

RoboCell

Version 4.7

for

SCORBOT-ER 4u
SCORBOT-ER-2u

User Manual

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1

Introducing RoboCell

RoboCell is a software package that integrates four components:

- SCORBASE, a full-featured robotics control software package, which provides a user-friendly tool for robot programming and operation.
- A Graphic Display module that provides 3D simulation of the robot and other devices in a virtual workcell.
- CellSetup, which allows a user to create a new virtual robotic workcell, or modify an existing workcell.
- 3D Simulation Software Demo to demonstrate RoboCell's capabilities.

This manual covers all features and operation of the Graphic Display and CellSetup modules. It provides support for all current versions of RoboCell.

SCORBASE menus and commands are described in the SCORBASE User Manual.

2

Starting RoboCell

System Requirements

For best performance, the following system is recommended:

- Computer: Minimum - Pentium III PC with 450 MHz processor, or higher, equipped with a CD drive.
- At least 128 MB of RAM.
- A hard drive with at least 80 MB of free disk space.
- Windows 98/2000/me/xp.
- A Super VGA or better graphics display, minimum 256 colors.
- A mouse or other pointing device.
- USB port, if robot controller is connected.

Software Licensing

The RoboCell software is protected by a licensing agreement. Full details on Intelitek software licensing are provided in Chapter 10.

Installing the Software

The RoboCell software is supplied on a CD which also contains SCORBASE. Close any applications that are open before proceeding with the installation procedures. If you are about to reinstall the software, or install a newer version to an existing RoboCell directory, it is recommended that you back up any existing user-created files before you begin the installation. It is also recommended that you remove the previous RoboCell version for Windows installation using the software's Uninstall utility (see Uninstall later in this section).

To install RoboCell:

- Insert the CD into the CD-ROM drive to start the installation procedure.
- If the procedure does not start, either:
- From the Windows task bar, click Start | Run and type D:Setup (where D: is your CD drive),
- or
- Using Windows Explorer, explore the CD drive and click  Setup.
- Wait until the Installation window is displayed.

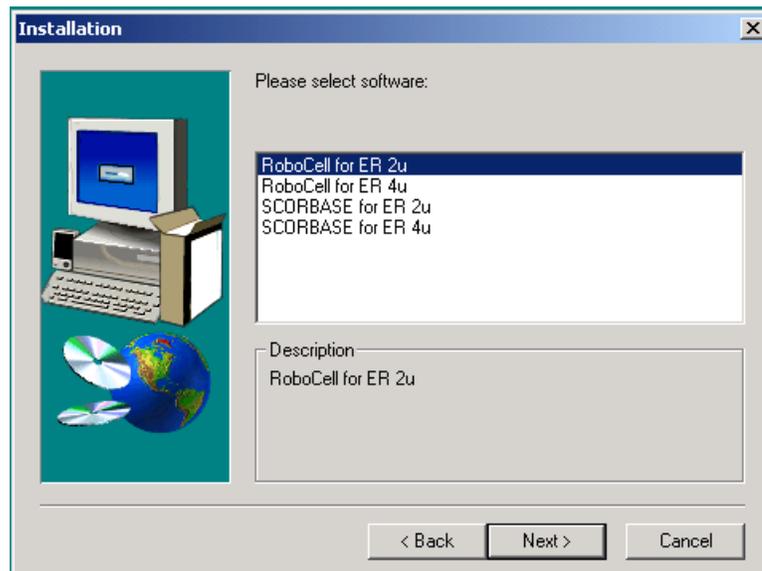


Figure 2-1: Installation Window

- Select RoboCell for ER 2u, RoboCell for ER 4u, SCORBASE for ER 2u or SCORBASE for ER 4u. The robot that you select becomes the default robot while you are working in RoboCell, although you can choose to open a new project and work with another robot (see Opening CellSetup).
- Click Next to open the User Information window.

