

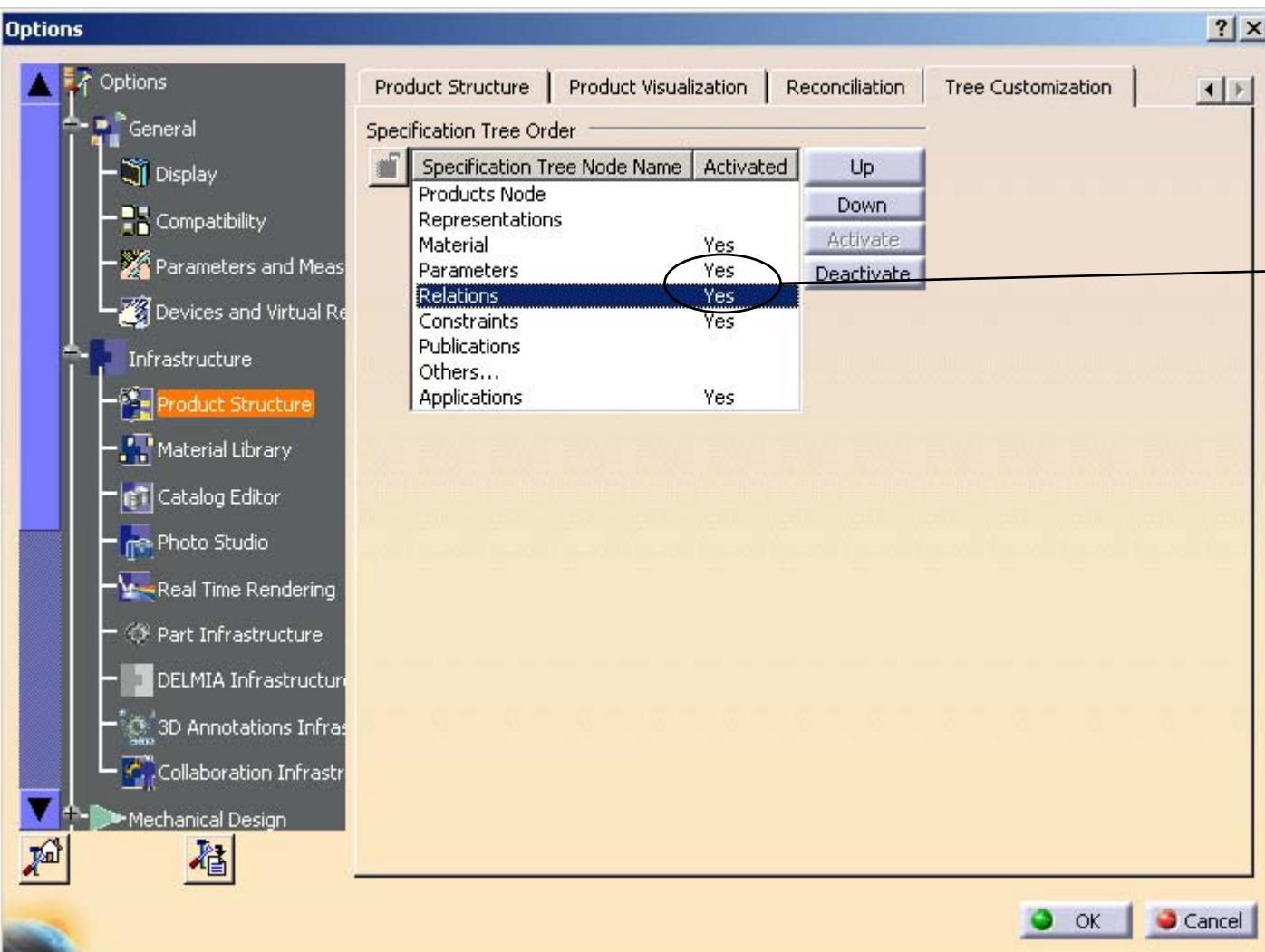
CATIA:

Definition of trajectories

Inverse and direct kinematics

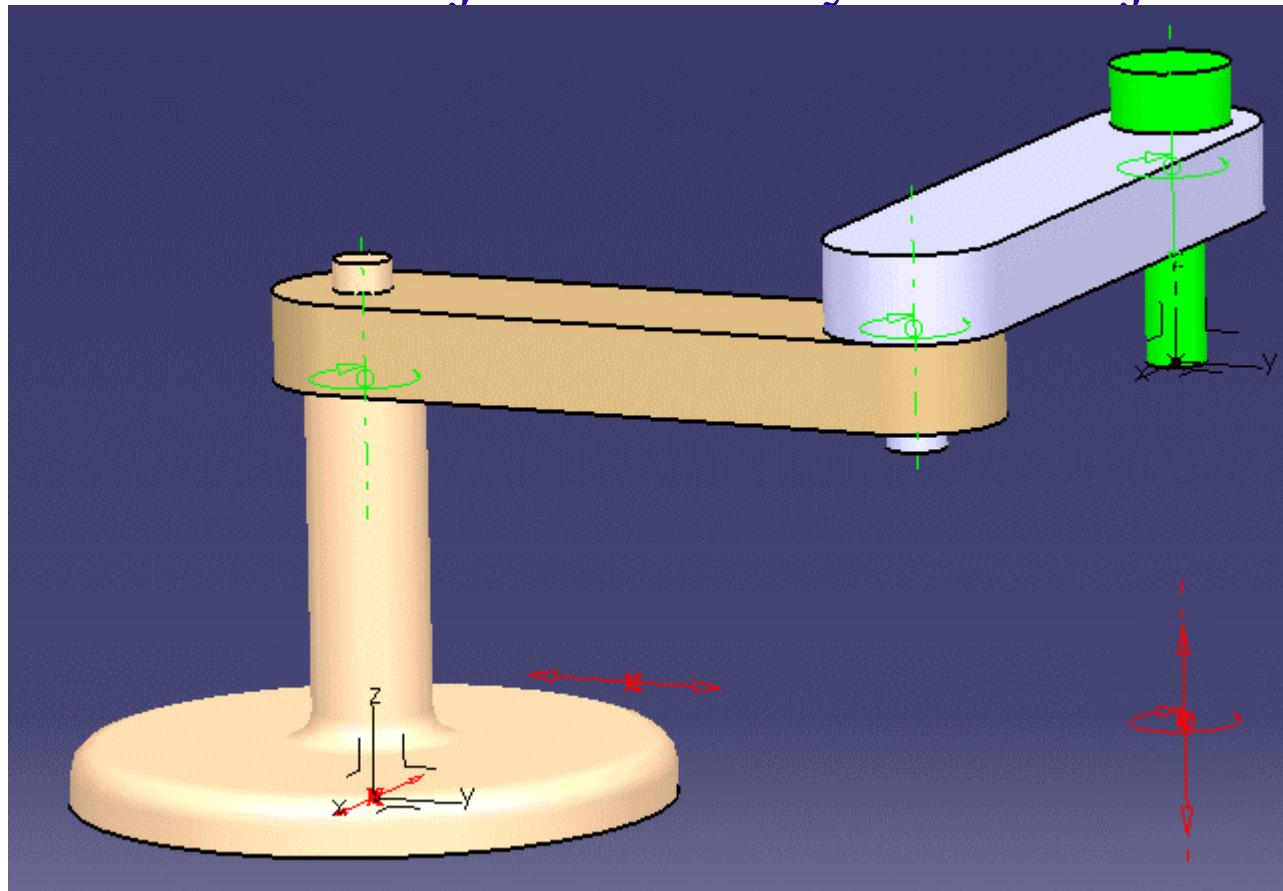
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Show the relations and parameters in the product



