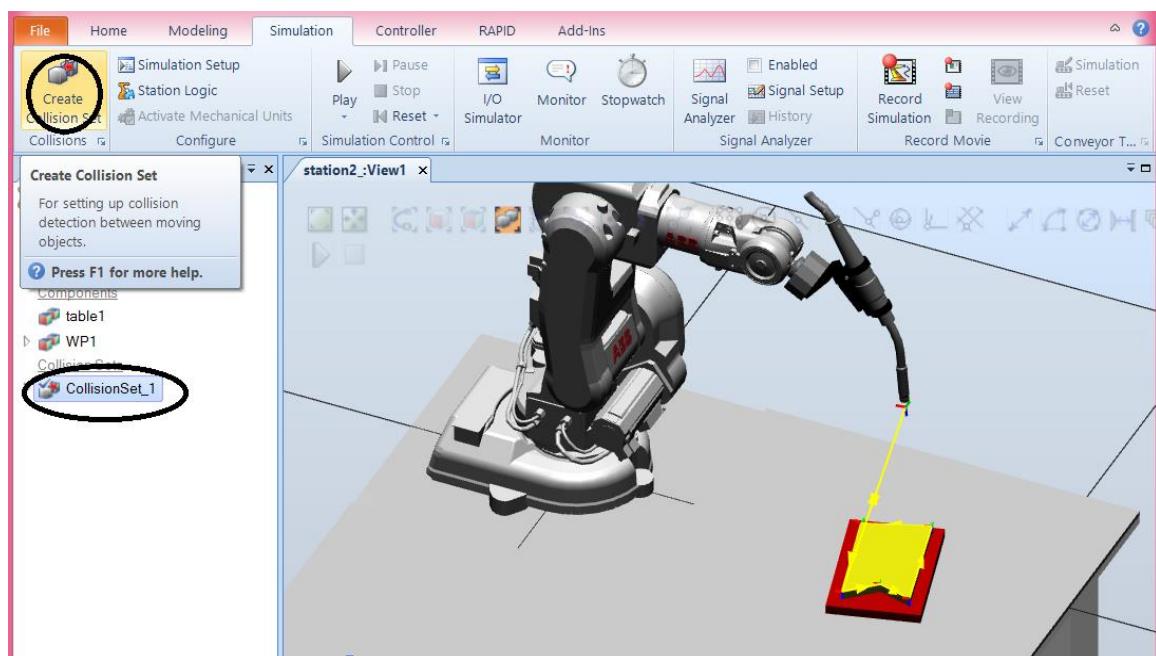
3.4. Time

In simulation tab select the watch to see how much time a robotic process takes in simulation:

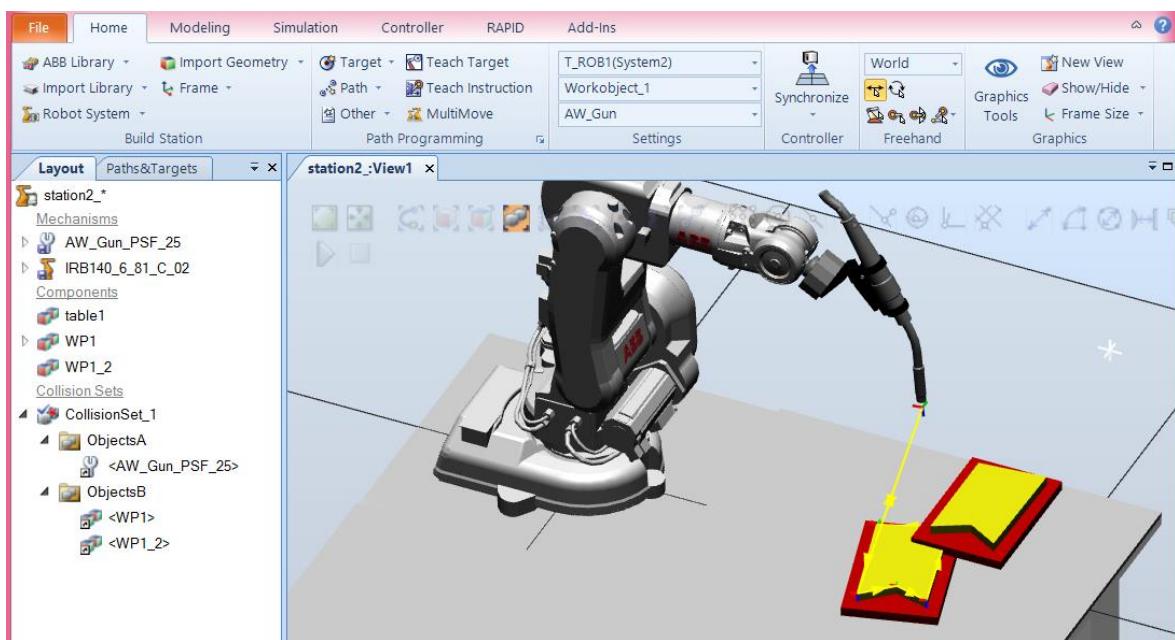


3.5. Collisions

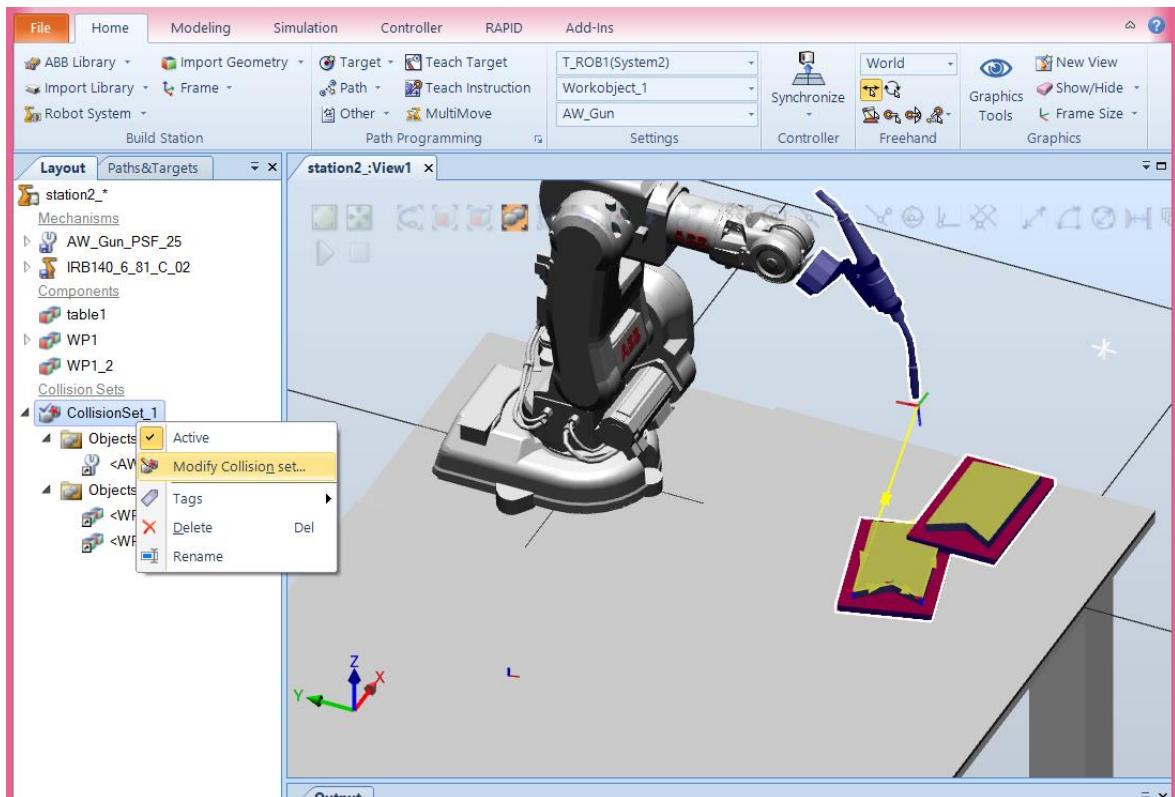
In the simulation tab press the button create collision:

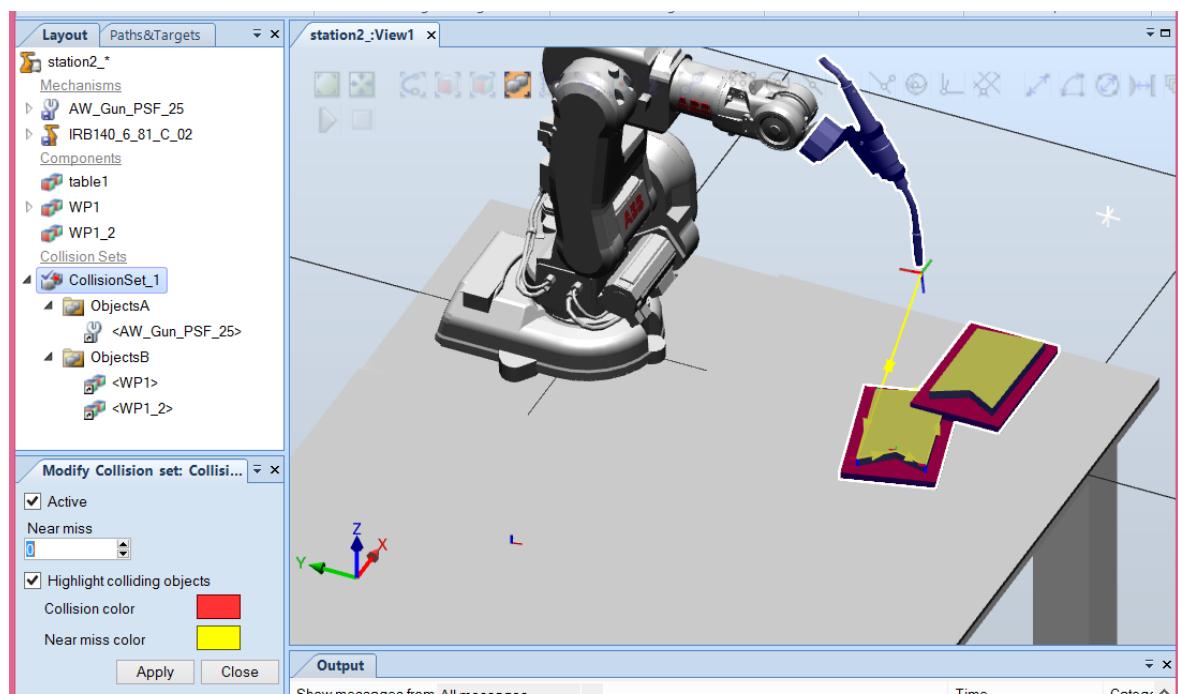


Open the collision object and drag the tool to ObjectsA and the workpieces to ObjectsB. The software analyses collisions between objects type A and B.

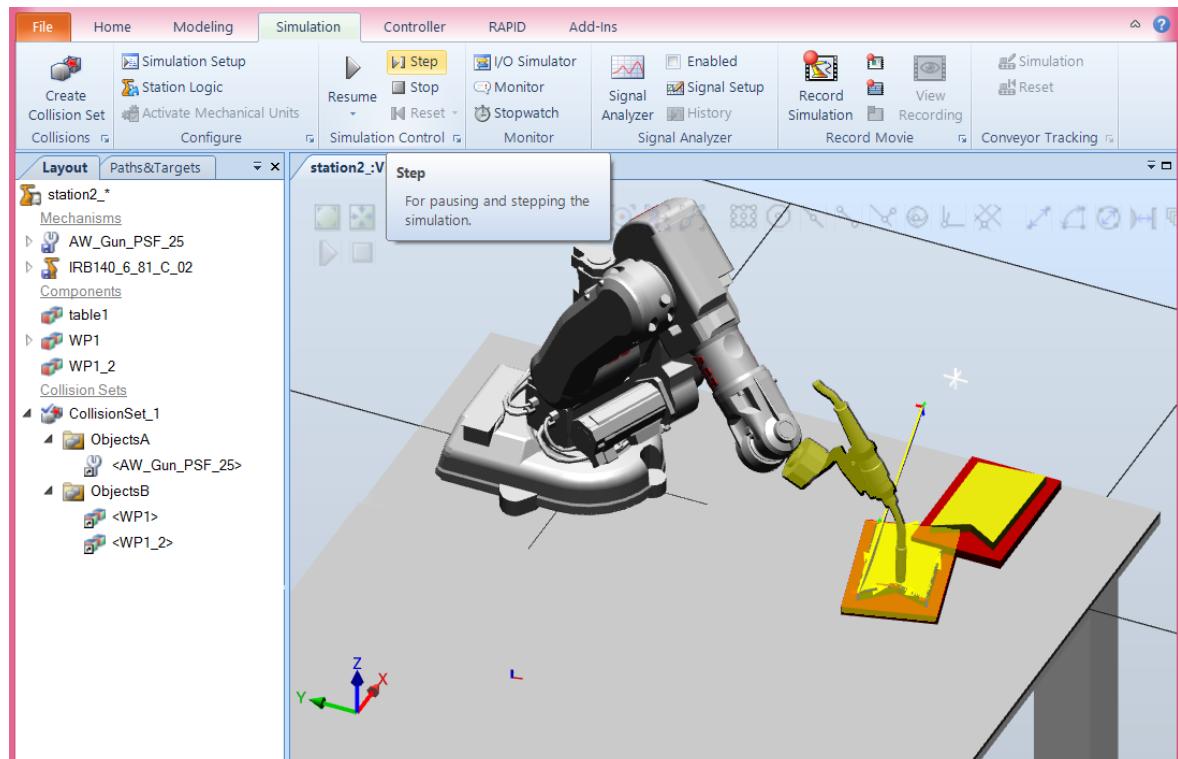


You can also define a near collision distance:



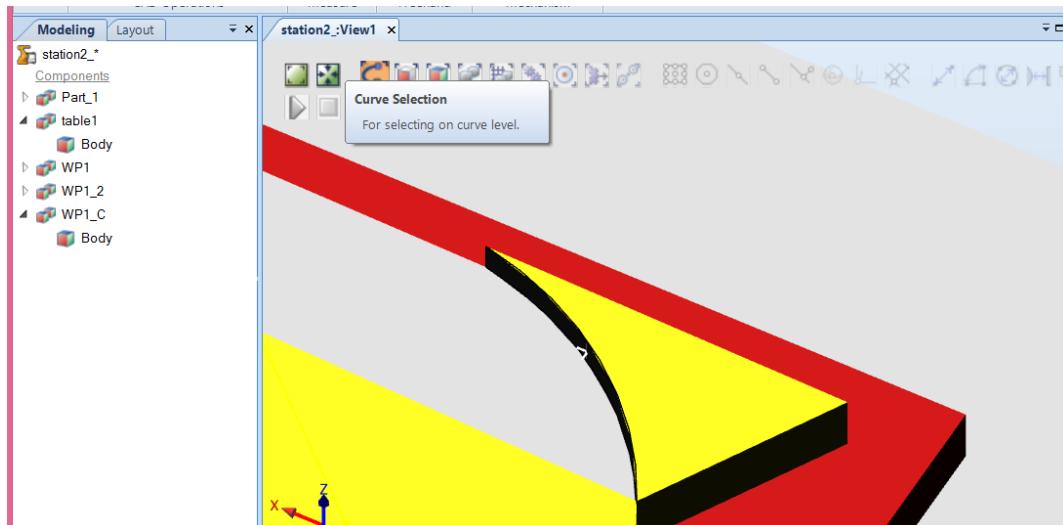


And simulate:

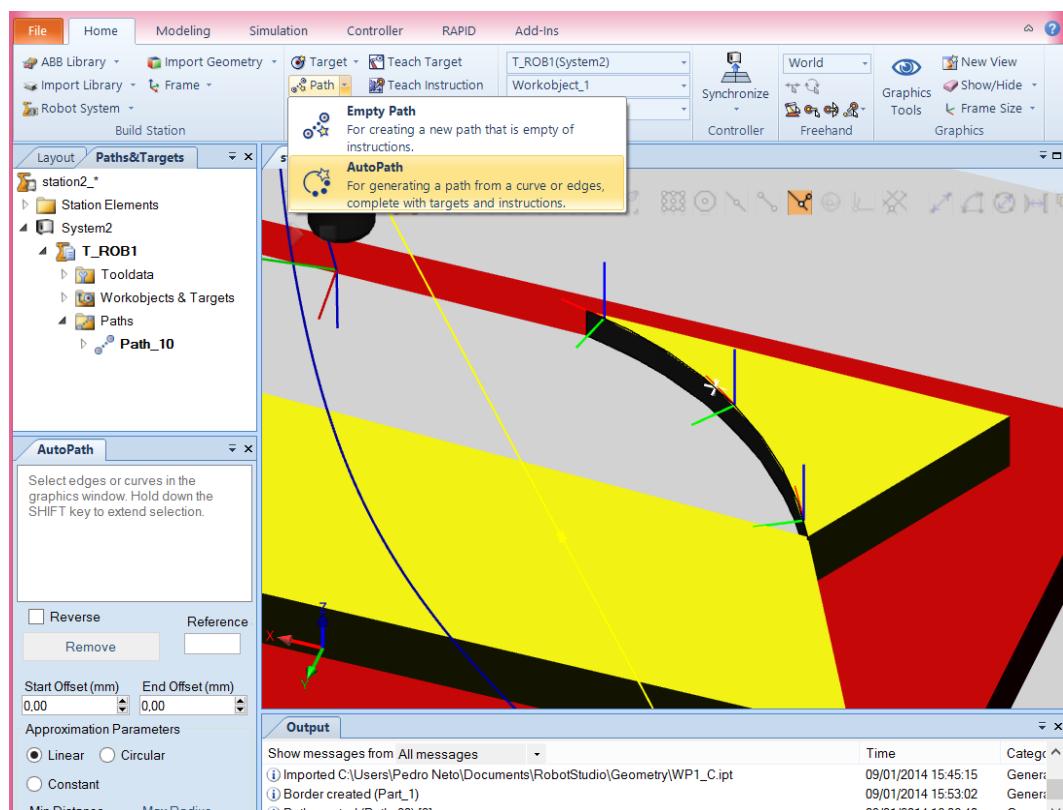


3.6. Curves

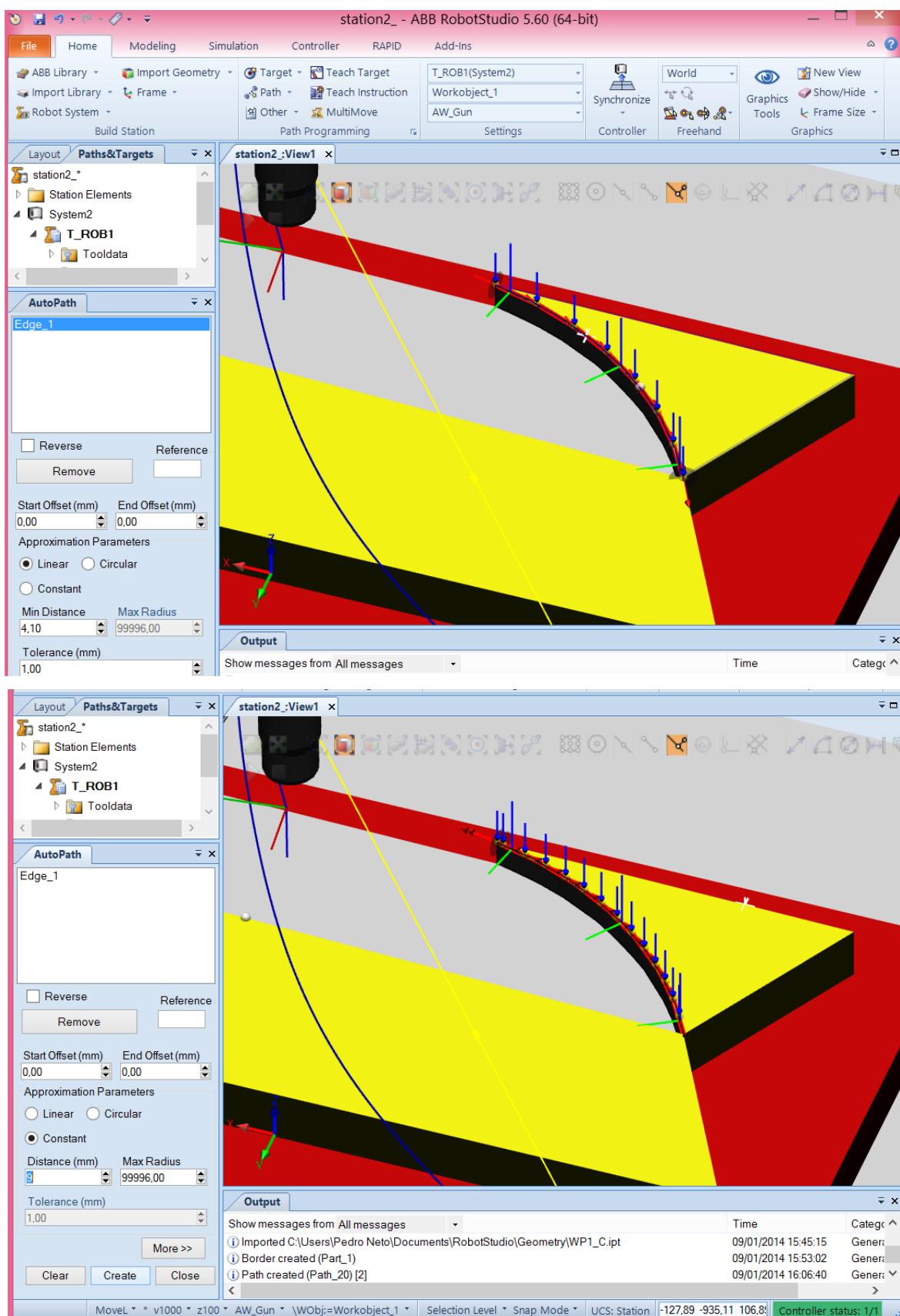
Include a new workpiece with a curve. Select Curve Selection:



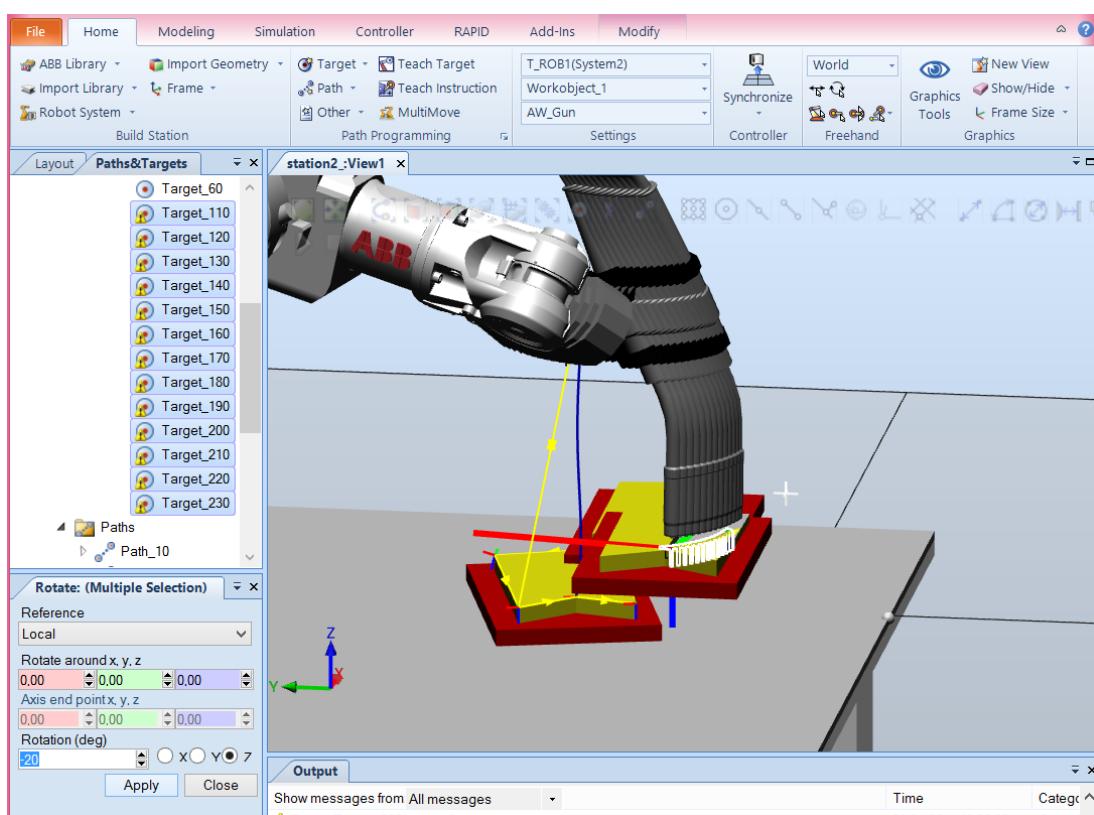
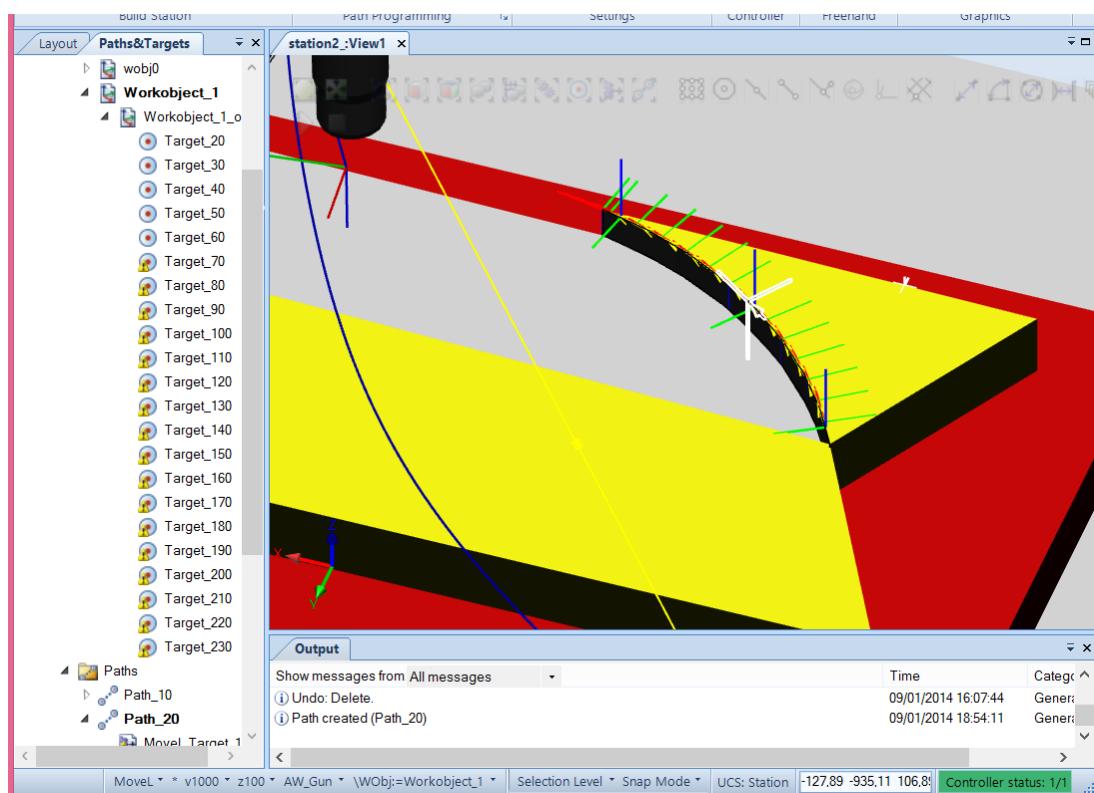
Select AutoPath:



And select the edge:

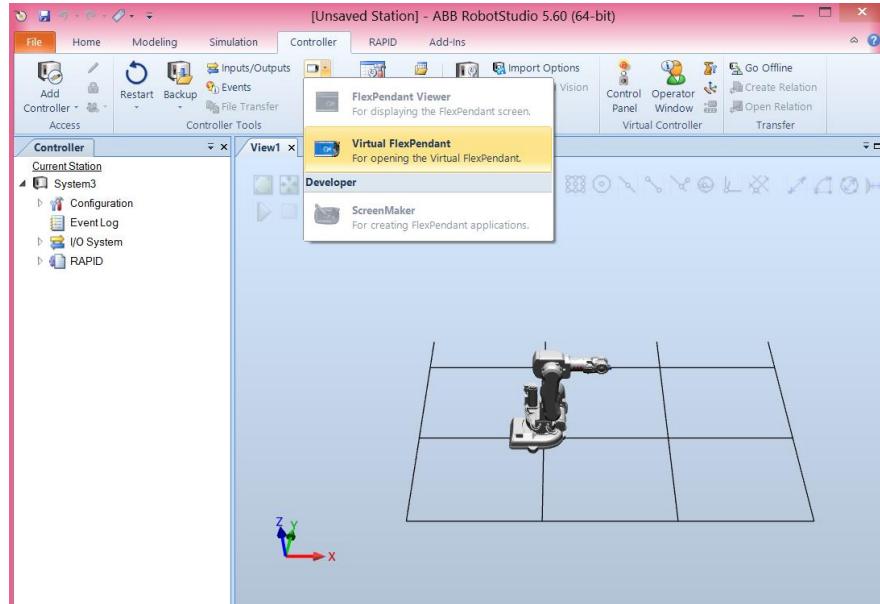


And we have the targets:

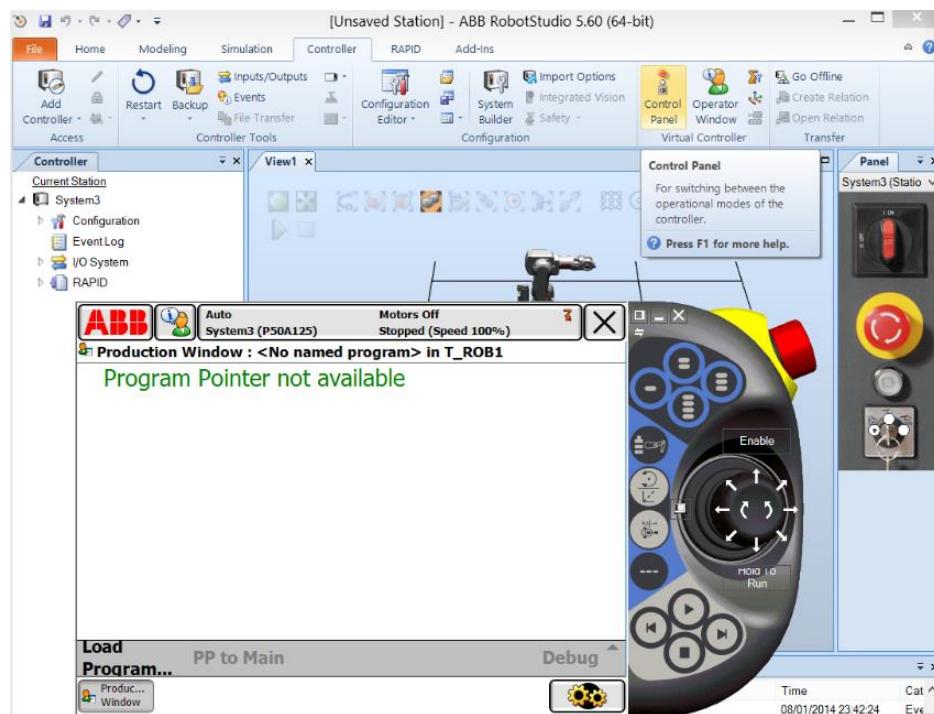


4. TEACH PENDANT

ABB calls the teach pendant FlexPendant. RobotStudio provides us a virtual teach pendant. Include a robotic arm and controller and then call the Virtual FlexPendant.



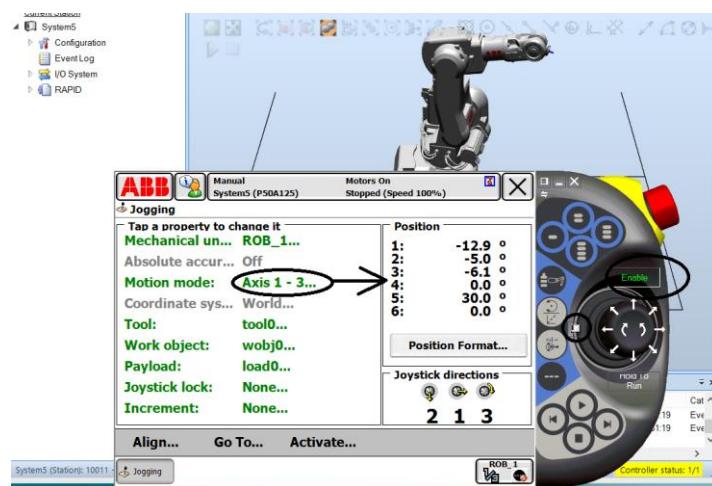
And we have this:



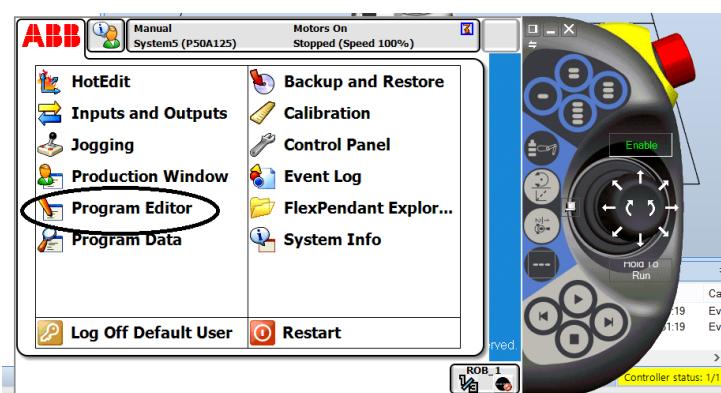
On the right you can see the virtual key to select the mode of operation. By default it is in automatic mode. To do something (move the virtual robot and create a robot program) change it to manual mode and select jogging:

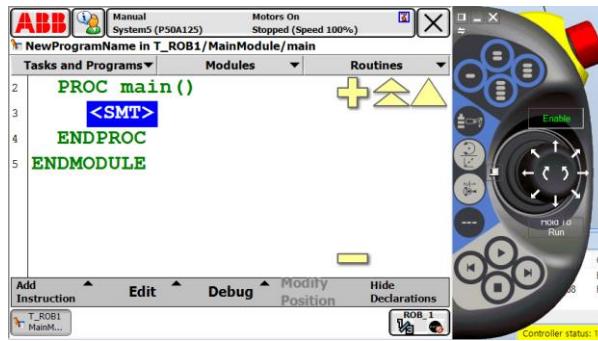


You can jog the robot by enabling the joystick and pressing the arrows for some seconds.