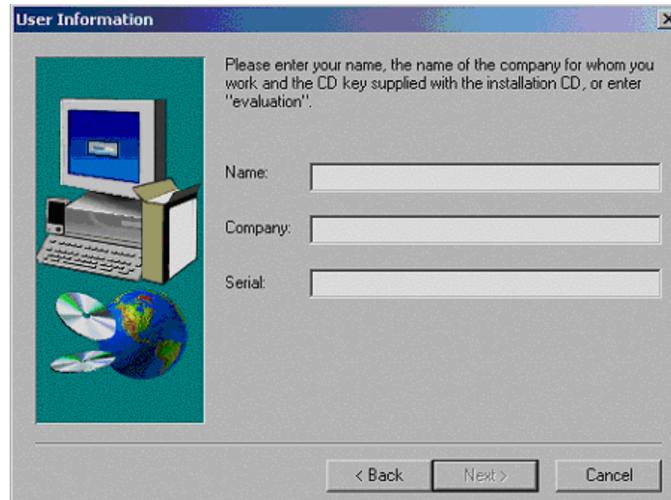


Figure 2-2: User Information Window

- Enter the User Name, Company, and the Serial number printed on the CD. The serial number is made up of 12 characters in the following format: XXXX-XXXX-XXXX. If you are using RoboCell for evaluation, type Evaluation in the Serial field.
- Click Next. The Intelitek Software License window is displayed.



Figure 2-3: Intelitek Software License Window

See Chapter 10 for full details on Intelitek software licensing.

RoboCell Utilities

These utilities are available from the RoboCell group:

- CellSetup
- 3D Simulation Software Demos
- Uninstall

3D Simulation Software Demos

Demonstration files included with the software allow you to observe the capabilities of RoboCell. To run these demo files, do the following:

1. Activate the demos by selecting Start | Programs | RoboCell | 3DSimulation Software Demos. The default demo opens and starts automatically.
2. To view another demo file, select File | Open, or click on the Open icon.
3. Select the desired *.DMO file from those listed in the Open window. The program starts automatically.
4. To stop a demo, select File | Stop.
5. Use the Menu options or Toolbar icons to navigate in the virtual cell. See Chapter 4, CellSetup for full details.
6. To exit the Demos utility, select File | Exit.

Uninstall

To uninstall RoboCell, do the following:

1. From the RoboCell program group, select Uninstall.
2. Follow the instructions which appear on the screen.

Chapter 10, Intelitek Software Licensing, provides full details on the procedures for protecting your license, transferring the license from one PC to another, and returning the license to Intelitek for retrieval at a later stage.

Quitting the Software

To close RoboCell (or its components), do any of the following:

- From the Menu Bar, select File | Exit.
- Click the Close box in the SCORBASE Title Bar.
- Press [Alt]+F4.

3

Graphic Interface

The 3D image you see on your screen is the output of a virtual video camera fitted in the workcell. You can use the mouse to manipulate the image.

The Graphic Display and CellSetup in RoboCell have the same graphic interface.

Rotate

To rotate the scene (move the camera around the center of the image):

- Place the cursor anywhere in the graphic window and click the right mouse button. The cursor changes to a magnifying glass.
- Keep the right mouse button depressed and drag to the right to rotate the scene counterclockwise.
- Similarly, keep the right mouse button depressed and drag to the left to rotate the scene clockwise.

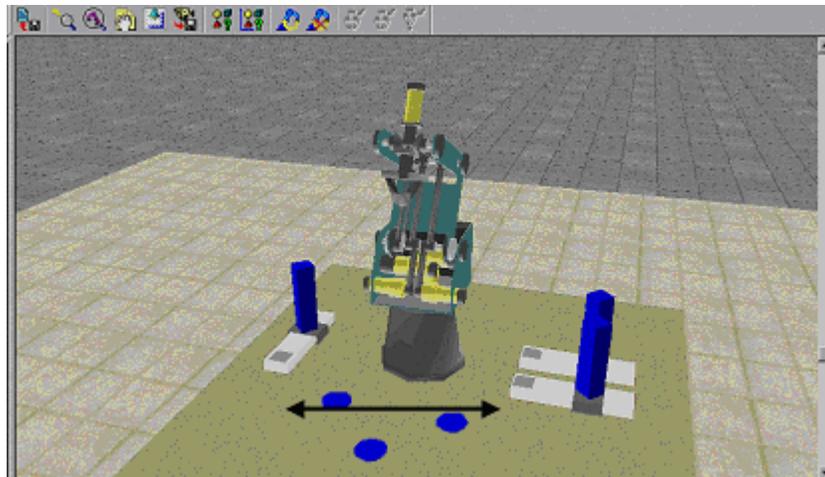


Figure 3-1: Rotating the Scene

The image rotates around its center point. To change the center point, use the Redirect Camera tool (see View Menu on page 15).