Create a Scara robot

- Two revolute joint and a cylindrical joint (4 dof, x, y, z, θ)



Attention, not to create the robot in a singular configuration!

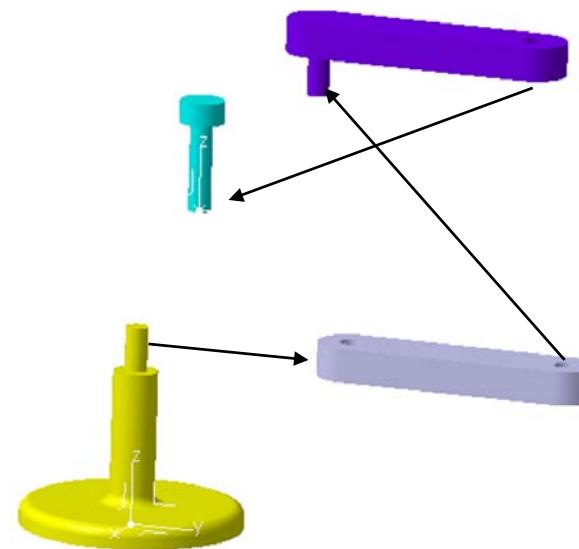
Create a new product in assembly design



- Create a « New Product »
- Insert the pieces
 - "Insert " ⇒ "existing component"
 - «Robot_Link_0.CatPart»
 - «Robot_Link_1.CatPart»
 - «Robot_Link_2.CatPart»
 - «Robot_Link_3.CatPart»
- Separate the parts with explode  or manipulation 

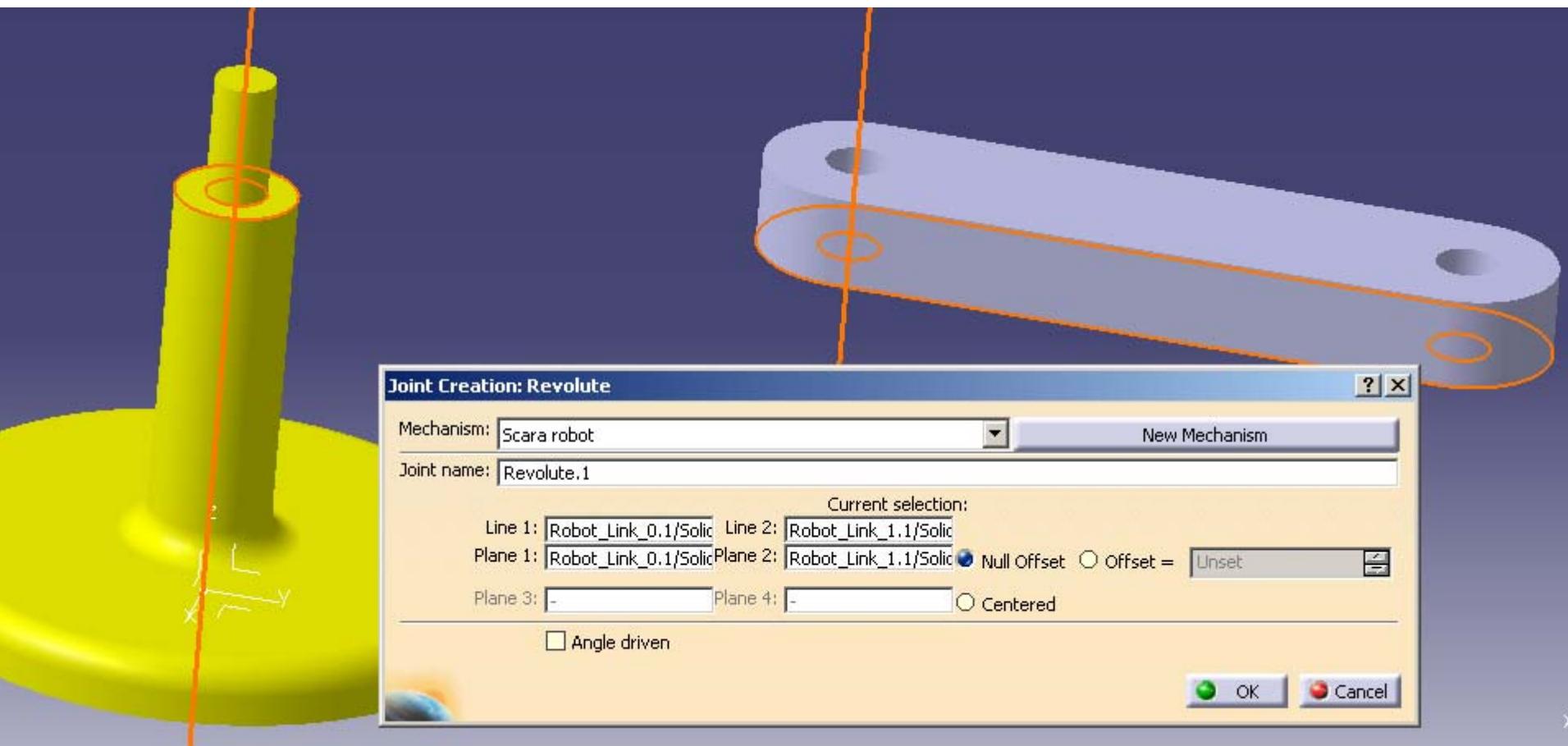
Create a mechanism in DMU kinematics

- Insert a piece fixed "Robot_Link_0.CatPart" 
- Create a new mechanism called "Scara"
- Create two pivots  with angle driven
- Create a cylindrical between «Robot_Link_2.CatPart» and «Robot_Link_3.CatPart» with angle and length driven 



