

## 3.9 Other Job-editing Functions

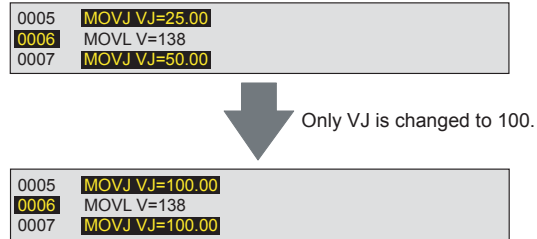
### 3.9.1 Editing Play Speed

There are two ways to modify play speed:

- Modification of Speed Type
- Relative Modification

#### 3.9.1.1 Modification of Speed Type

This method is used to modify the speed type (such as VJ, V, VR, etc.)



Type of Play Speed	Explanation	
VJ	Joint Speed	Normal robot axes
V	TCP Speed	
VR	Posture Angle Speed	
VE	Base Axis Speed	

#### 3.9.1.2 Relative Modification

All steps are selected for the play speed VJ, V,VR, VE. This method is used to change all steps by a specified percentage (1% to 200%). This is called relative modification.