Zoom

To zoom in or out:

- Place the cursor anywhere in the graphic window and click the right mouse button. The cursor changes to a magnifying glass.
- Drag up to zoom in.
- Drag down to zoom out.

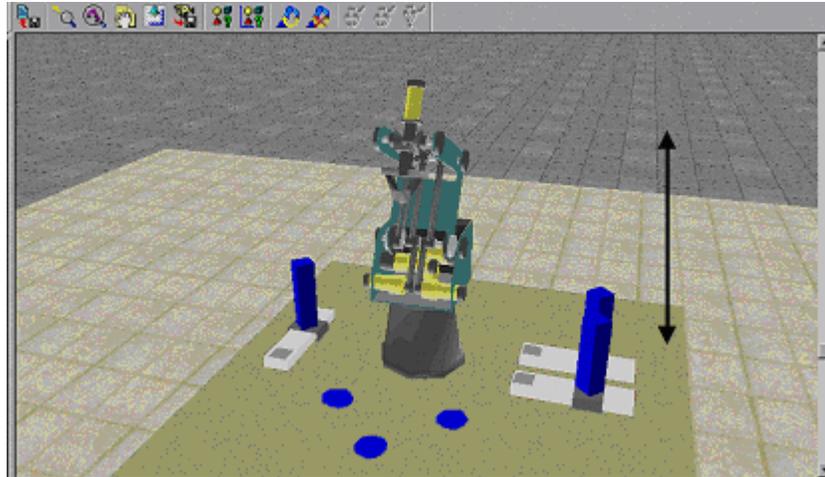


Figure 3-2: Zooming with Camera

The image zooms in and out while its center point remains fixed. To change the center point, use the Redirect Camera tool (see View Menu on page 15).

Angle

To change the angle of the overhead scene (to move the camera up or down), place the cursor on the vertical scroll bar and drag it up or down.

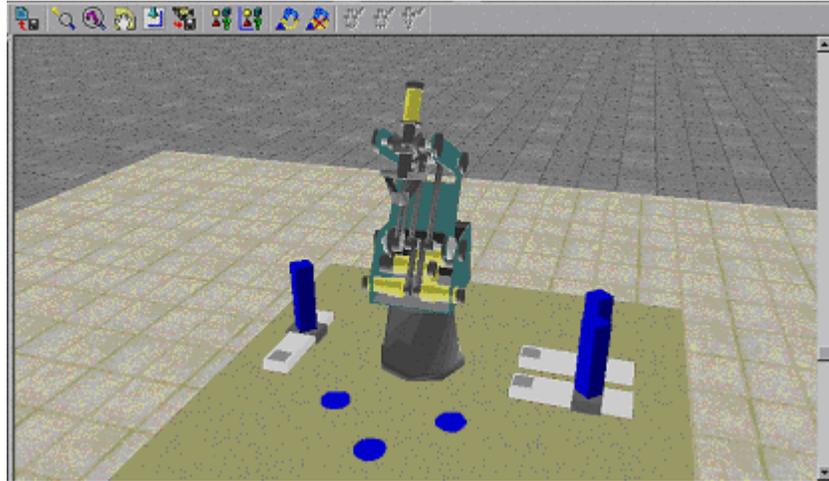


Figure 3-3: Changing Camera Angle

The camera moves up or down while the center point of the image remains fixed. To change the center point, use the Redirect Camera tool (see View Menu on page 15).

Brightness

To change cell illumination (bright or dark), click the right mouse button and drag in any direction, while holding down [Ctrl]. The cursor changes to a light bulb.

4

CellSetup

CellSetup allows you to create a new virtual workcell, or modify an existing one. A workcell created using CellSetup can be theoretical or a replica of actual robotic installations.

After creating a workcell, you can open it in RoboCell, where you can define positions, write programs and run them. If a controller and a robot are connected to your computer, you can switch RoboCell to On-Line, and run the virtual robot in the virtual cell, together with the real robot in the real cell.