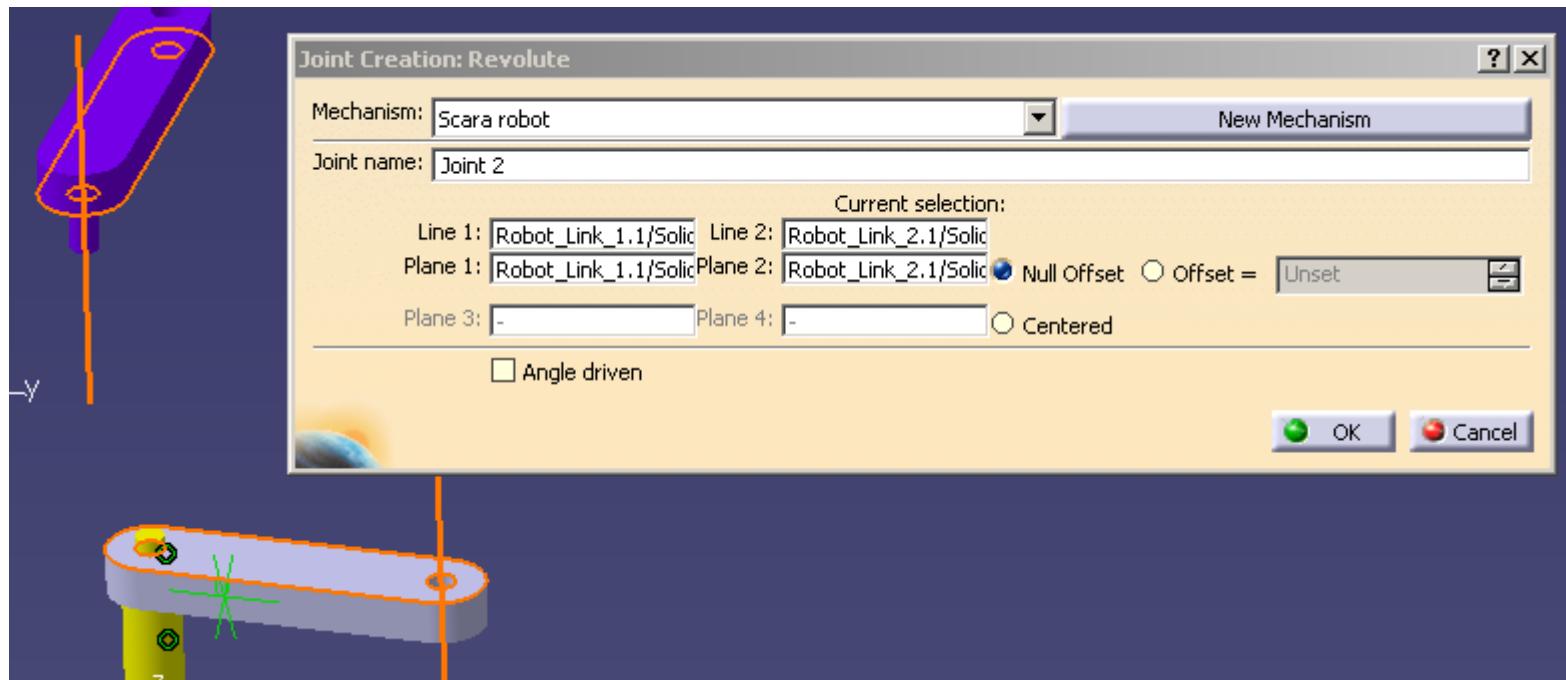
Create a mechanism in DMU kinematics

- First revolute joint



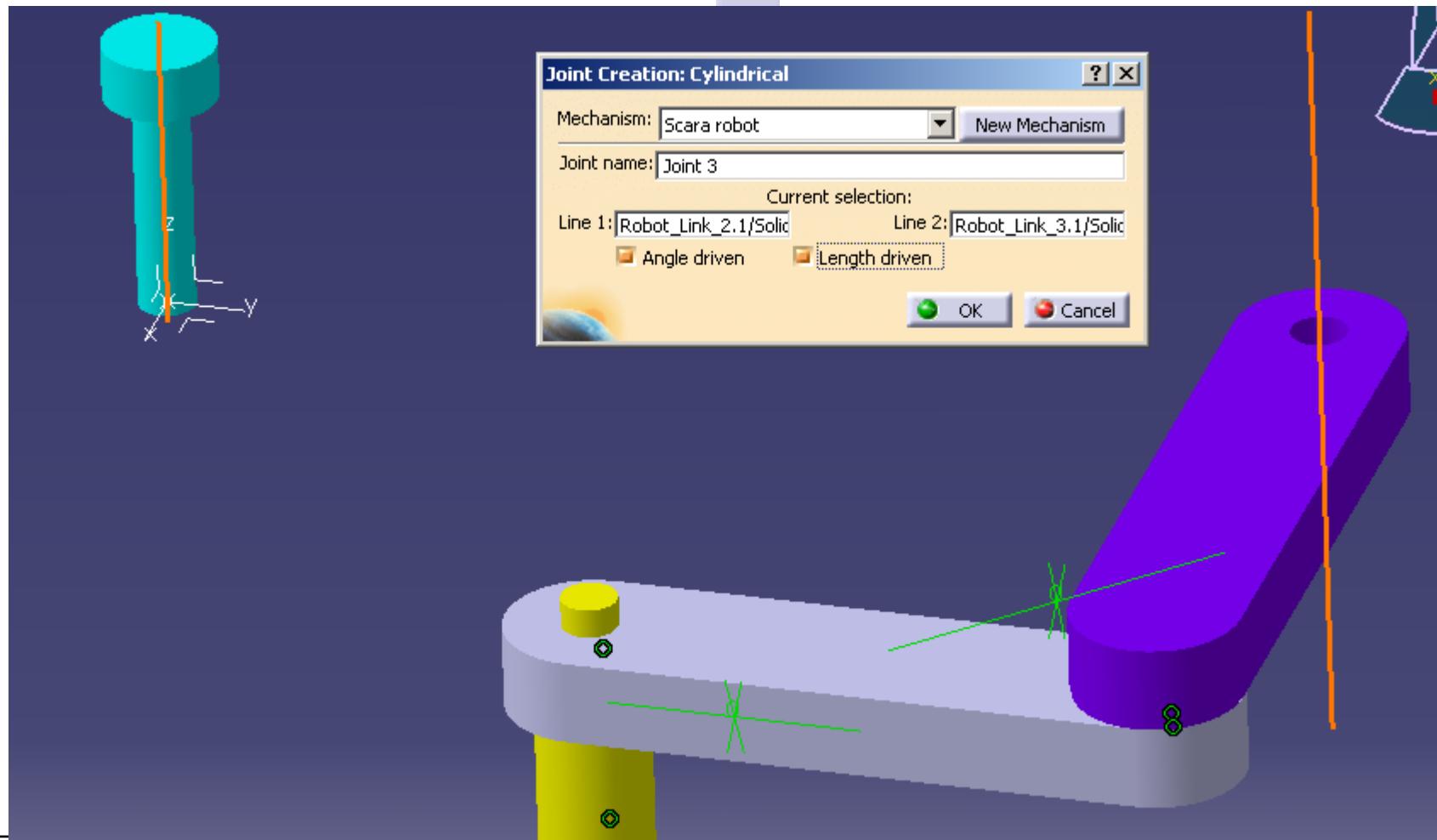
Create a mechanism in DMU kinematics