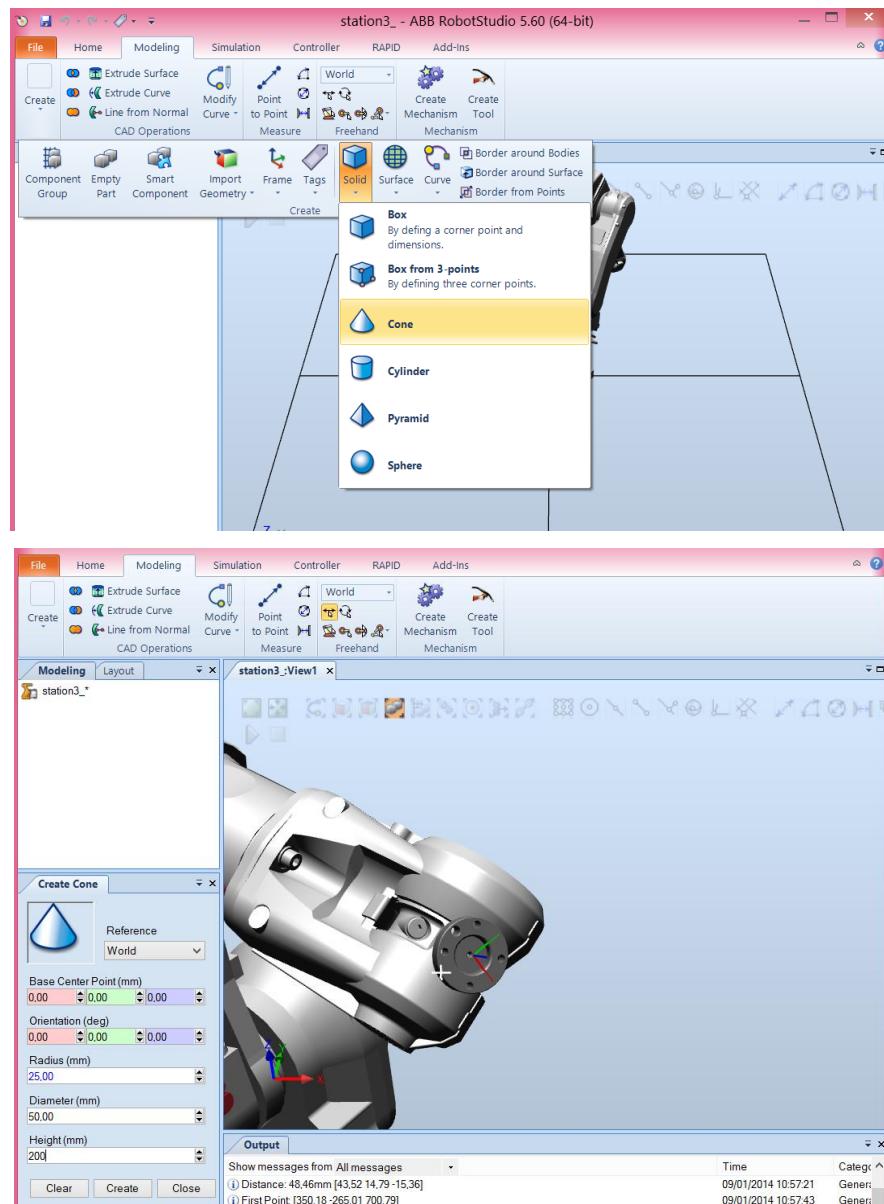


Create a program is also simple:

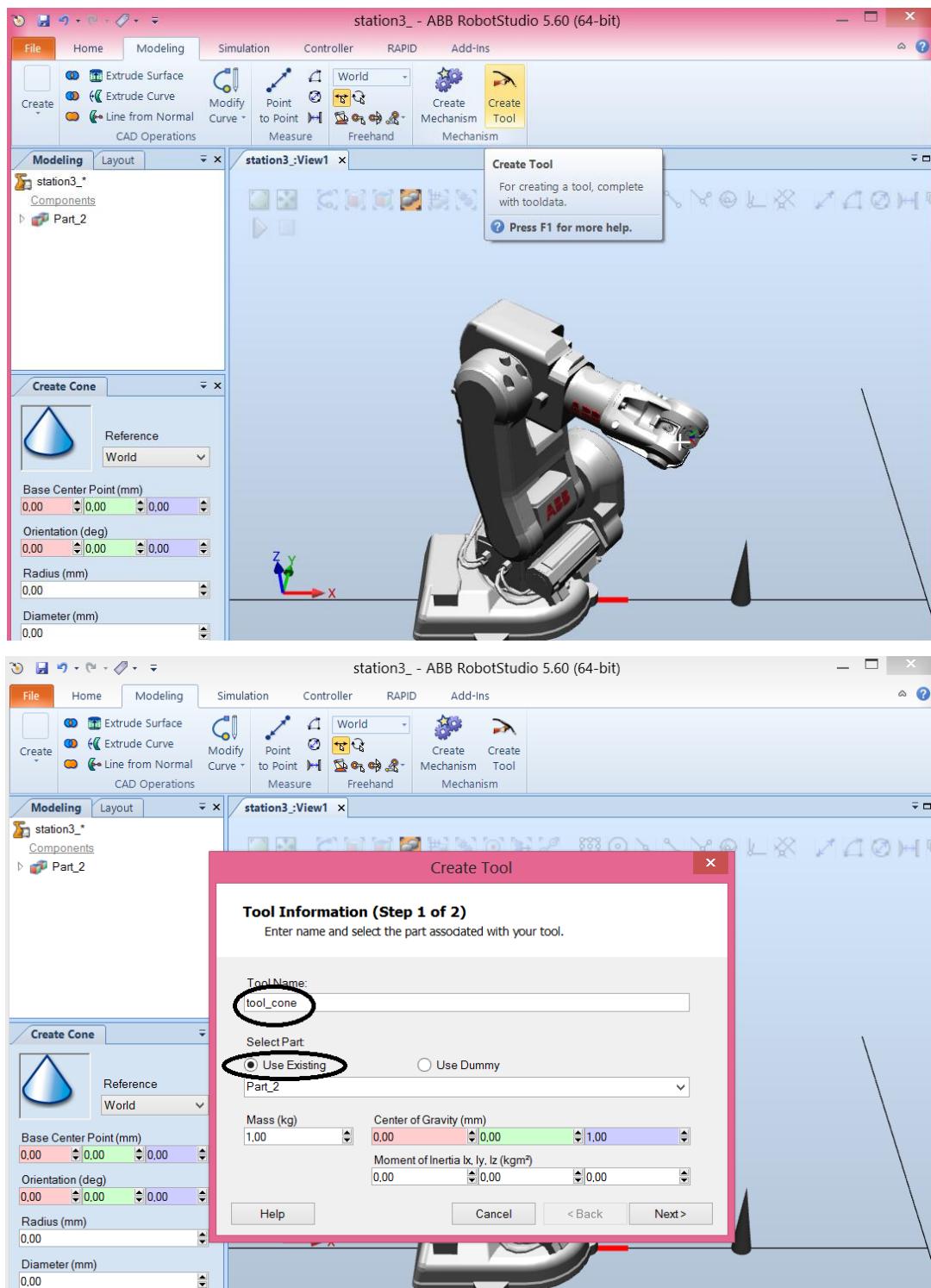




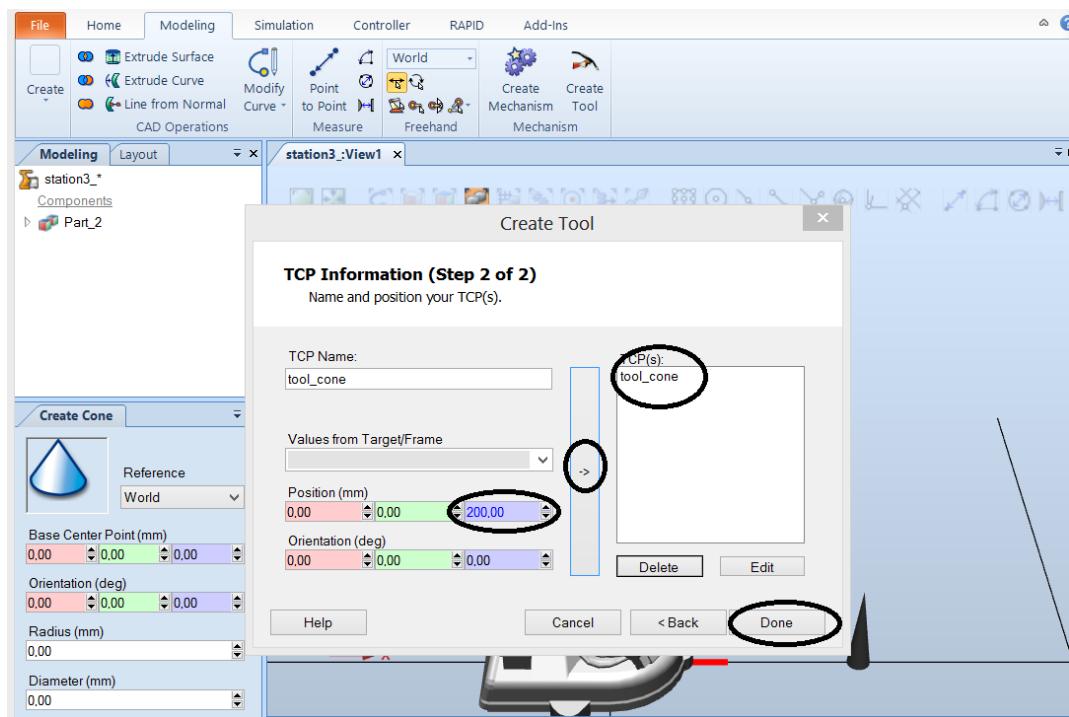
We can create a simple tool for this purpose:



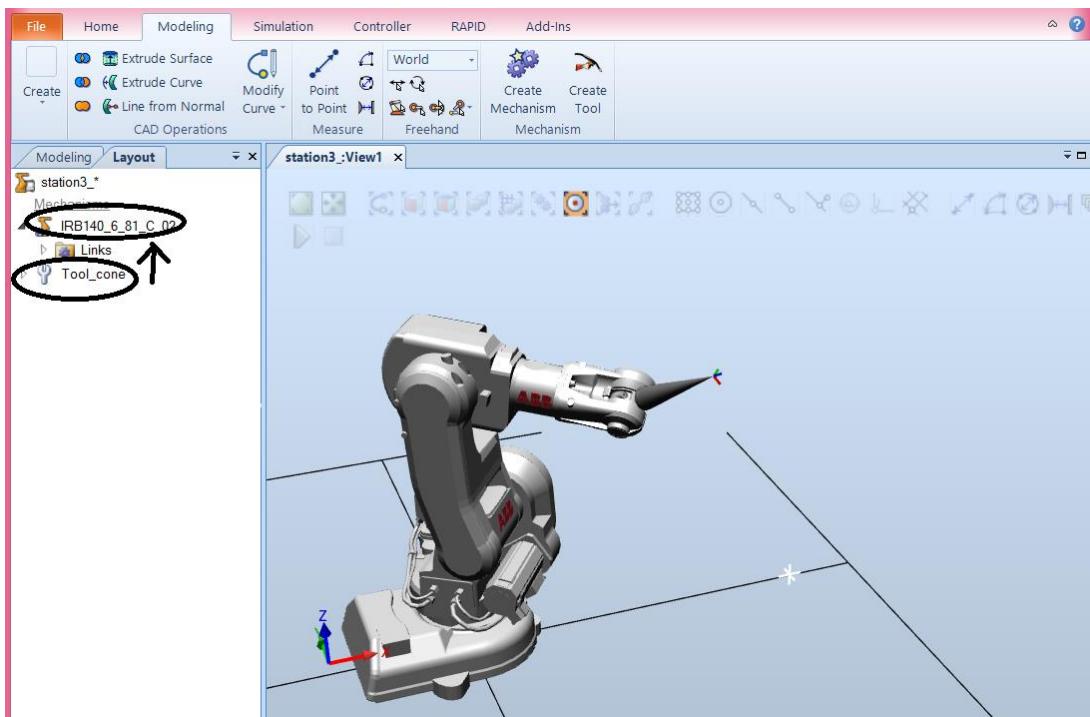
The geometry for the virtual tool with the name Part_1 was created. But we need to create a tool:



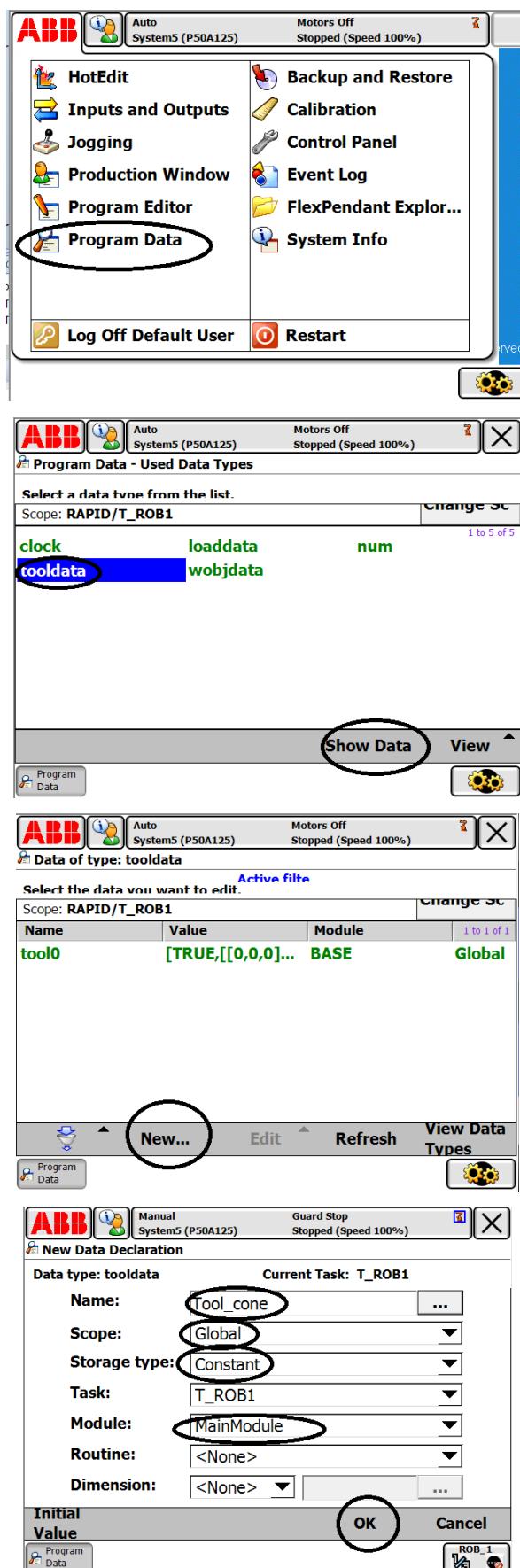
Define where the TCP is:



Now as in MODULE I include the tool into the robot:



OK, we have a new tool in RobotStudio but we have to call it from the teach pendant:



Backing to program edition, it is possible to create a motion command with the current pose of the robot:

```

1 MODULE MainModule
2 CONST tooldata Tool_c
3 PROC main()
4 <SMT>
5 ENDPROC
6 ENDMODULE

```

Common

:=	Compact IF
FOR	IF
MoveAbsJ	MoveC
MoveJ	MoveL
ProcCall	Reset
RETURN	Set

Add Instruction Edit Debug Modify Position Hide Declarations


```

1 MODULE MainModule
2 CONST tooldata Tool_cone:=[TRUE, [[0, 0, 0]
3 TASK PERS tooldata Tool_cone1:=[TRUE, [[0
4 PROC main()
5 MoveJ *, v1000, z50, Tool_cone1;
6 ENDPROC
7 ENDMODULE

```

I chnged this

Add Instruction Edit Debug Modify Position Hide Declarations

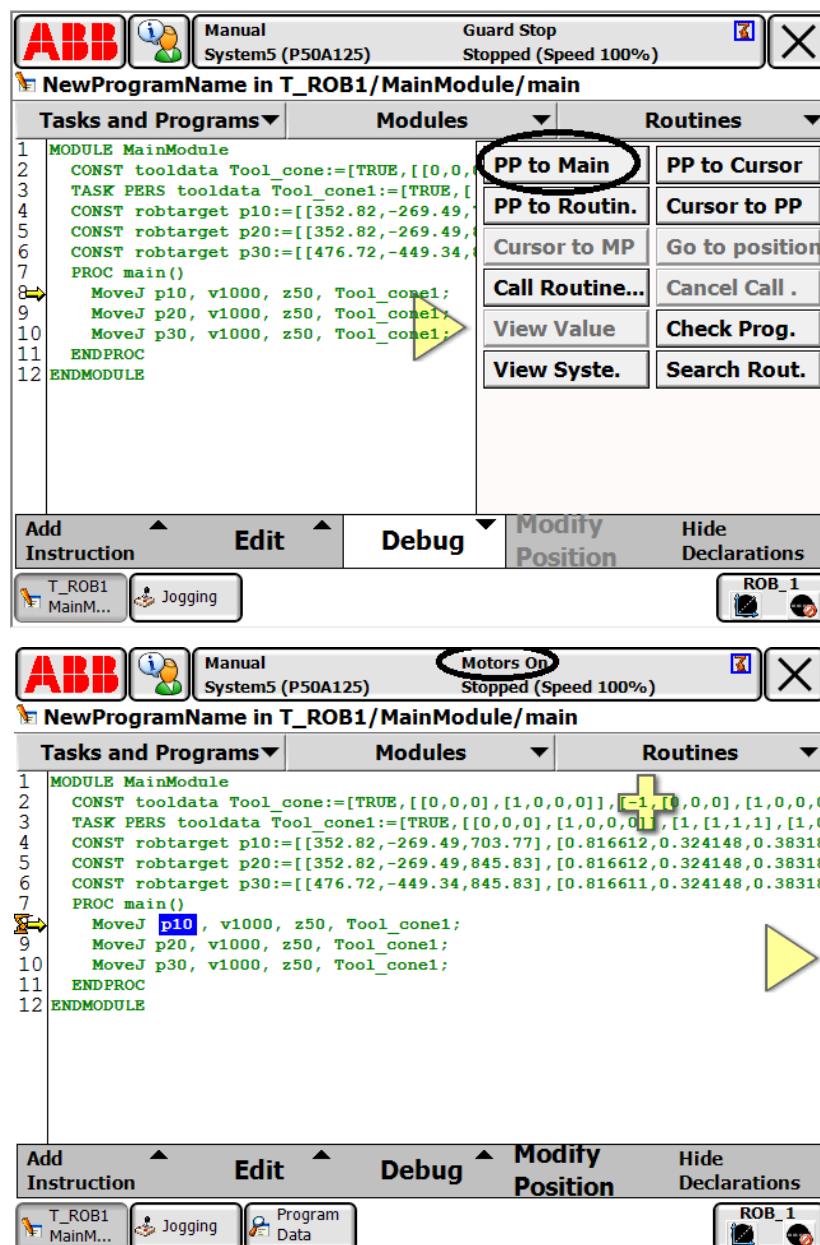
You can create other points and just simulate the program created:

```

1 MODULE MainModule
2 CONST tooldata Tool_cone:=[TRUE, [[0, 0, 0], [1, 0, 0, 0]], [-1, [0
3 TASK PERS tooldata Tool_cone1:=[TRUE, [[0, 0, 0], [1, 0, 0, 0]], [0, 0, 0, 0
4 CONST robtarget p10:=[[352.82, -269.49, 703.77], [0.816612, 0
5 CONST robtarget p20:=[[352.82, -269.49, 845.83], [0.816612, 0
6 PROC main()
7 MoveJ p10, v1000, z50, Tool_cone1;
8 MoveJ p20, v1000, z50, Tool_cone1;
9 ENDPROC
10 ENDMODULE

```

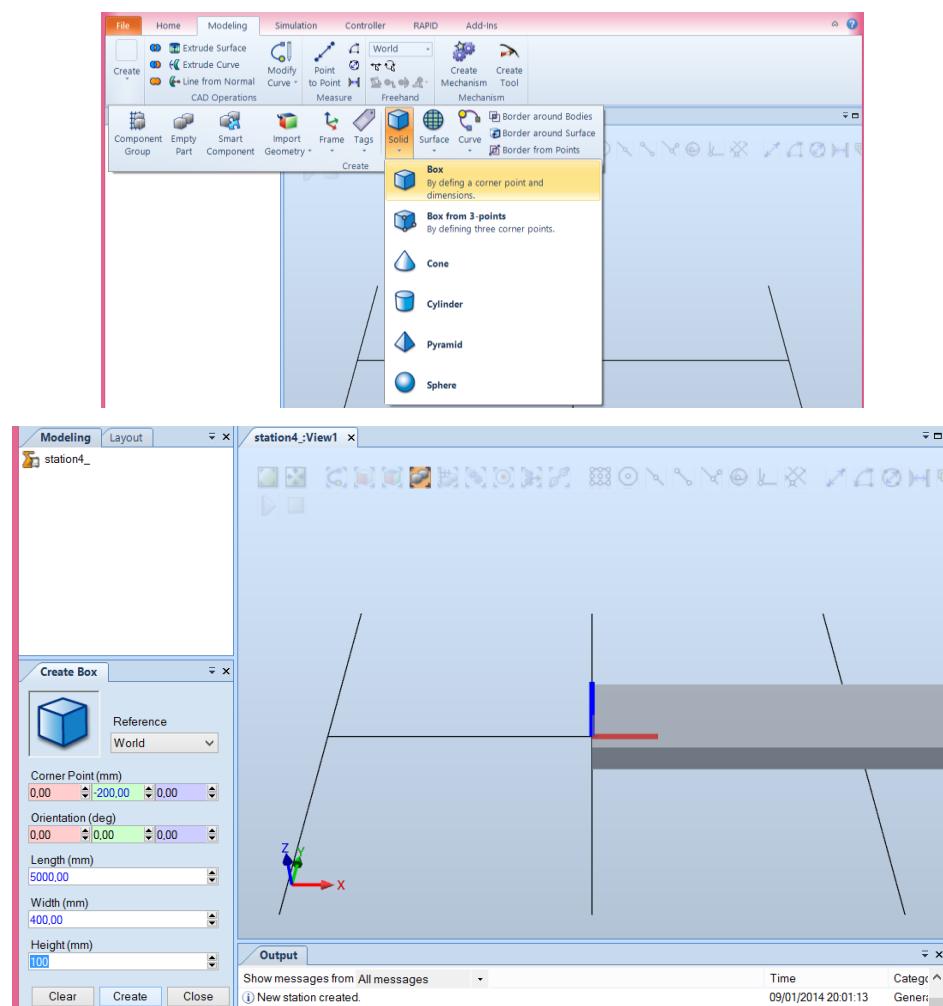
Add Instruction Edit Debug Modify Position Hide Declarations