Opening CellSetup

To open CellSetup:

- Select Start | Programs | RoboCell | CellSetup. After initialization, the following screen appears:

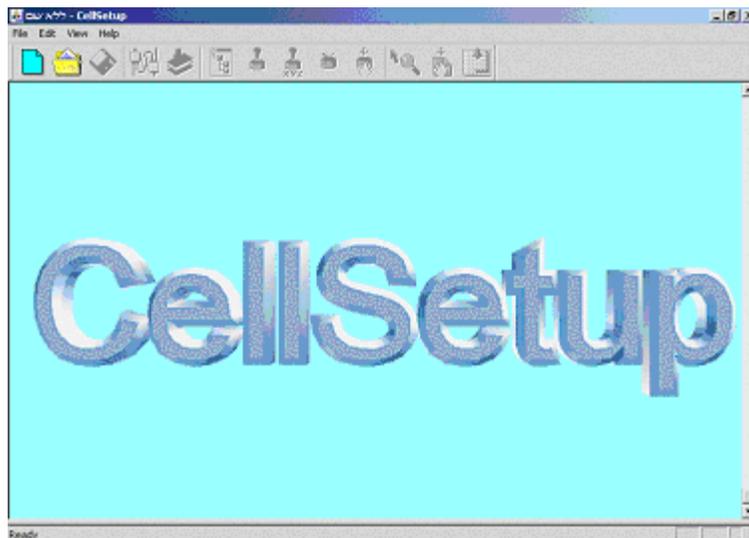
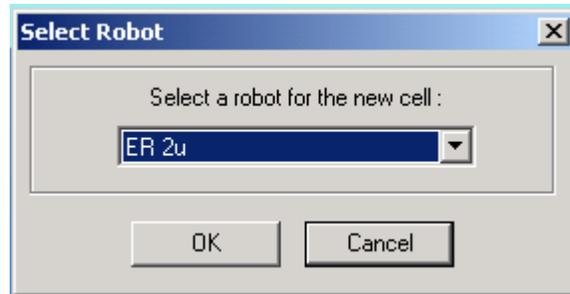


Figure 4-1: CellSetup Opening Screen

- Select File | New to create a new workcell. At this stage you can choose to work with either the default robot that you selected during installation or another robot.



- If you want to open an existing workcell, select File | Open from the Opening Screen. For further details, see File Menu below.
- If you are working in RoboCell and you want to modify the current workcell you are using, select File | Edit 3D Model. CellSetup opens with your current workcell. At this point, you cannot open another cell, therefore the New and Open options are not available. When you exit CellSetup after having completed your modifications, you will return to RoboCell where the newly edited cell will be displayed. For further information, see Chapter 5, Working in RoboCell.

CellSetup Window

Figure 4-2 shows an existing workcell in the CellSetup window. The window comprises:

- A Menu Bar containing all command menus and options.
- A Toolbar containing icons for the most commonly used options.
- Working area containing the workcell objects.
- A Status Bar displaying RoboCell status messages.

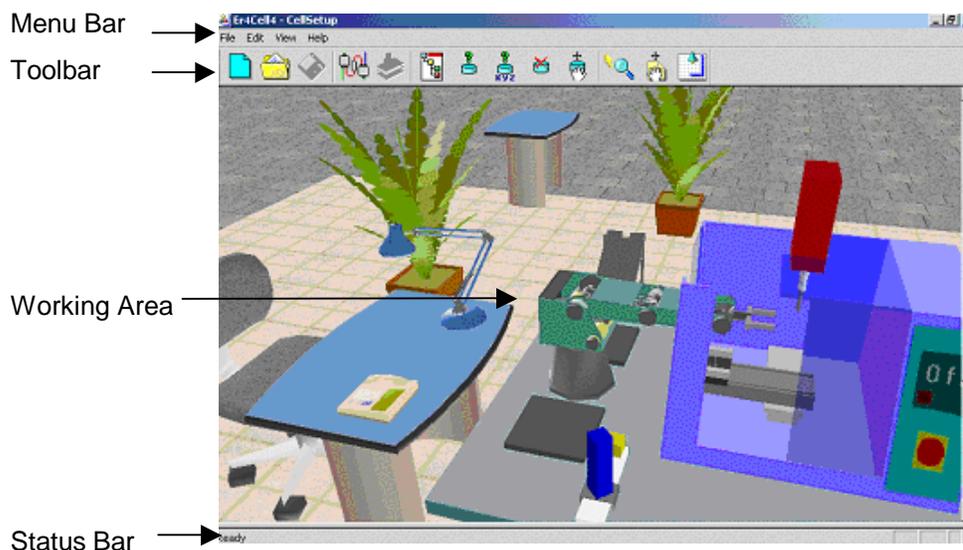
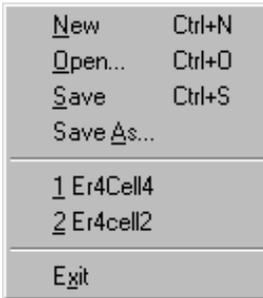