- Second revolute joint



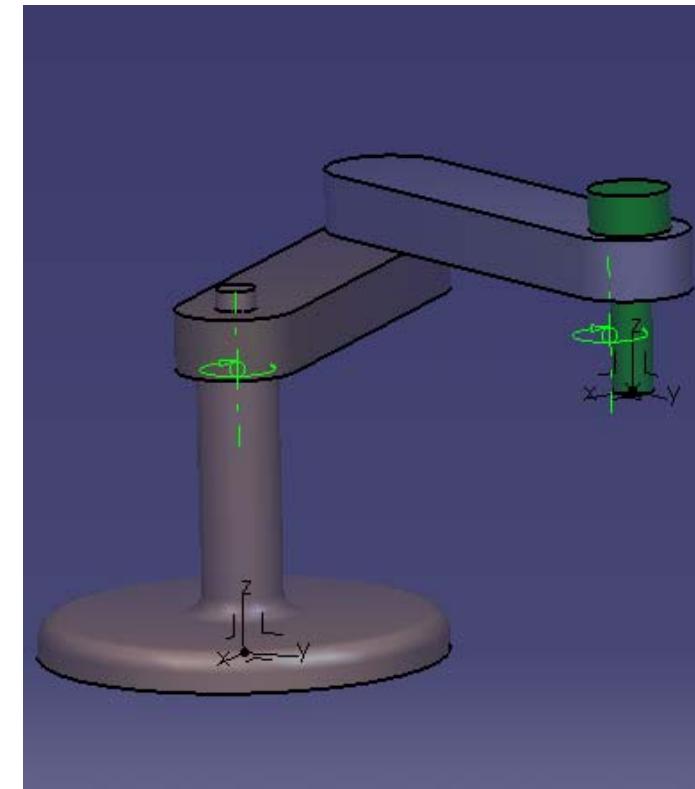
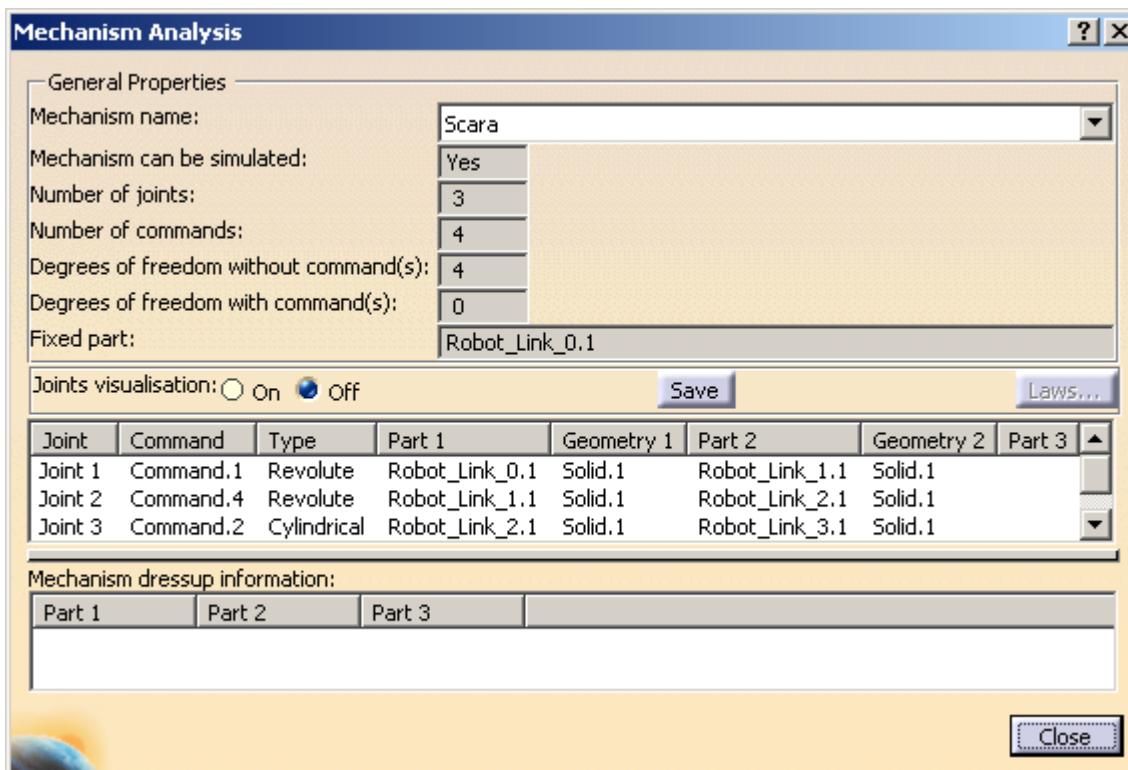
Create a mechanism in DMU kinematics

