9   Table of Basic Instructions

• <> indicates numerical or alphabetical data.

• If multiple items are shown in one section, select one of the items.

9.1   Move Instructions

MOVJ	Function	Moves to a taught point with joint interpolation type.	
	Additional Item	Position data, Base axis position data, Station axis position data	These data do not appear on the screen.
		VJ= <play speed>	VJ: 0.01 to 100.00%
		PL=<position level>	PL:0 to 8
		NWAIT	
		UNTIL statement	
		ACC=(acceleration adjustment ratio)	ACC: 20 to 100%
		DEC=(deceleration adjustment ratio)	DEC: 20 to 100%
	Example	MOVJ VJ=50.00 PL=2 NWAIT UNTIL IN#(16)=ON	
MOVL	**Function**	Moves to a taught point with linear interpolation type.	
	Additional Item	Position data, Base axis position data, Station axis position data	These data do not appear on the screen.
		V=<play speed>, VR=<play speed of the posture>, VE=<play speed of external axis> VMAX=<VMAX speed>	V:0.1 to 1500.0 mm/s 1 to 9000.0 cm/min VR:0.1 to 360.0 deg/s VE:0.01 to 100.00% VMAX:50 to 100%
		PL=<position level>	PL:0 to 8
		CR=(corner radius)	CR: 0.1 to 6553.5mm
		NWAIT	
		UNTIL statement	
		ACC=(acceleration adjustment ratio)	ACC: 20 to 100%
		DEC=(deceleration adjustment ratio)	DEC: 20 to 100%
	Example	MOVL V=138 PL=0 NWAIT UNTIL IN#(16)=ON	