Figure 4-2: CellSetup Window

File Menu



Cell data is stored in a *.3DC file. The File menu contains the usual Windows functions that allow you to load and save 3DC files, and to exit the software.

In addition, you can open the most-recently opened workcell files from this menu.

Note: Only one workcell file can be opened at a time.



New

After you select the robot that you want to work with (either ER 4u or ER 2u), opens a new, untitled, CellSetup file, and opens the New Object menu.

This icon and menu option are available only if CellSetup is opened from the Programs menu.



Open

The Open dialog box appears. You can open an existing CellSetup file (e.g., robo1.3DC). The cell defined in the file is displayed and the New Objects menu opens.

This icon and menu option are available only if CellSetup is opened from the Programs menu.



Save

Saves the current placement of all objects in the cell to a CellSetup file. Default file extension is 3DC.

Save As...

Saves the currently active CellSetup file under a new file name.

Note: Peripheral axes are redefined (through the robot's properties menu) in the new file created by the Save As operation.

Print 3D Image

Prints the currently displayed 3D image.

Print Preview 3D Image

Opens a dialog window that shows how the printed cell will appear on paper.

Exit

Closes CellSetup.

Edit Menu



The Edit menu contains functions that allow you to add new objects, delete and relocate objects and drag them (change their position in the cell). Through this menu you can also set the floor size and cell textures.



New Object

Opens/closes the New Object menu. From this menu you can select objects to add to the cell. For detailed information, see New Objects Menu.



Delete Object

Activates the delete mode in order to delete an object from the cell.

Using the cursor, point and click on the object you want to delete. Click Yes to confirm the deletion. If you click No, the delete mode remains in effect, allowing you to select and delete another object.

Press [Esc] to cancel the delete mode.



Drag Object

Activates the drag mode in order to relocate an object in the cell.

Using the cursor, point and click on the object you want to relocate and drag it to its new position. The drag mode remains in effect until you select another option or press [Esc].

Floor Size

Opens the Set Floor Size dialog box where you can set the X and Y dimensions of the cell. Click OK to confirm the new size or Cancel to close the dialog box.

Set Texture

Opens a sub-menu listing cell textures: floor, land and background. Select the desired .bmp file for the specified texture.

View Menu



The View menu enables control of the position and name labels, and the virtual camera position. Through this menu you can toggle the display of the Toolbar and Status Bar.



Controller Setup

The robot controller has eight digital input and eight digital output connections. Certain objects that are placed in the cell have a predefined number of input and/or output positions at which they can be connected to the controller. For further information, see the section describing each specific object in New Objects Menu below.

In addition, peripheral devices can be connected to axes 7 and 8 of the controller (see Robot Configuration and Peripheral Axes below).

Through the Controller Setup dialog box (see Figure 4-3) you can view the defined objects and modify their input, output and axes connections under the appropriate tab.

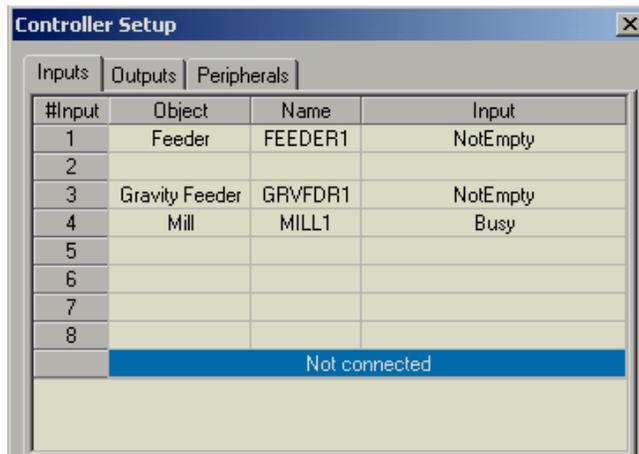


Figure 4-3: Controller Setup

Devices that have not yet been connected are listed under Not connected.