- Create the cylindrical joint



Display properties of the mechanism

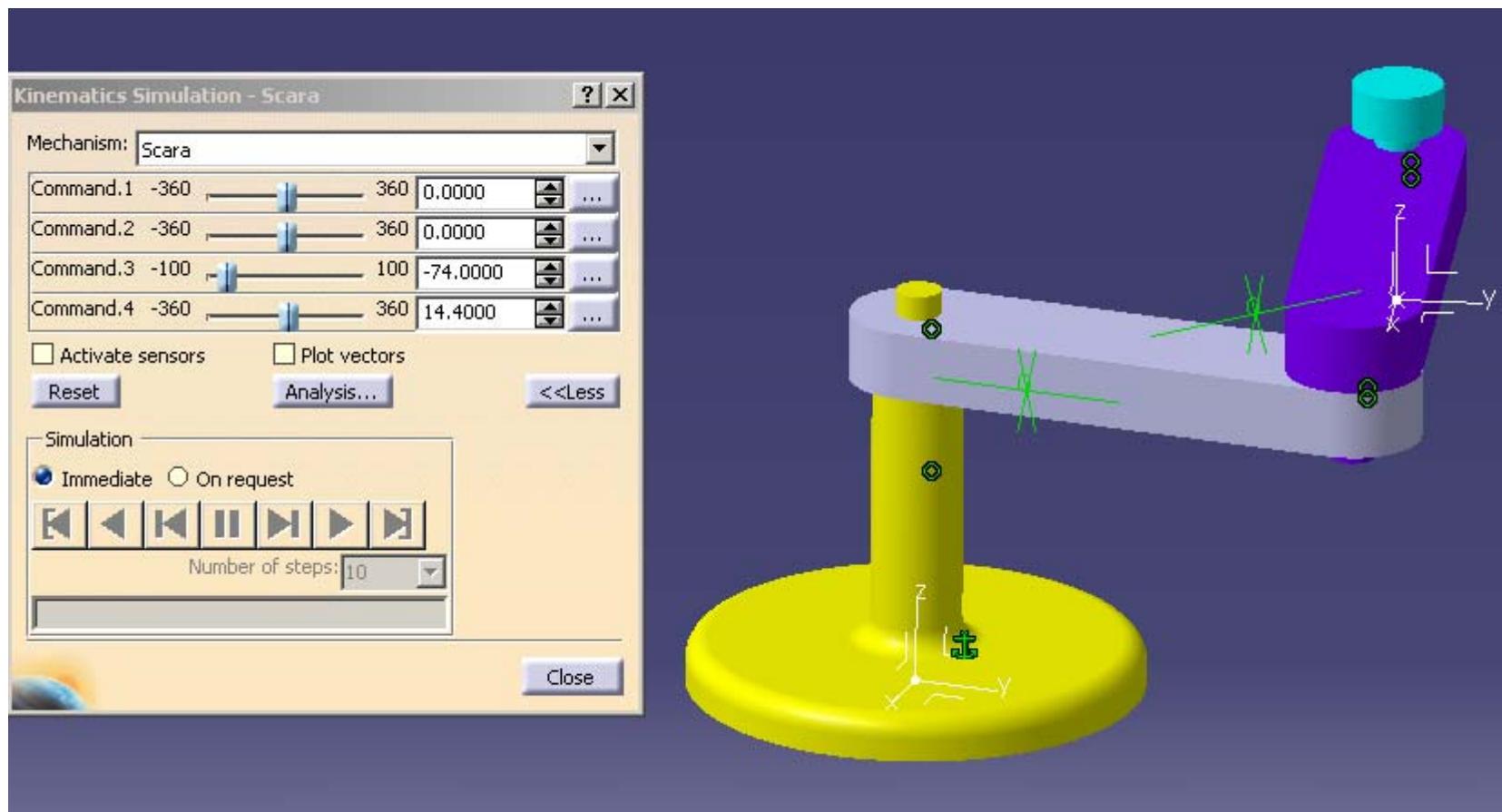
- Enable the display of the joints



Note: It is possible to save the definition of the joints in Excel format

Simulation with commands

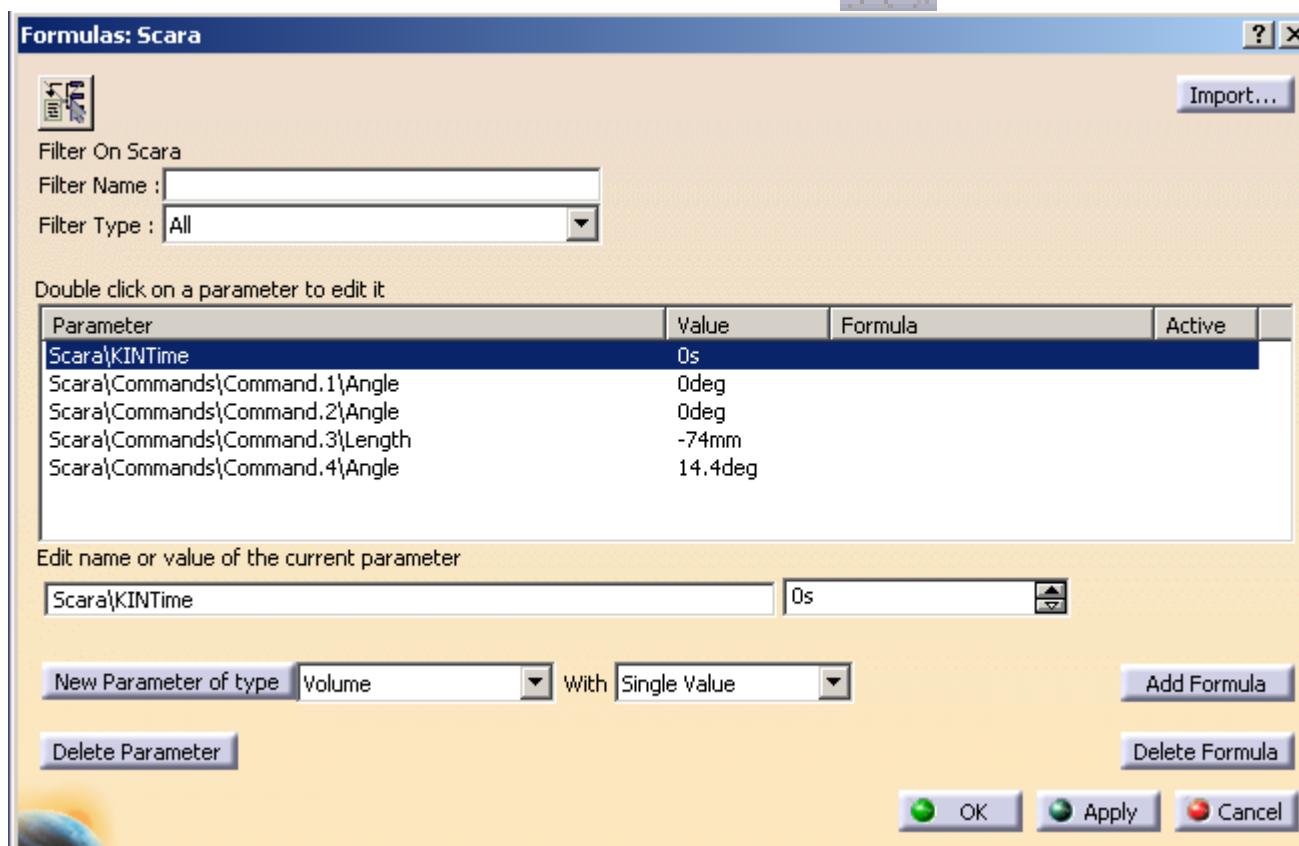
- Either « immediate » or « on request »