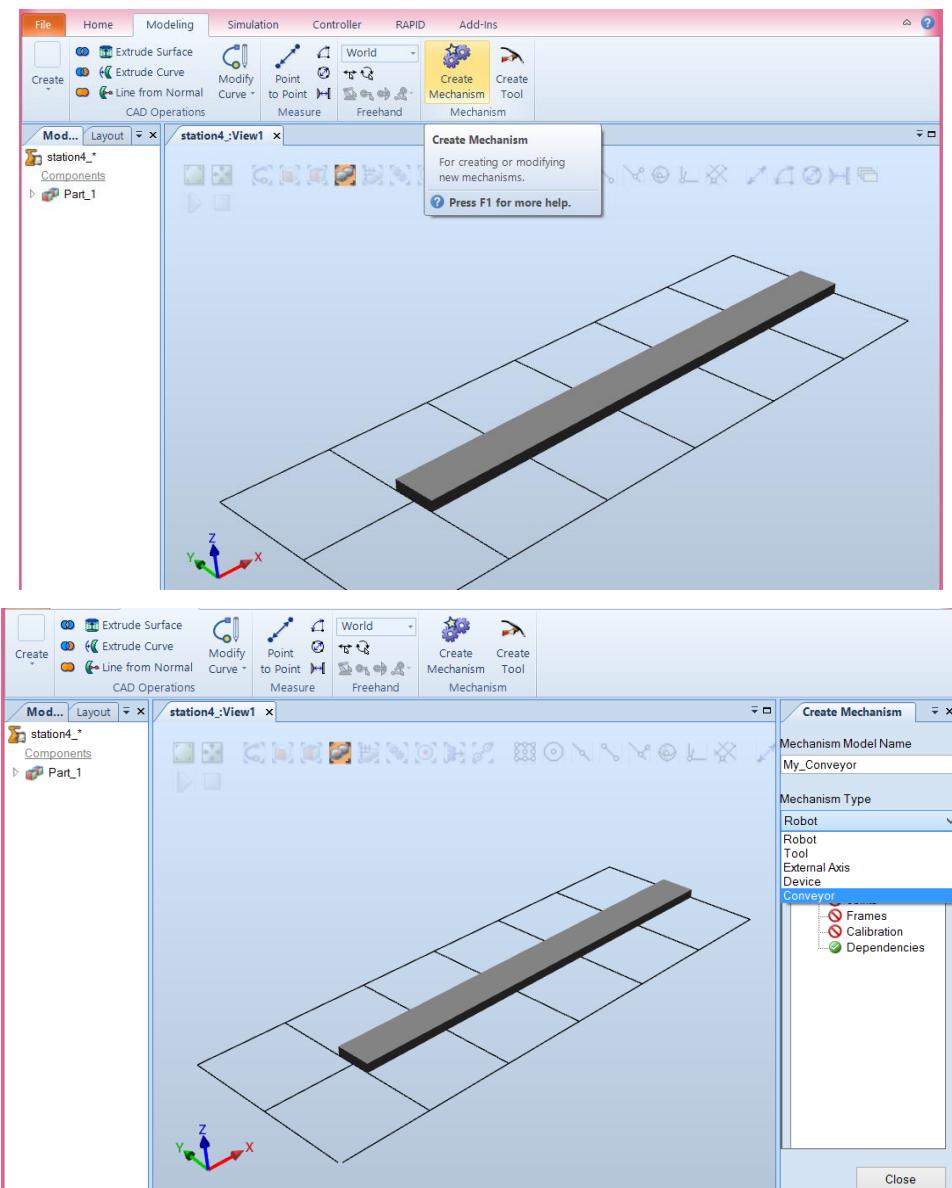


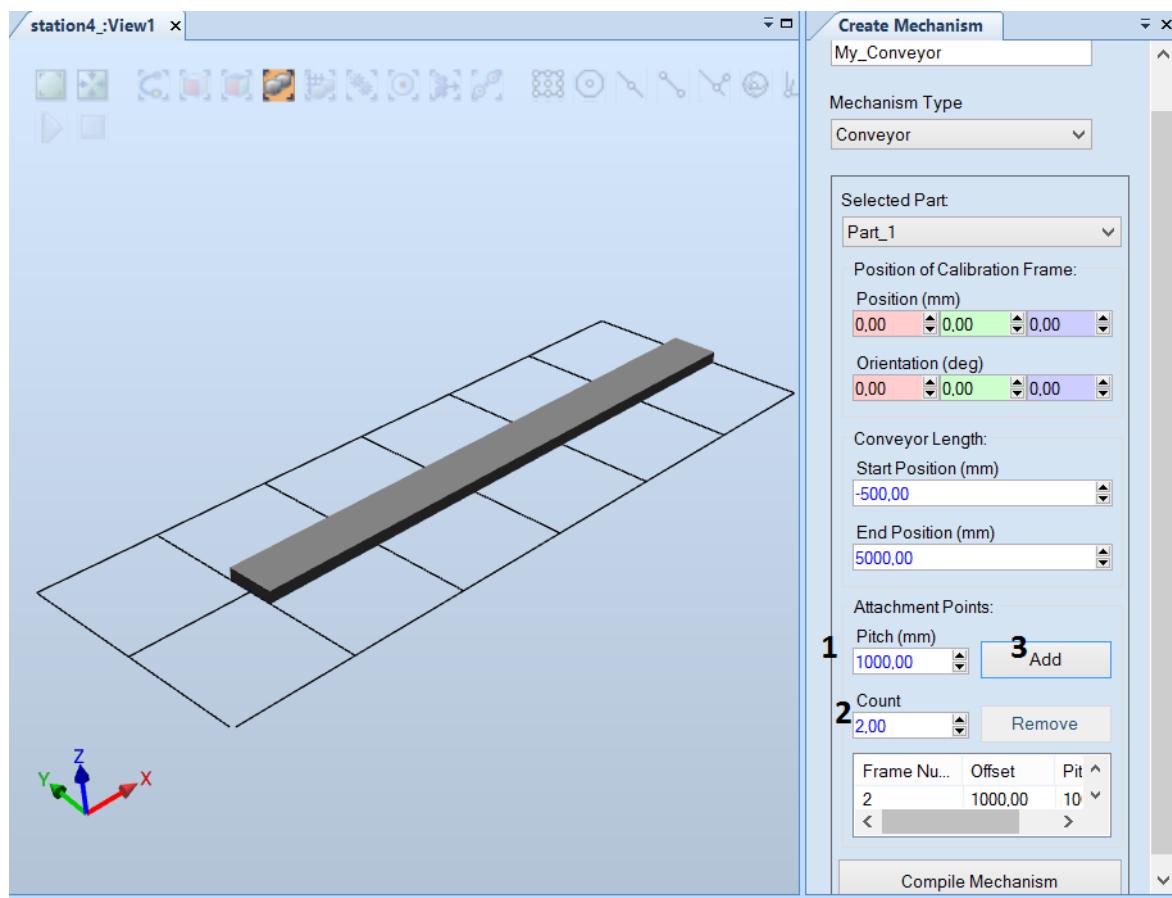
5. MECHANISMS

5.1. Conveyor

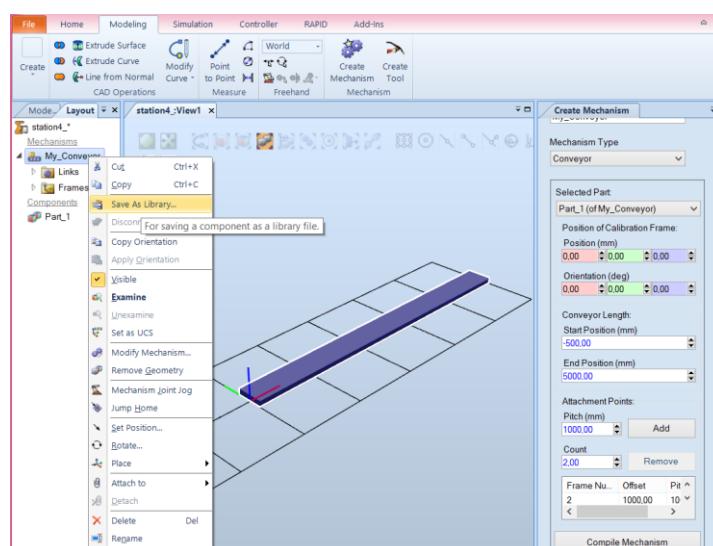
We will start by creating a mechanism, a conveyor.





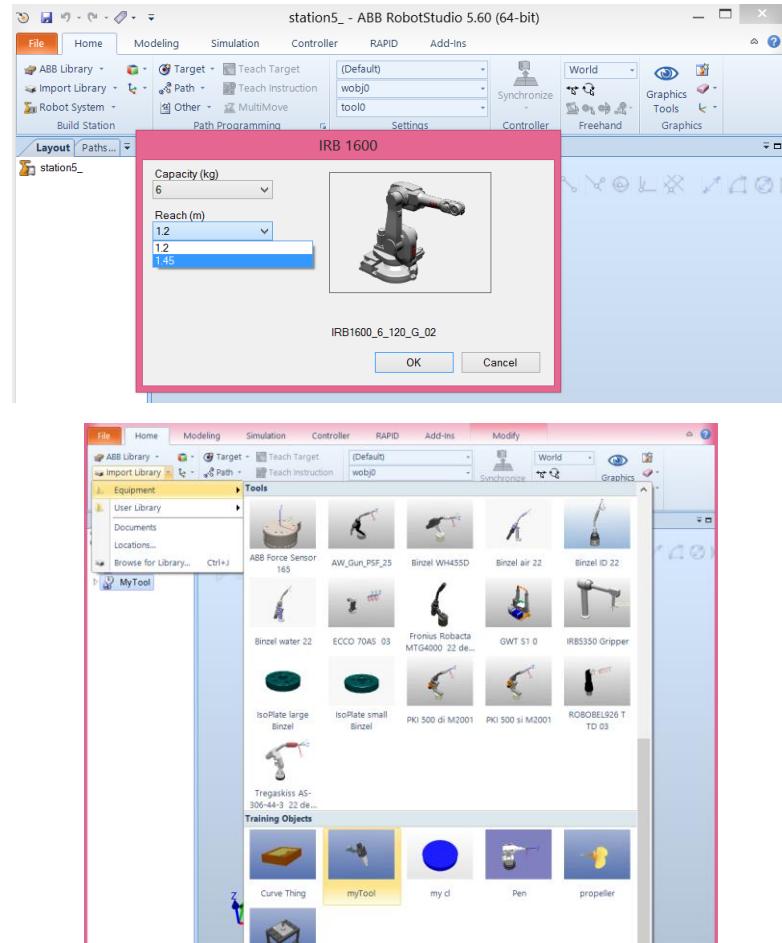


And compile the mechanism.

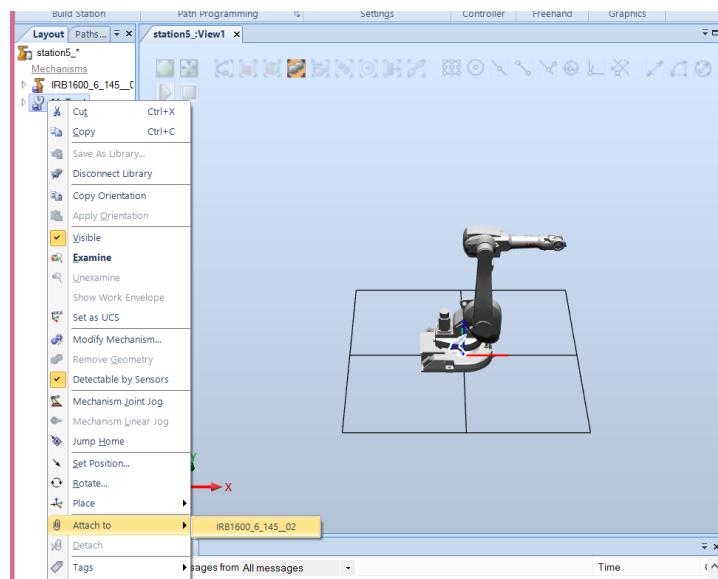


5.2. Creating a station

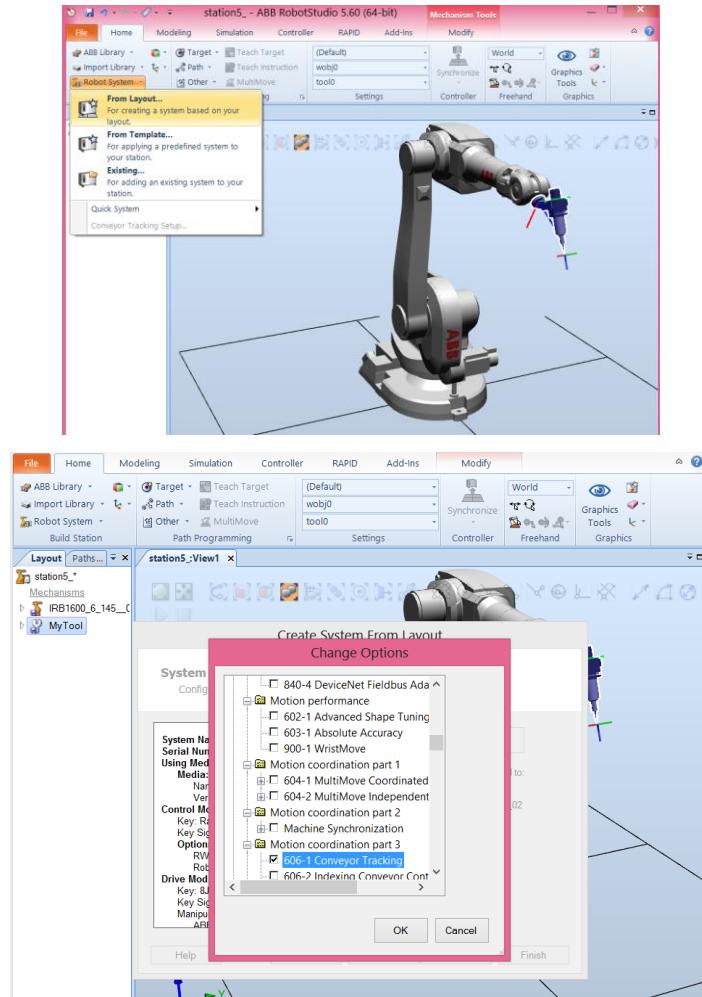
Start by selecting a robot, controller and tool:



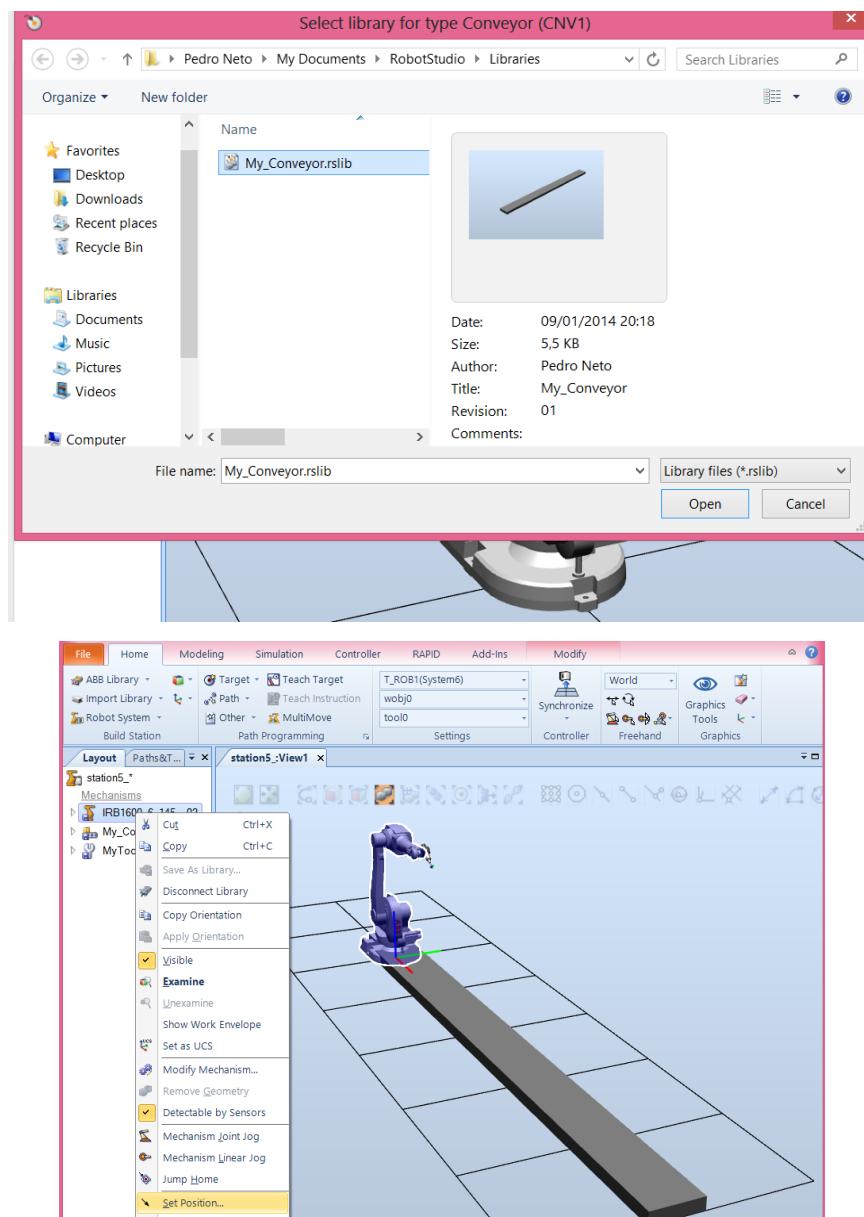
Attach the tool to the robot:

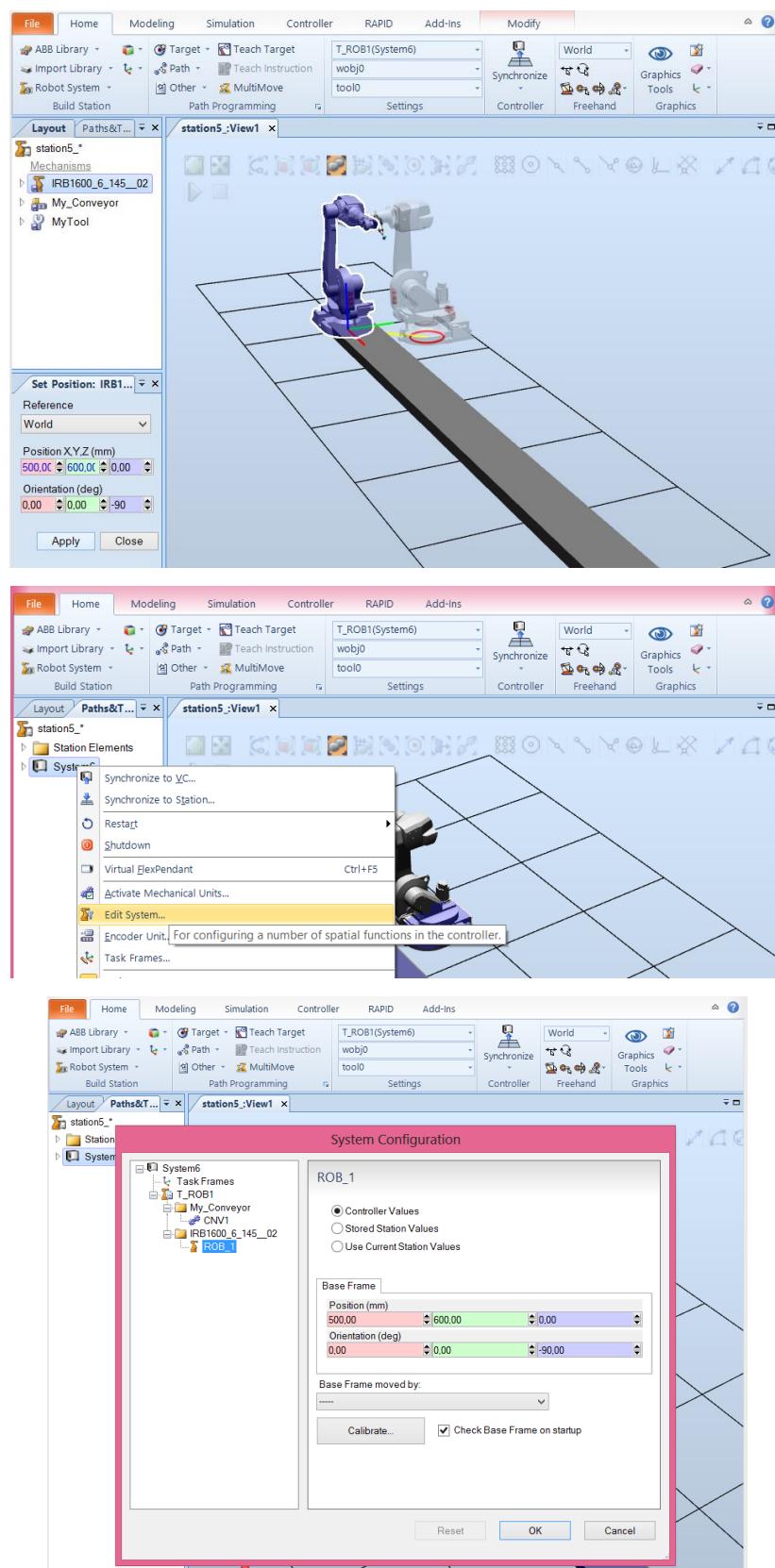


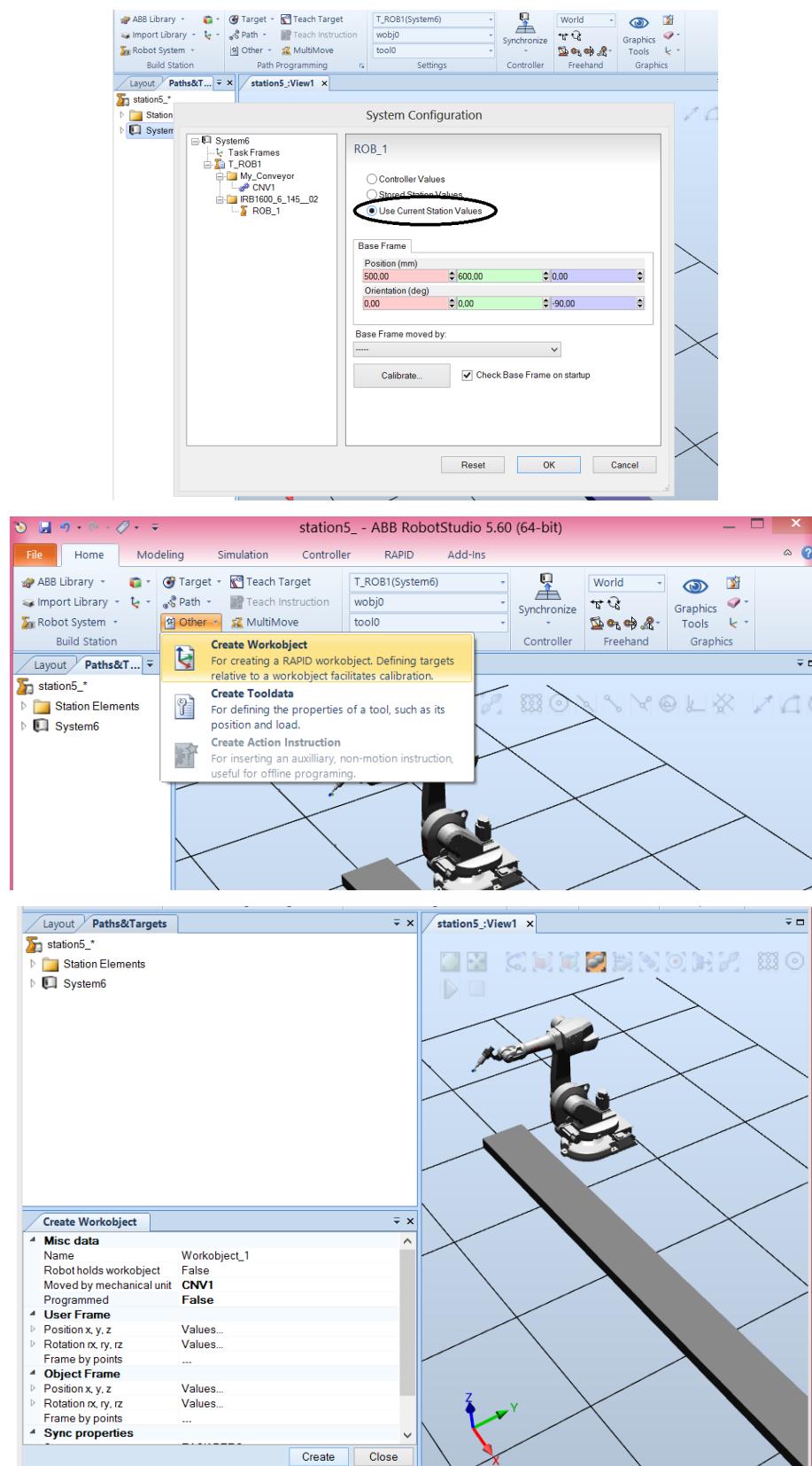
Add a controller:

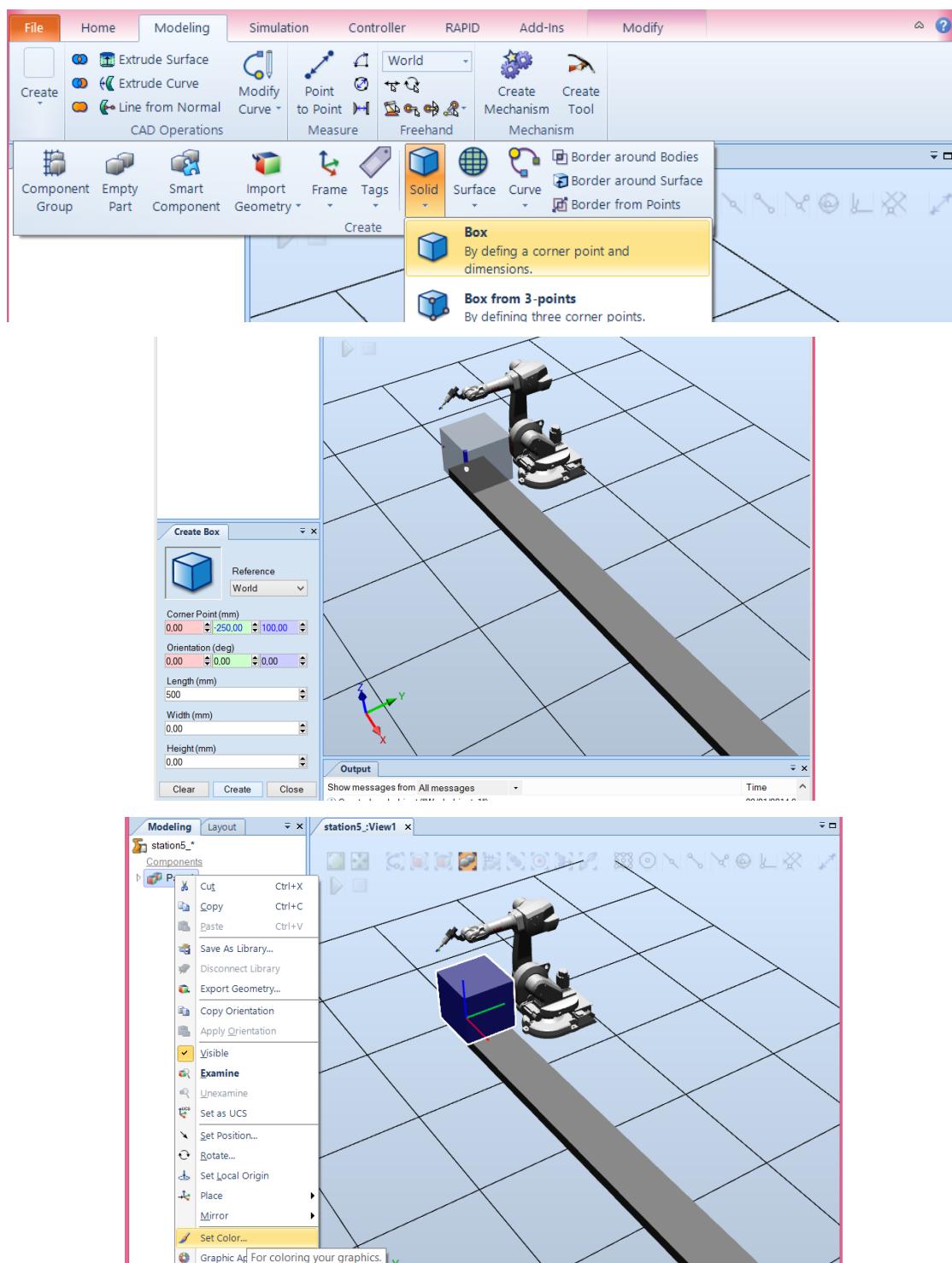


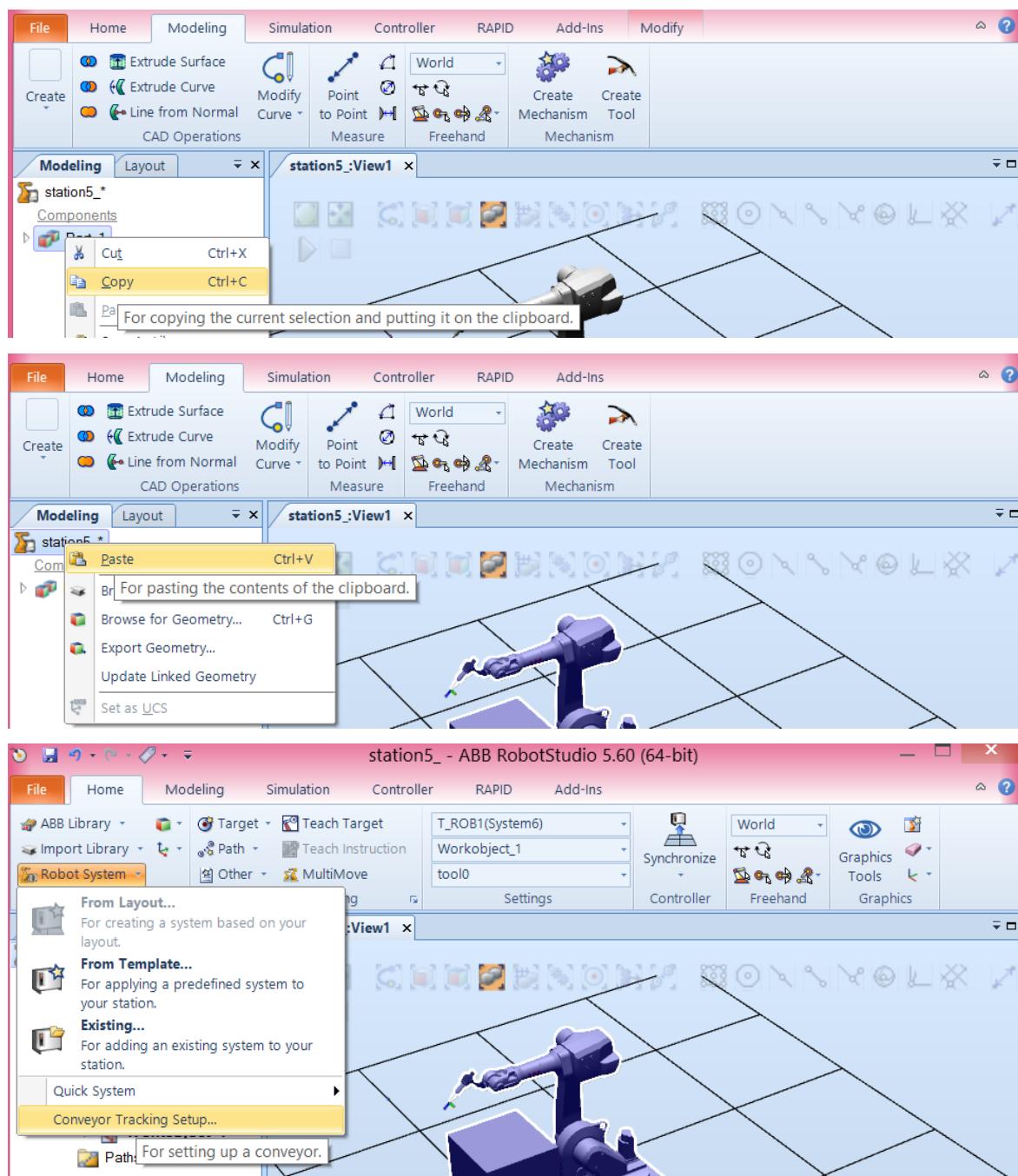
And import the conveyor by clicking import library:



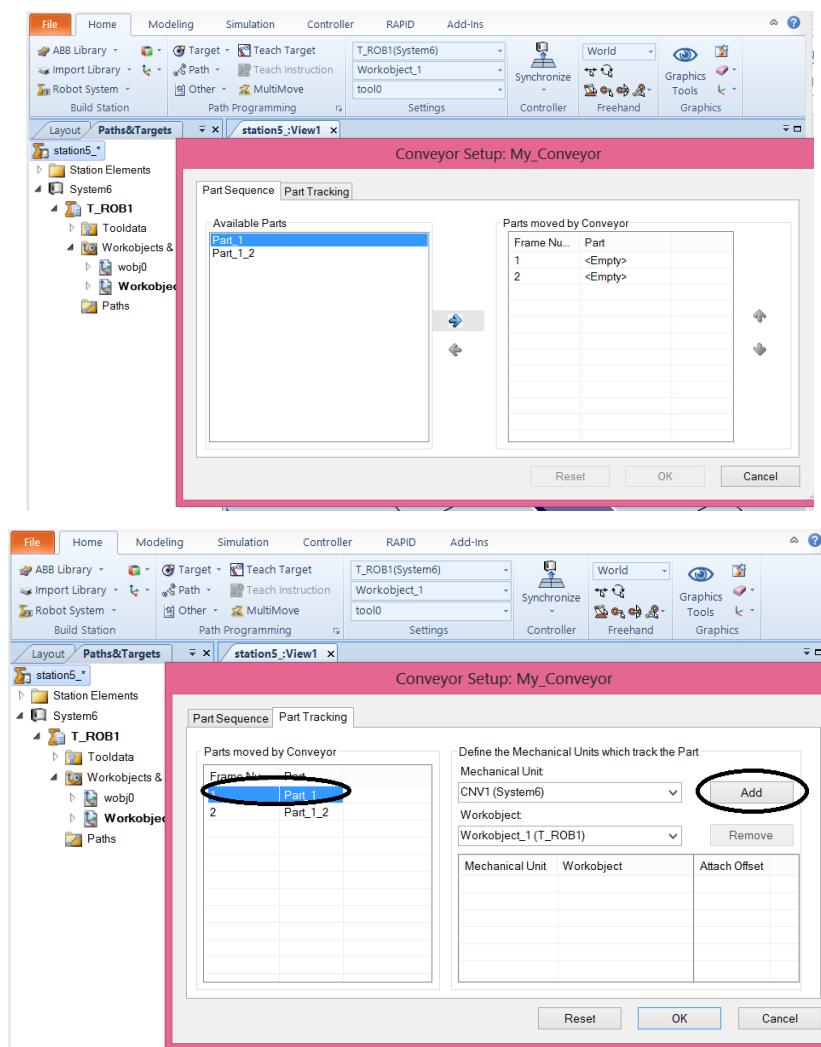




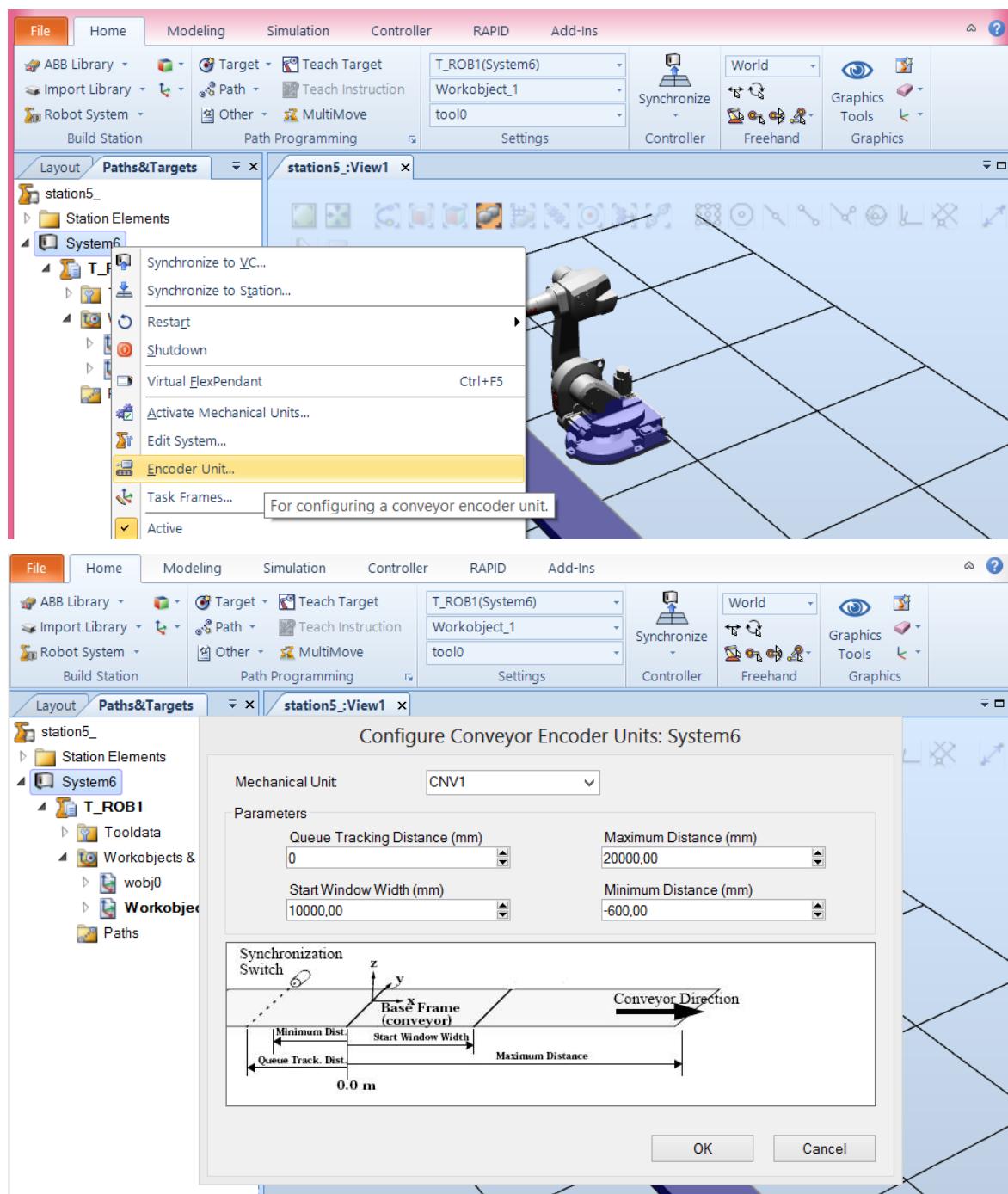


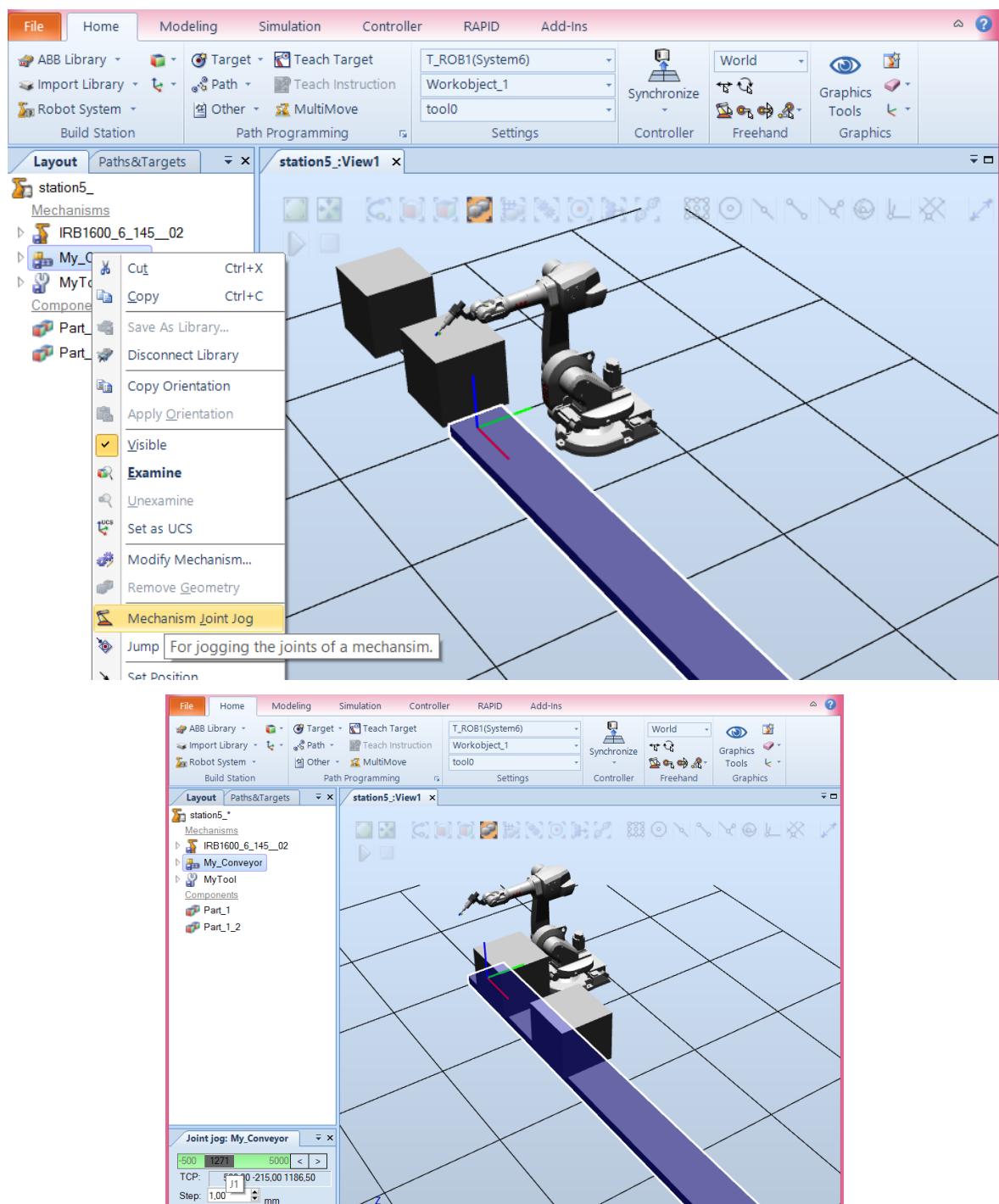


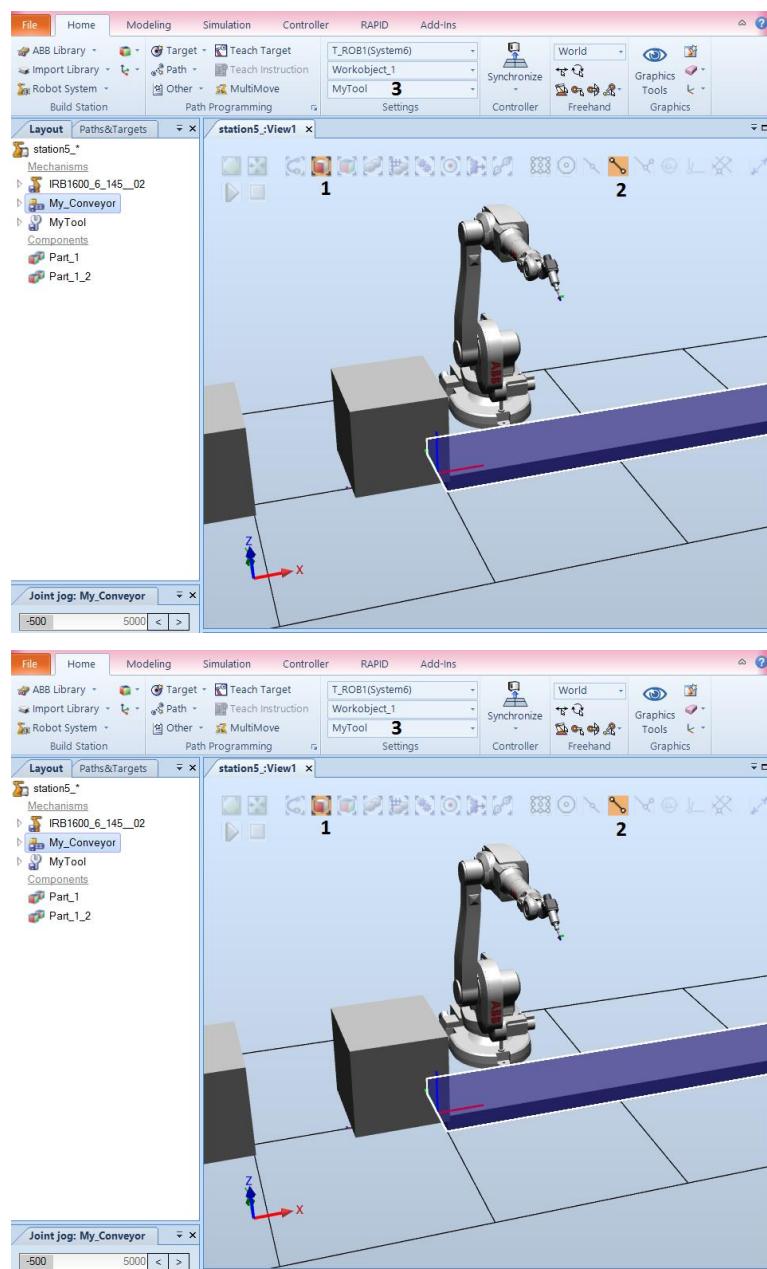
Below move both parts to the right:

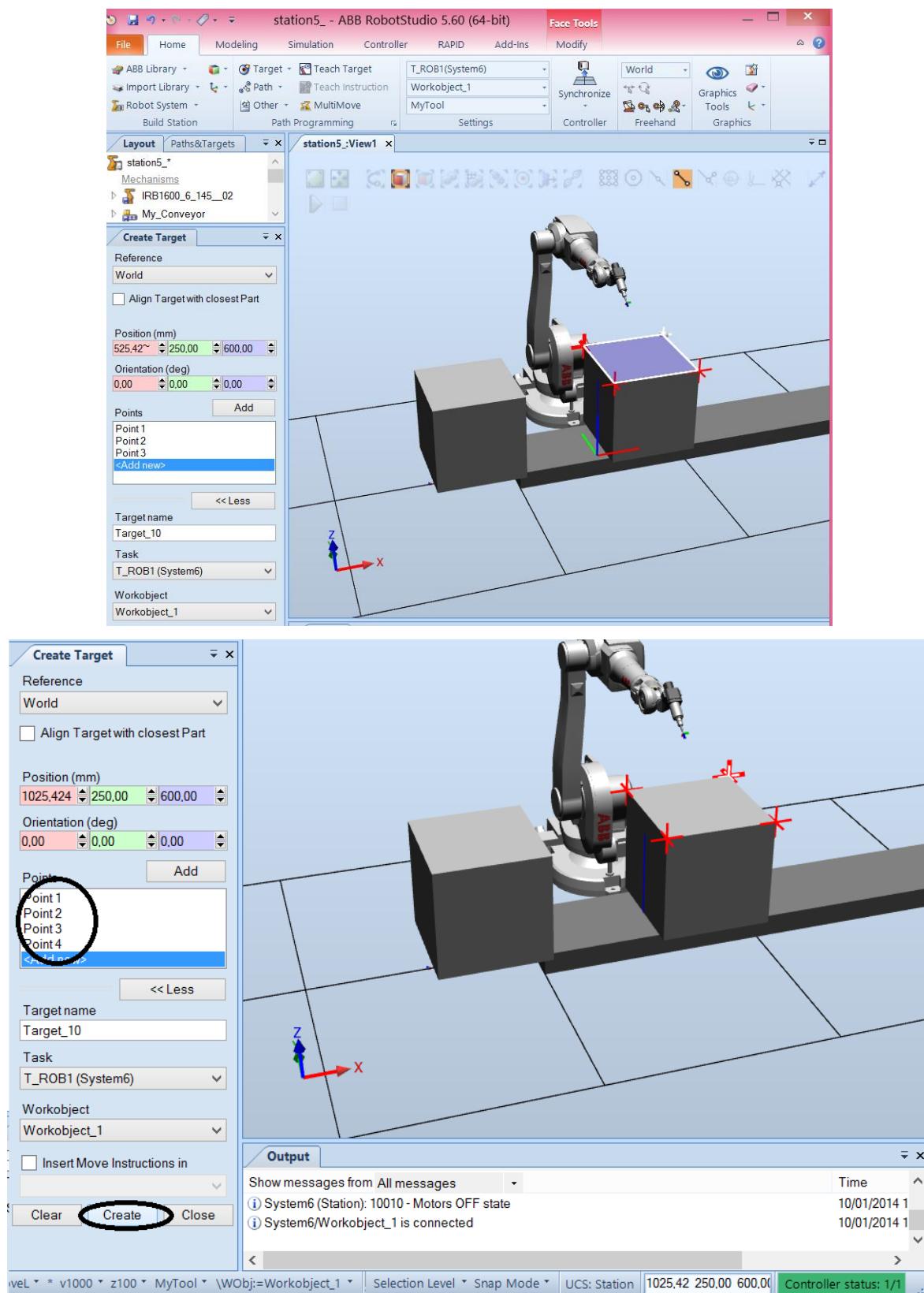


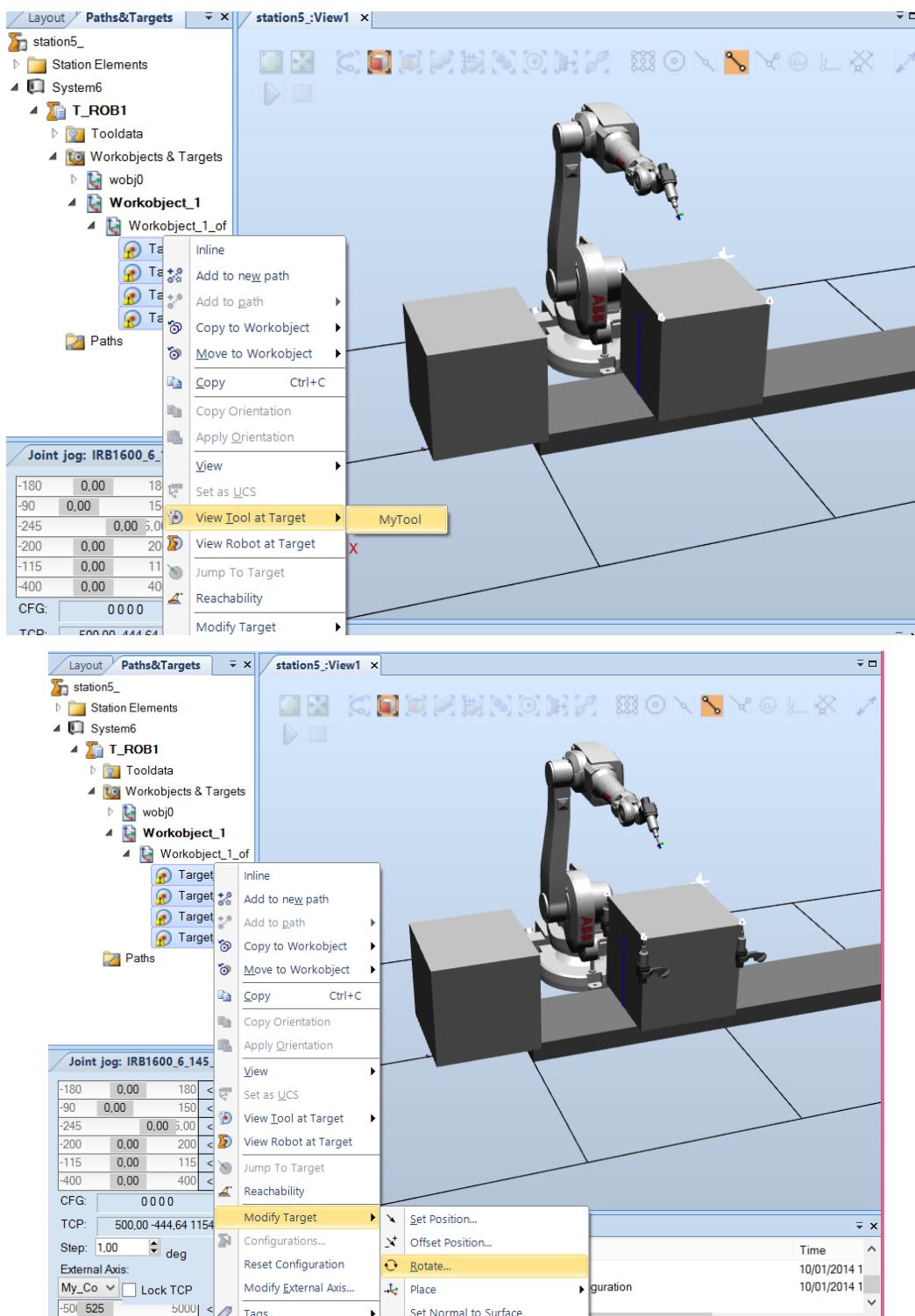
After this select also Part_1_2, click Add and OK. After this you can call the Encoder Unit:

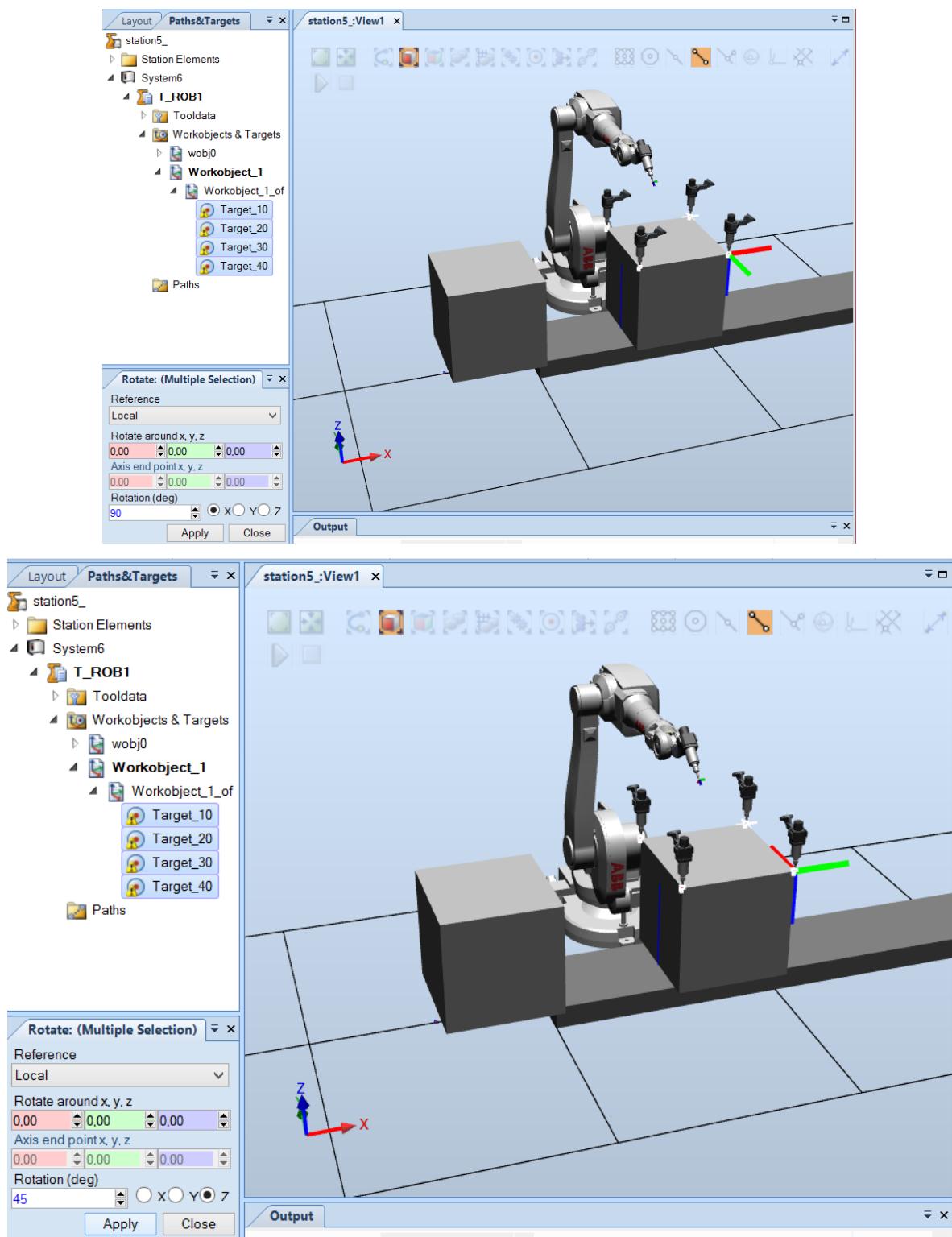


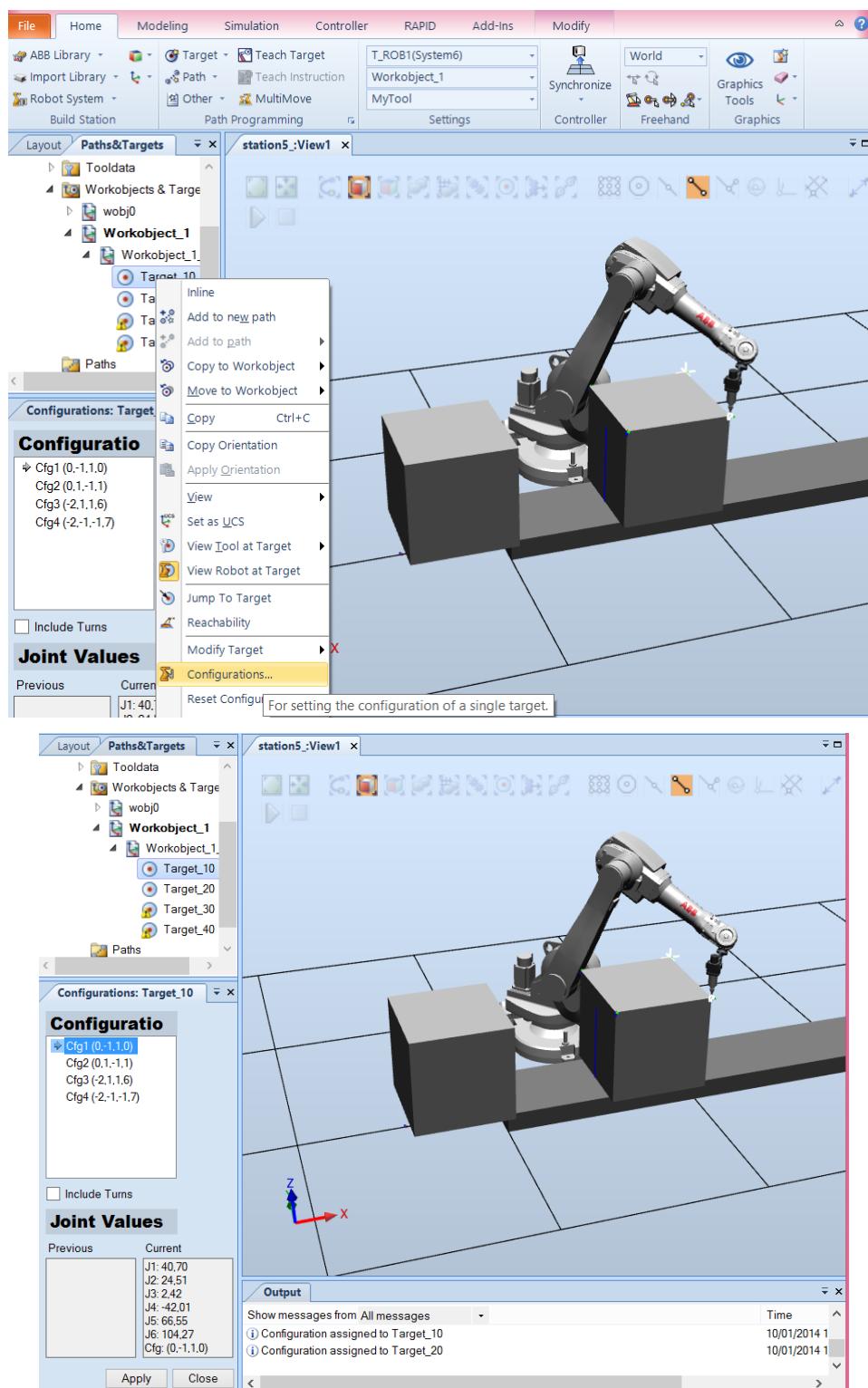




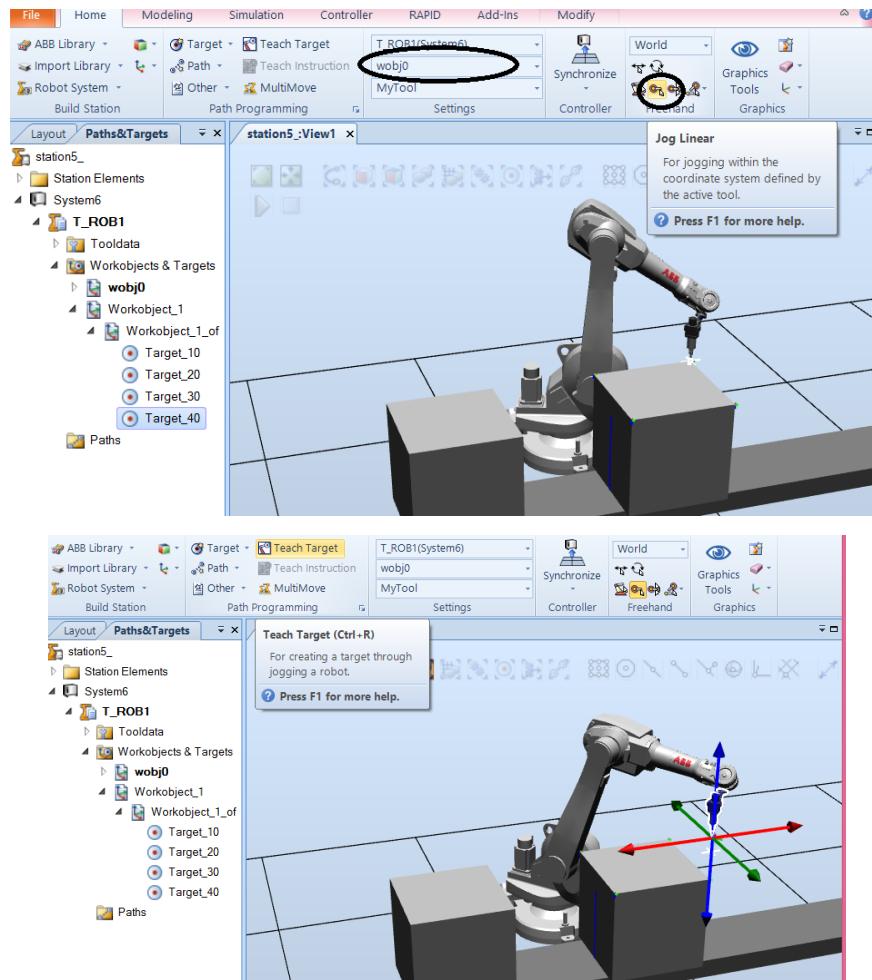




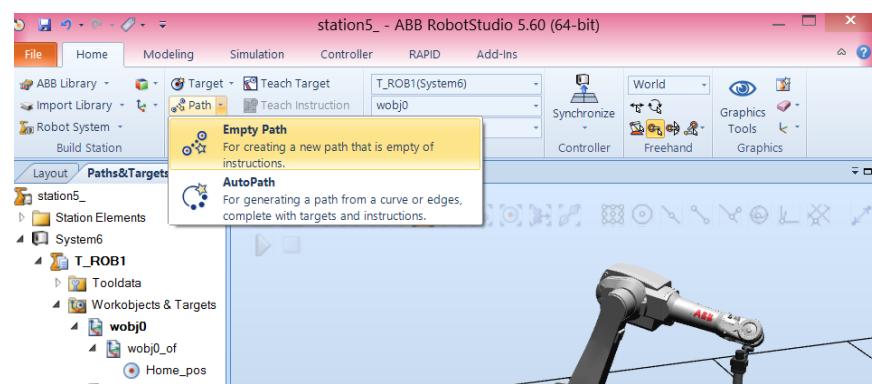


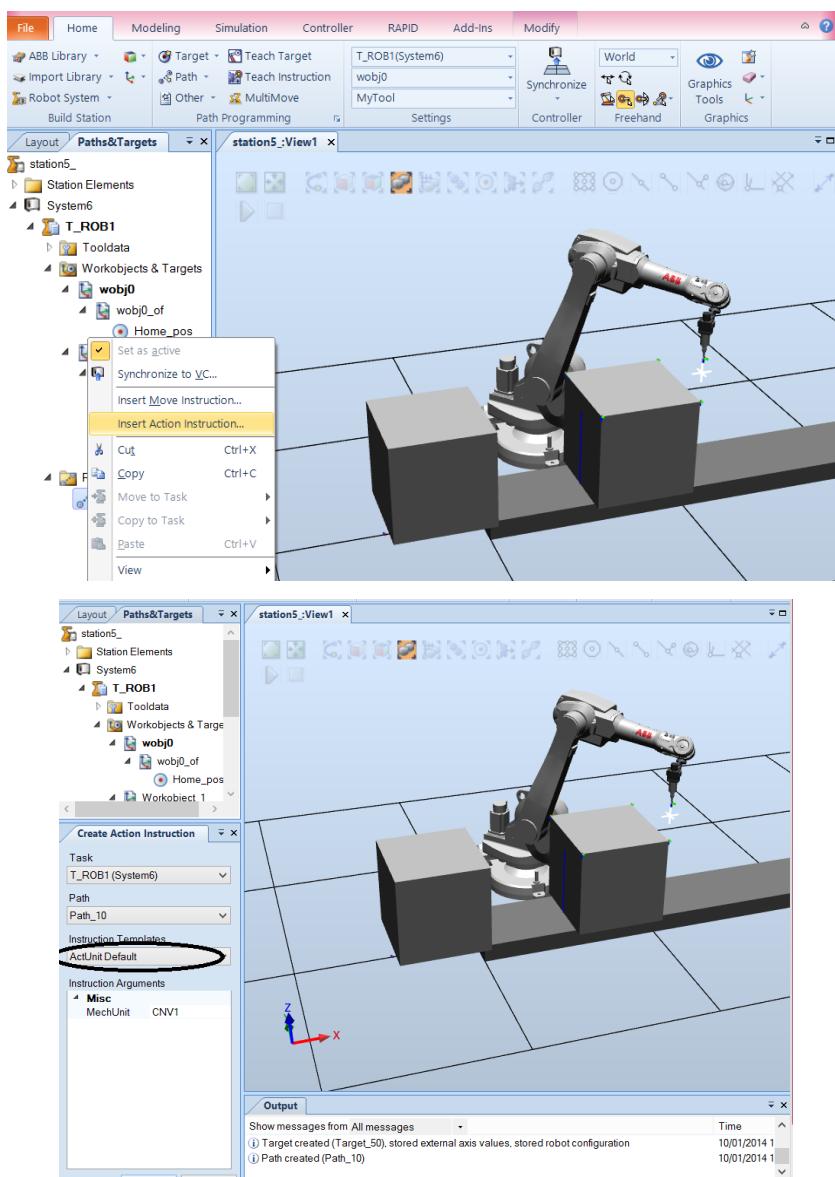


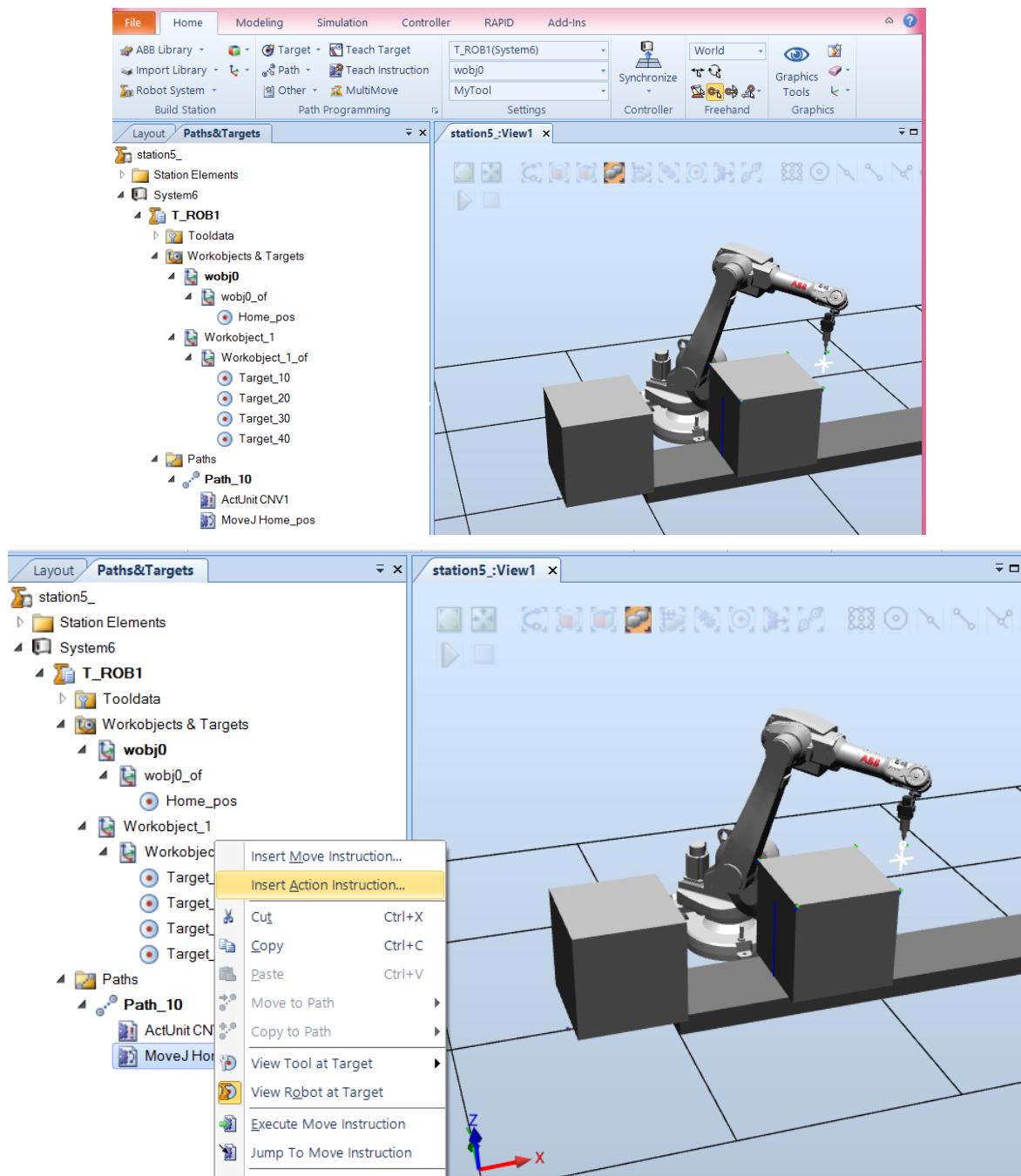
Create a home position for the robot:

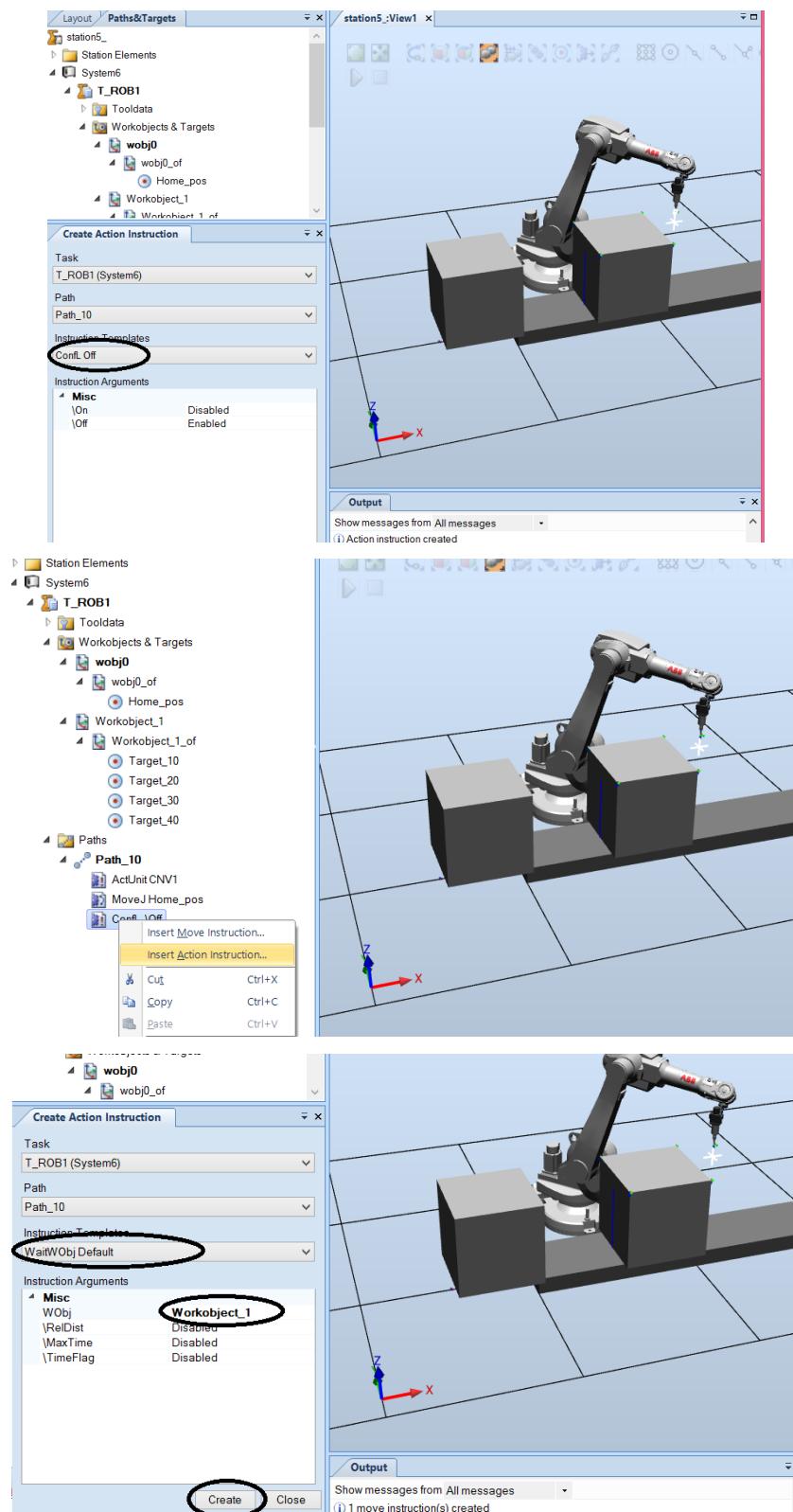


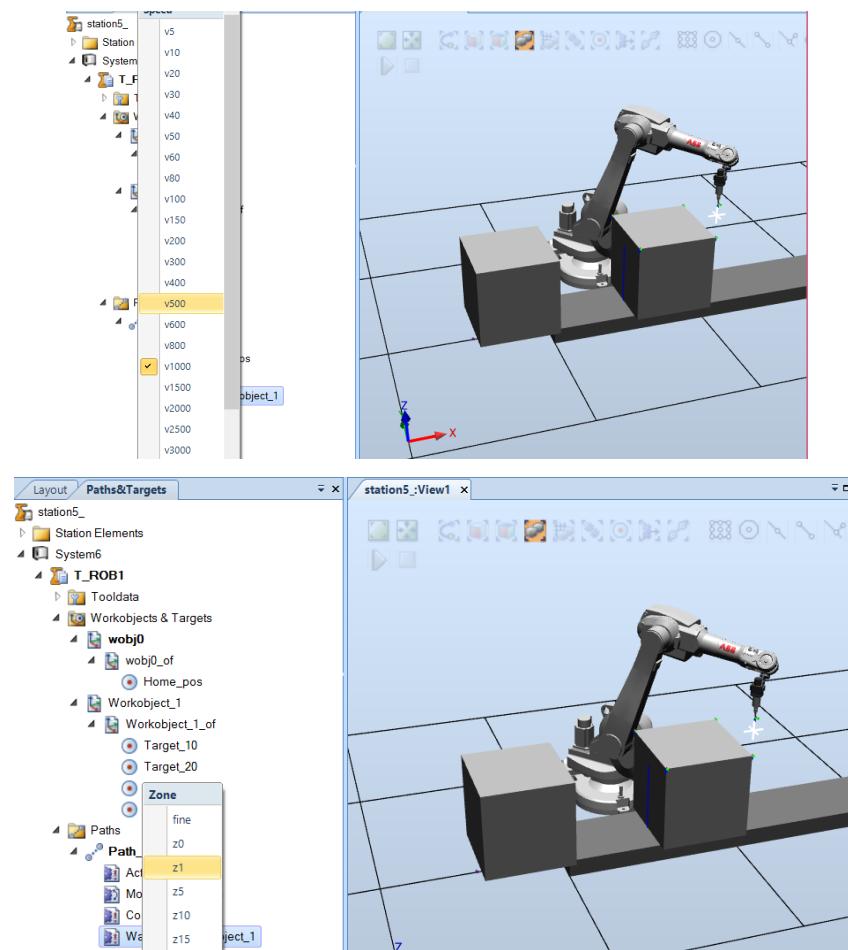
Create an empty path:



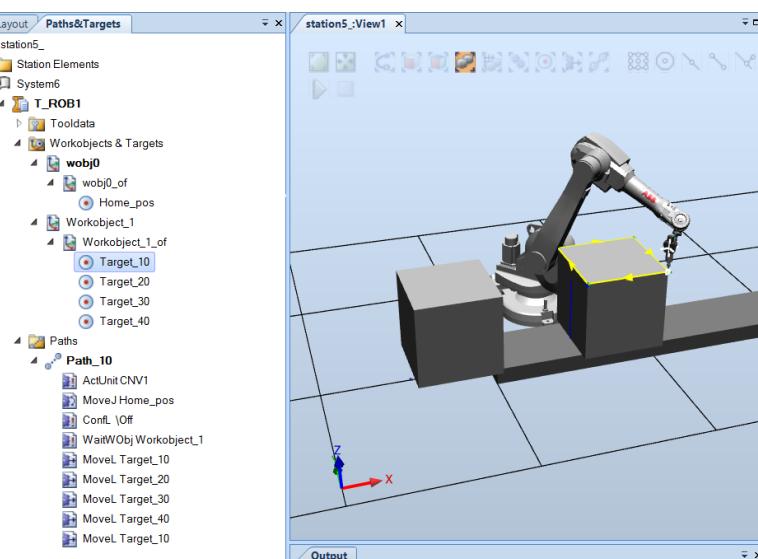


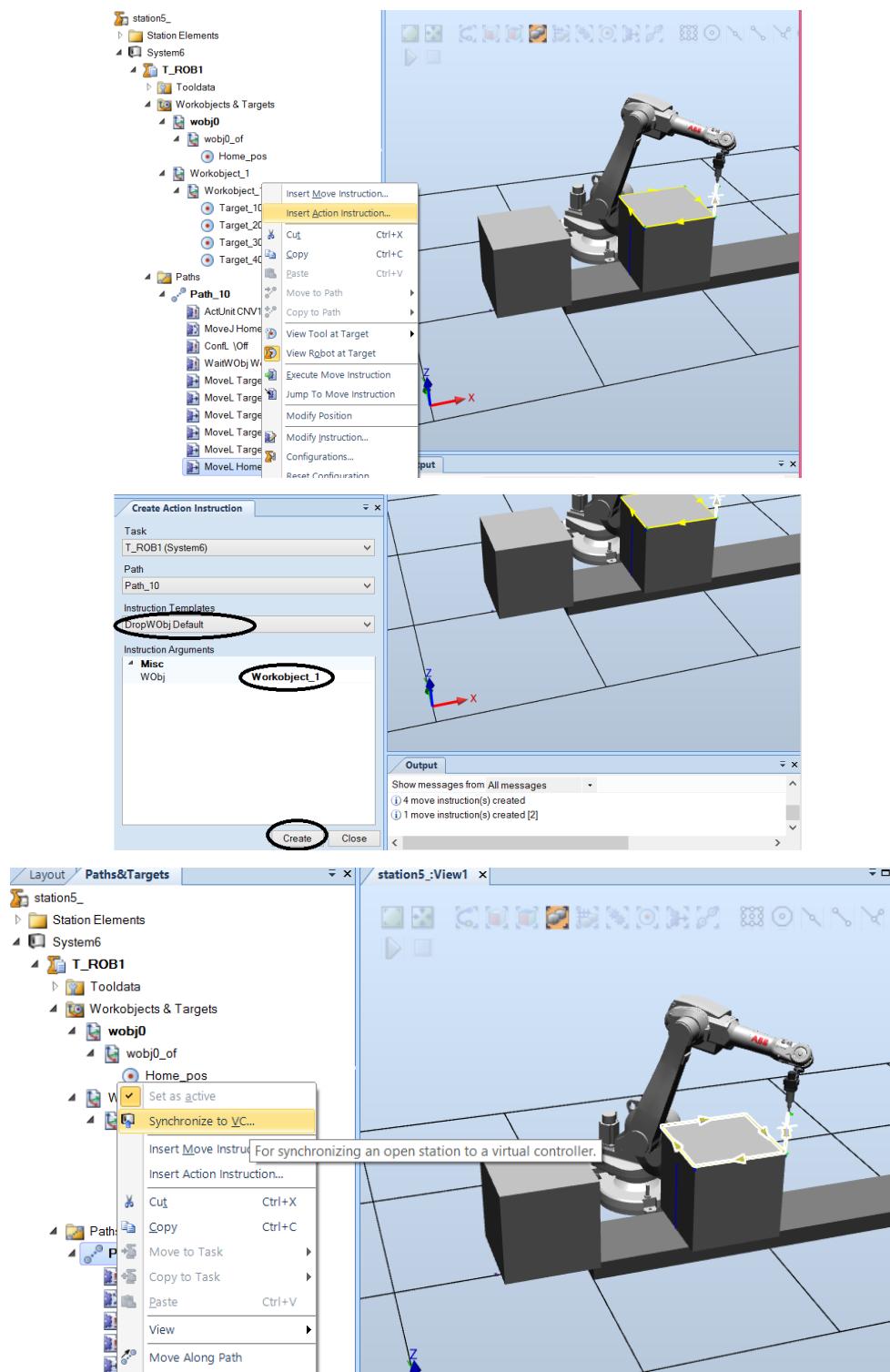




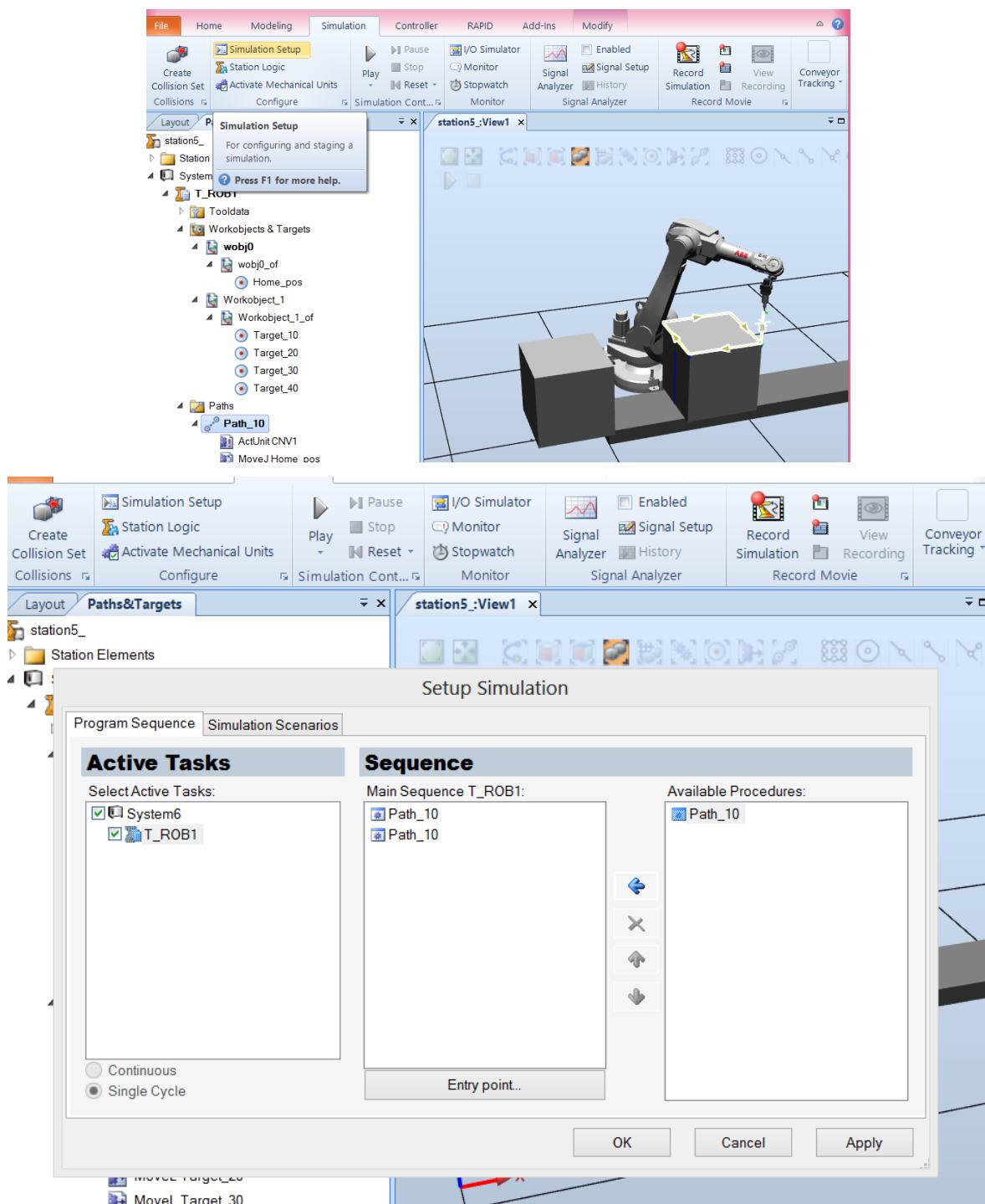


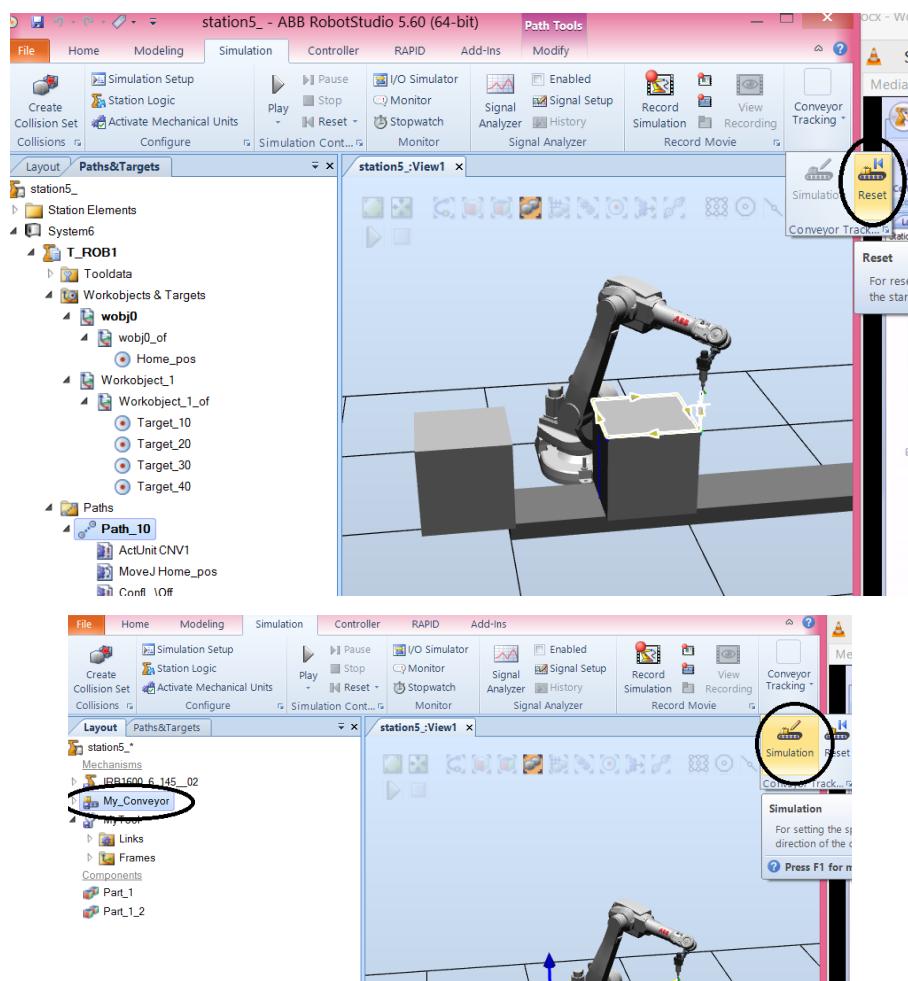
Drag the targets to Path_10:



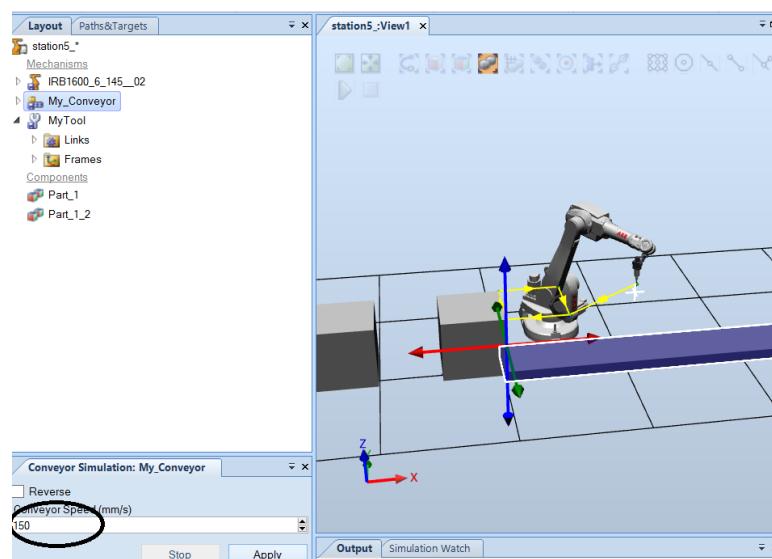


Simulate:





If it is not working change the conveyor speed.



References in CAD based robotics:

Neto P., Mendes N: "Direct off-line robot programming via a common CAD package," *Robotics and Autonomous Systems*, Elsevier, Vol. 61, No. 8, pp. 896-910, **2013**

Neto P., Mendes N., Araújo R., Pires J.N. and Moreira A.P.: "High-level robot programming based on CAD: dealing with unpredictable environments," *Industrial Robot*, Emerald, Vol. 39, No. 3, pp. 294-303, **2012**

Neto P.: "Off-line programming and simulation from CAD drawings: robot-assisted sheet metal bending," Annual Conference of the IEEE Industrial Electronics Society, IECON 2013, pp. 4233-4238, Vienna, Austria, **2013**