To connect a non-connected device, click on the device and drag it to a free input/output/axis. A plus (+) sign appears next to the cursor.

To modify an existing connection, drag the input/output/peripheral to a new setting. A swap sign appears next to the cursor. If you drag the device to a setting that already has a connected device, the new device replaces the previous device which is disconnected and relocated under Not connected.

To disconnect input/output/peripheral, drag the object to the Not connected list. A minus (-) sign appears next to the cursor.



Show Names

Shows/hides the Object Name labels (see Figure 4-4). When you select this option, a label on each object shows its name. Names are assigned by the software but can be renamed by the user in the object's properties menu.

This option cannot be selected together with Show Positions.

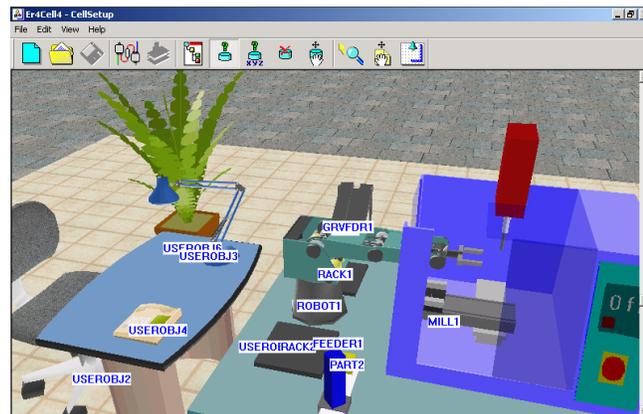


Figure 4-4: Show Object Names



Show Positions

Shows/hides the Object Position labels (see Figure 4-5). When you select this option, a label on each object shows its position. The coordinates that appear on the object's label indicate the object's position (X, Y coordinates) relative to the cell's point of origin.

This option cannot be selected together with Show Names.

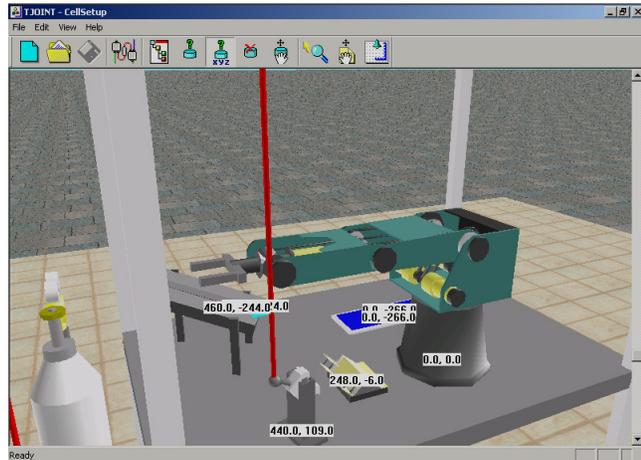


Figure 4-5: Show Object Positions



Redirect Camera

Allows you to select a different focal point in the graphic display of the cell.

To change the center point of the graphic display window, click on the icon or menu option. Use the cursor to point and click on any spot in the scene. This now becomes the new center point of the display. All zooming of the view will focus on this point; all rotations will revolve around this point.

Press [Esc] to cancel the Redirect Camera mode.



Drag 3D Frame

Activates the drag mode in order to relocate the entire cell in a new position. Click anywhere in the image and drag the entire cell to a new position.

The drag mode remains in effect until you select another option or press [Esc].



Camera Top

Resets camera position to display an overhead view of the cell. You can rotate or zoom in/out of this view. Use the vertical scroll bar to alter the angle of the view.

Scene Origin

Shows the origin of the cell at floor level (under the center of the robot's base) as a red cross marked with X and Y axes. The positions of all objects are defined as relative to this point of origin.

When manipulating the graphic display, the cross may disappear momentarily. Rotating the view does not change the X and Y dimensions of the cell.

Toolbar	Shows/hides the Toolbar.
Status Bar	Shows/hides the Status bar.

Help Menu

RoboCell Help	Opens RoboCell on-line help.
About	Shows the RoboCell software version.
Registration	Opens the Software License Window for registration, and for transferring RoboCell license to another computer. (See Appendix A for further information.)