Simulation with laws



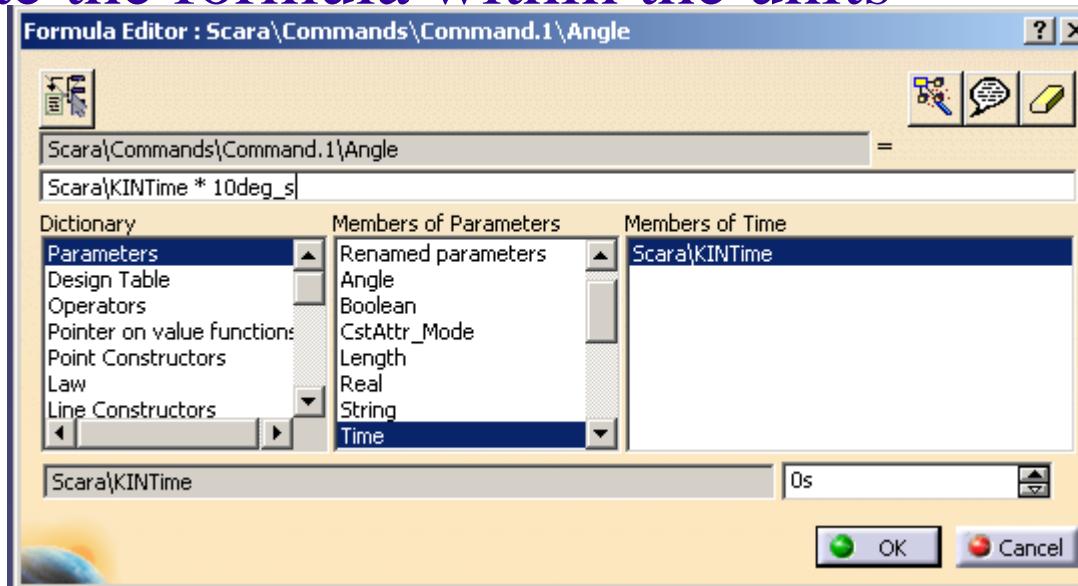
- Add formulas associated joints
 - Select the mechanism "Scara"  in the specification tree



Create a formula



- Using the timer associated with the "Scara" robot (0 to 10s)
- Write the formula within the units



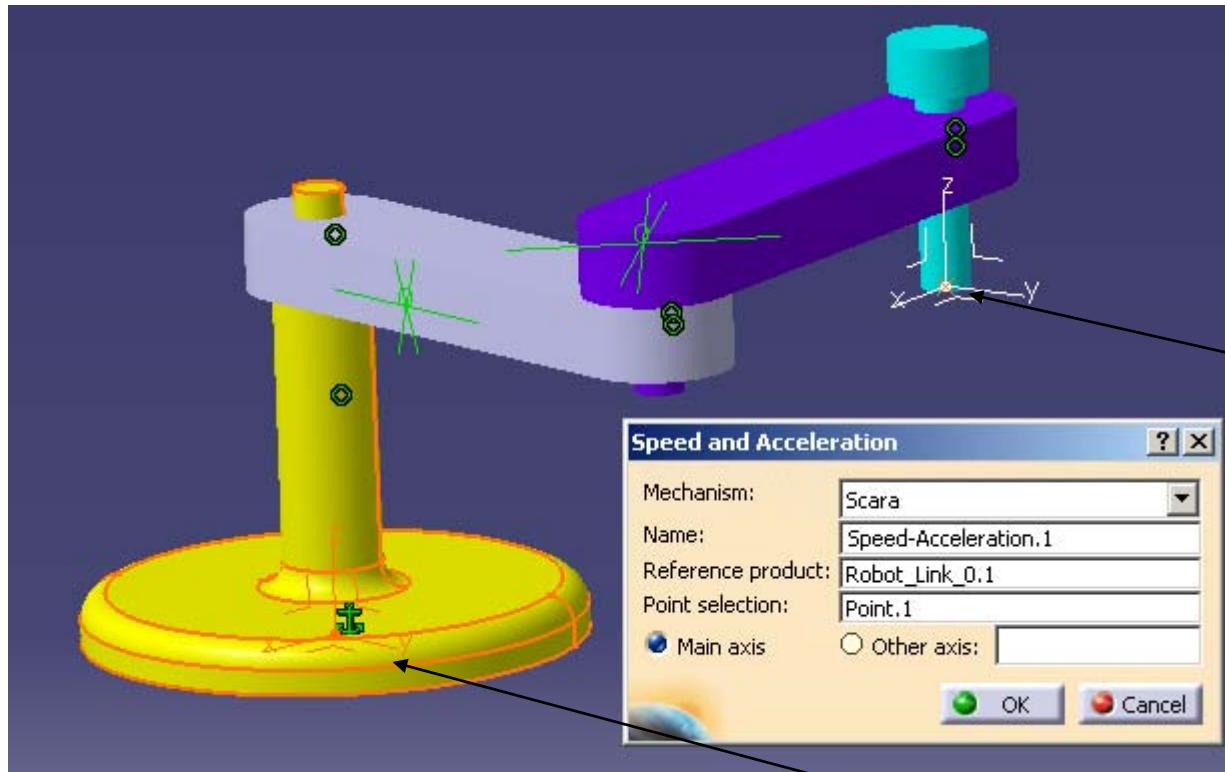
Parameter	Value	Formula	Active
Scara\KINTime	0s		
Scara\Commands\Command.1\Angle	0deg	= Scara\KINTime *10 deg_s	yes
Scara\Commands\Command.2\Angle	0deg	= Scara\KINTime * 2 deg_s	yes
Scara\Commands\Command.3\Length	0mm	= Scara\KINTime *3mm_s	yes
Scara\Commands\Command.4\Angle	0deg	= Scara\KINTime * 5 deg_s	yes



- The timer is between 0 and 10s
- The number of steps can be changed
- If we active sensor, we can plot curves on the active and passive joints
- Other laws of motion

Scara\Commands\Command.1\Angle	0deg	= sin(Scara\KINTime *36 deg... yes
Scara\Commands\Command.2\Angle	0deg	= sin(Scara\KINTime *36 deg... yes
Scara\Commands\Command.3\Length	0mm	= Scara\KINTime *3 mm_s yes
Scara\Commands\Command.4\Angle	0deg	= sin(Scara\KINTime *36 deg... yes

