



● Assignment 4 <empty>*

+	1	Joint (constant: A1=0.0°, A2=0.0°, A3=0.0°, A4=90.0°, vel=40%, acc=40%, smooth=0%)	↑ ↓ ✕
+	2	Gripper (open gripper 0%)	↑ ↓ ✕
+	3	Store (initialize xvalue with number 240)	↑ ↓ ✕
+	4	Store (initialize yvalue with number 60)	↑ ↓ ✕
+	5	Store (initialize target with current position)	↑ ↓ ✕
+	6	Loop (repeat 3 times) - yvalue coloums	↑ ↓ ✕
+	7	Math (set yvalue to 0)	↑ ↓ ✕
+	8	Math (add 30 to xvalue)	↑ ↓ ✕
+	9	Loop (repeat 3 times) - rows x values	↑ ↓ ✕
+	10	Joint (constant: A1=-30.0°, A2=0.0°, A3=0.0°, A4=90.0°, vel=40%, acc=40%, smooth=0%)	↑ ↓ ✕
+	11	Linear (constant: X=234 mm, Y=-135 mm, Z=264 mm, A=-29.9°, B=0.0°, C=180.0°, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕
+	12	Linear (constant: X=234 mm, Y=-135 mm, Z=200 mm, A=-29.9°, B=0.0°, C=180.0°, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕
+	13	Wait (wait for 1 s)	↑ ↓ ✕
+	14	Gripper (open gripper 100%)	↑ ↓ ✕
+	15	Relative (base: X=0 mm, Y=0 mm, Z=-50 mm, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕
+	16	Wait (wait for 1 s)	↑ ↓ ✕
+	17	Gripper (open gripper 30%)	↑ ↓ ✕
+	18	Wait (wait for 1 s)	↑ ↓ ✕
+	19	Linear (constant: X=234 mm, Y=-135 mm, Z=200 mm, A=-29.9°, B=0.0°, C=180.0°, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕
+	20	Math (set yvalue to 0)	↑ ↓ ✕
+	21	Math (add 20 to xvalue)	↑ ↓ ✕
+	22	Math (add 20 to yvalue)	↑ ↓ ✕
+	23	Math (set target.x to xvalue)	↑ ↓ ✕
+	24	Math (set target.y to yvalue)	↑ ↓ ✕
+	● 25	Linear (variable: var=target, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕
+	26	Relative (base: X=0 mm, Y=0 mm, Z=-100 mm, vel=100 mm/s, acc=40%, smooth=0%)	↑ ↓ ✕