Speed and acceleration

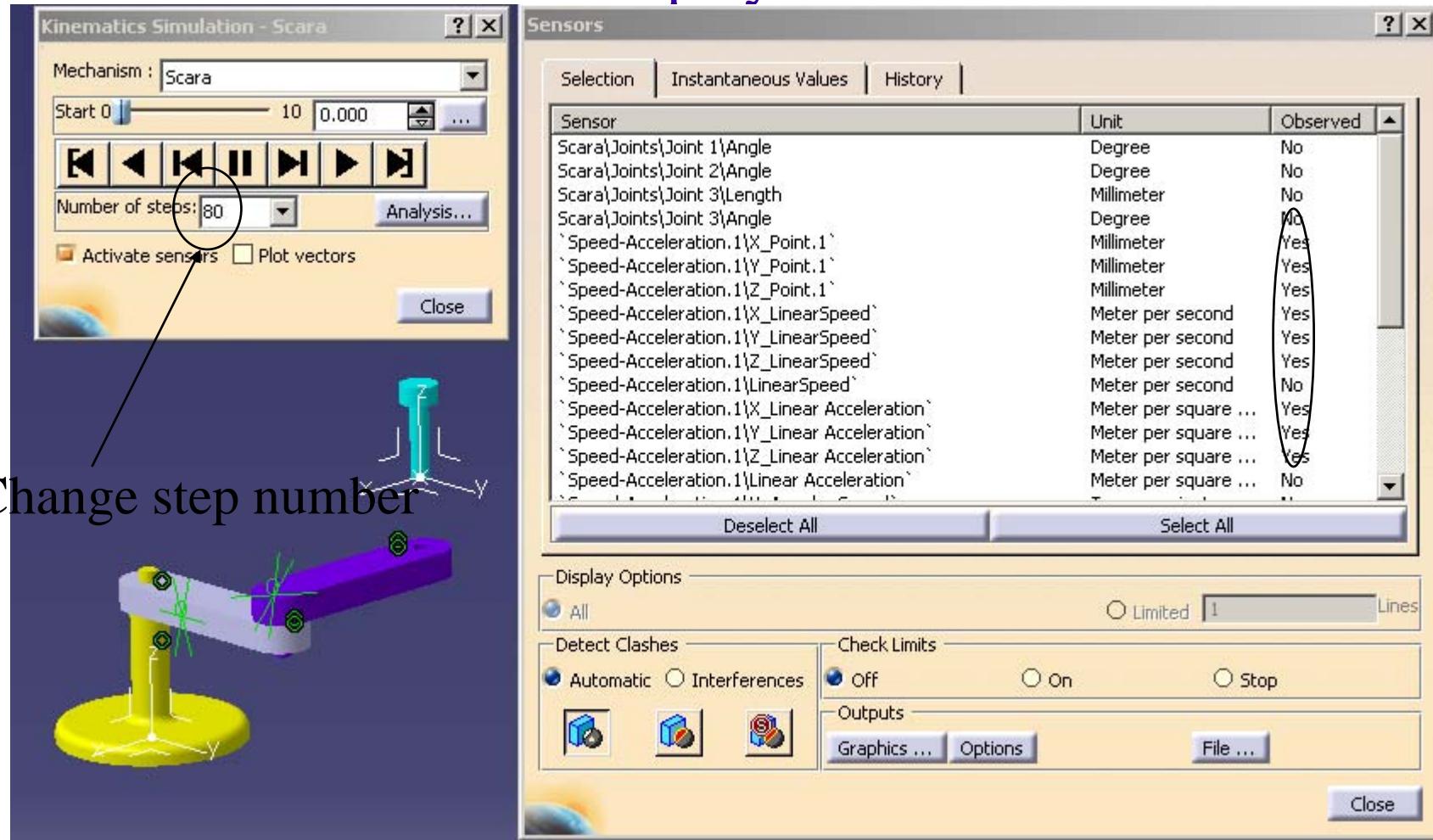


Point selection

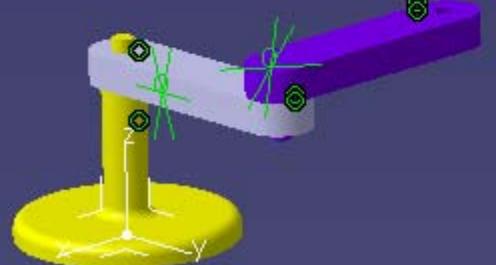
Reference product

Simulation with laws

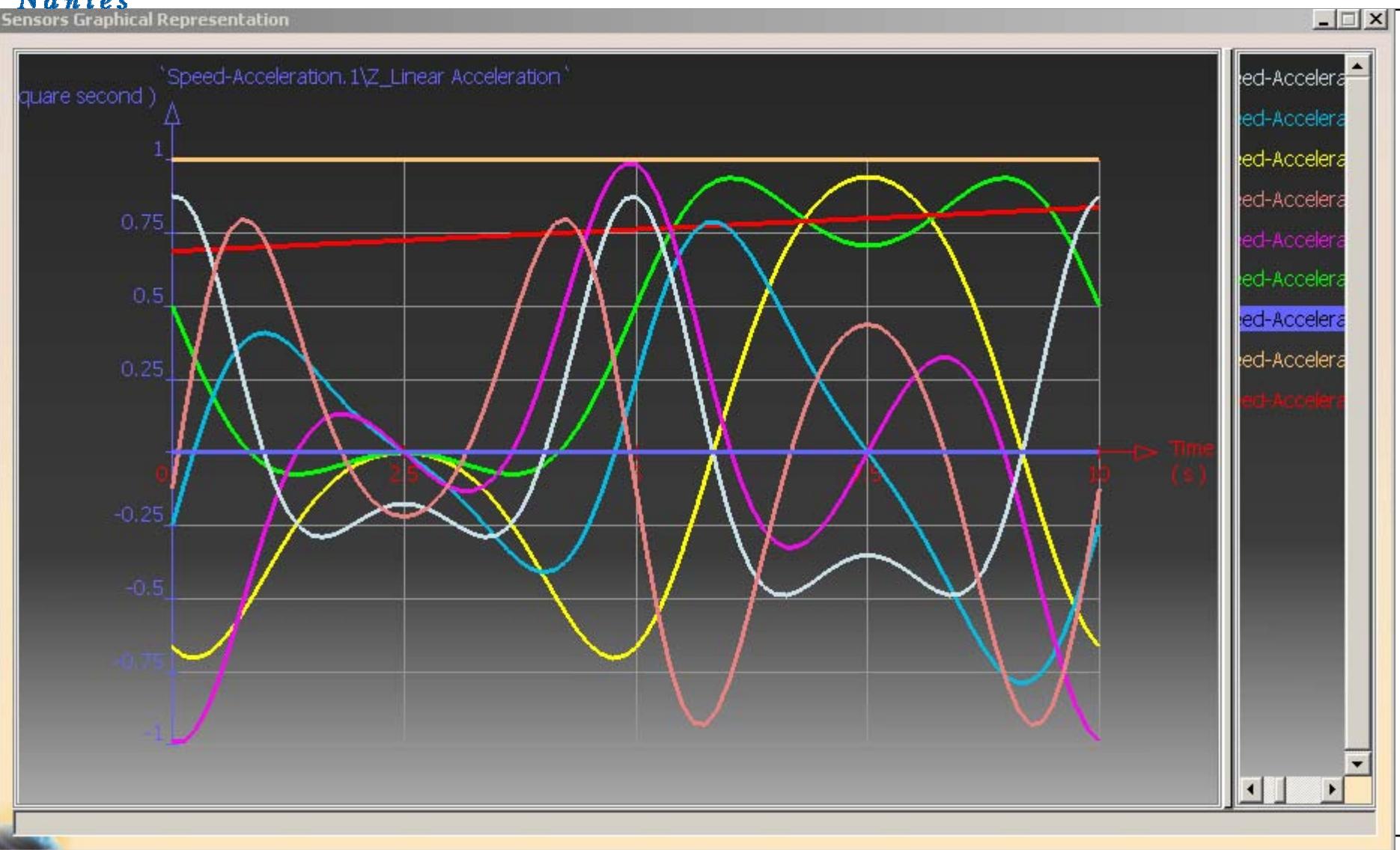
- Activate the sensors and play forward



Change step number

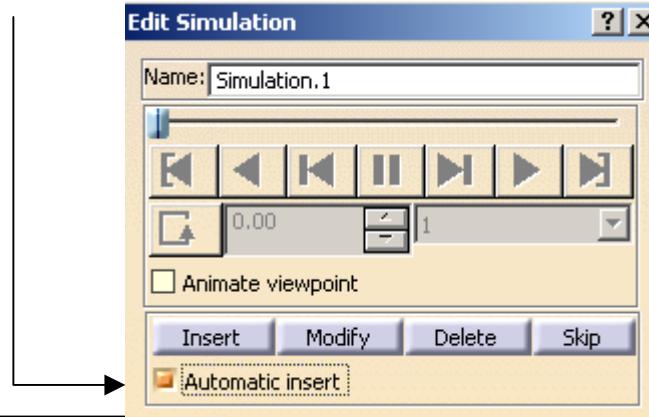
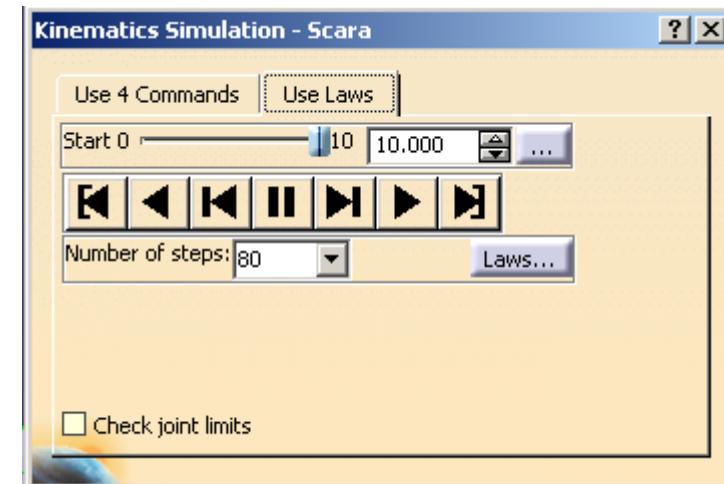
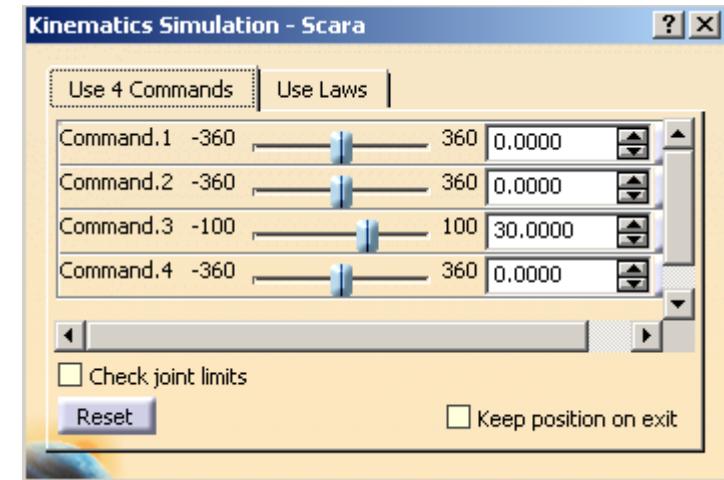


Simulation with laws



Create a simulation

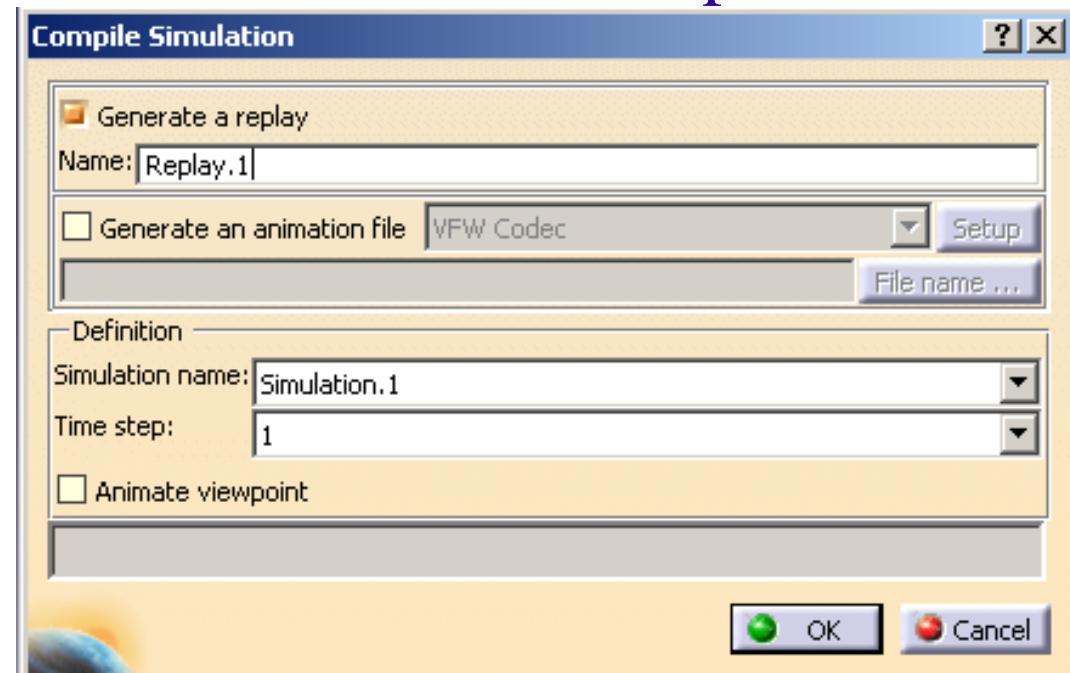
- Simulation
 - Uses commands →
 - Uses laws ↘
- Edit simulation
 - Add the option « automatic insert »



Compile simulation



- Generate a replay (internal movie) or a animation file
- Please define the codec for the movie in Setup



- Change the frame rate in VirtualDub
(<http://www.virtualdub.org>)

Simple animation (25 images/seconds)