Objects

Object Placement

To place a new object in the cell, do the following:

1. Double click on the object's name in the New Objects menu.
2. Move the cursor into the graphic scene.
3. Point and click on the location where you want to place the object. You may need to wait a moment for it to appear; *do not double click*.

If you have trouble placing an object in the exact spot you want, zoom in and out, and adjust the view from top to bottom until you can more accurately place the object.

Most objects are placed in the cell automatically at table level. These objects will appear to float in space unless a table has also been placed in the cell.

The height of some objects (template, jig, cylinder and cube) is determined at the time they are placed in the cell.

If, for example, you click on the conveyor when placing a cube in the scene, the cube will be placed on the conveyor at the proper height.

It is recommended that a table be placed in the cell before any of these four objects is added to the cell. Otherwise, these objects may be set on the cell floor and are hidden when a table is added.

Once an object's height is set, it cannot be changed in CellSetup. For example, you cannot move the cube from the table onto the conveyor. Moving an object whose height has been set will cause it to float in space or penetrate another object. If the setup is saved with a floating object, the object will fall to the surface below it when the file is loaded in RoboCell.

To change an object's height in CellSetup, you must delete the object and create a new one.

To move an object, simply click on it and drag it to another position. Or use the object's properties menu to set precise position coordinates.

The robot cannot be dragged to another position. Its position can be changed only by means of its properties menu.

Object Configuration

Selecting some of the objects from the New Object list will open a configuration dialog box for defining the object's permanent attributes (such as size and color). Attributes must be set before an object can be placed in a cell.

An object's configuration cannot be changed once the object has been placed in the cell. You must delete the original object, and select and configure the object again from the New Object list.

Objects that have configuration options are described later in this section.

Object Properties Menu

Double clicking on an object that has already been placed in the cell opens the Object Properties menu.

Object properties can be changed at any time during cell setup.

All Object Properties menus contain the object's name and the following options. Some objects have additional properties which are described in the individual sections.

Rename

Every object is automatically assigned a name and a number when it is placed in the cell. This name is displayed in the object's properties menu. The number indicates the order in which objects of the same type were added to the cell (e.g., FEEDER1, GFEEDER2).

Clicking on Rename opens a dialog box that allows you to change the name of the object. The number can be changed or deleted.

Rotate

Objects can be rotated to any degree, in the minus (clockwise) or plus (counterclockwise) direction.

Clicking on Rotate opens a dialog box that allows you to change the object's orientation.

The degree of rotation is always defined relative to the object's default (predefined) orientation.

Position

The cell has a point of origin at table level defined by XY coordinates (0,0). All object positions are defined in XY coordinates relative to this point of origin.

For most objects these XY coordinates indicate the center of the object's base.

By default, the robot is placed in the cell with the center of its base (i.e., the robot's point of origin) at the cell's point of origin.

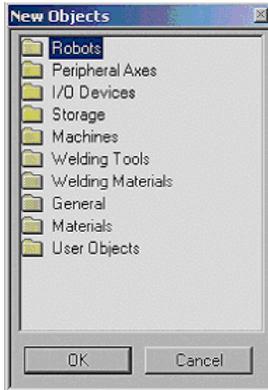
Clicking on Set Position opens a dialog box that allows you to change an object's X and/or Y coordinates.

Show Text

Shows/hides the label for the selected object.

This option can only be activated when View | Object Names or View | Object Positions is selected.

New Objects Menu



New objects are added to the cell using the New Objects menu. The objects are arranged in groups (robots, peripheral axes, etc.).

To add a new object to the cell, click on the desired object group (folder) and then select the specific object. The groups are detailed below.

Robots

The robot, which is automatically placed at the cell's point of origin, should be the first object you place in the cell.

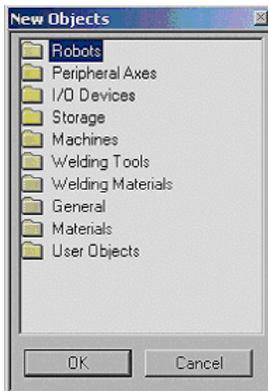
The robot cannot be dragged to a new location. Its position can be changed only by means of the robot's Properties menu (see Object Properties Menu).

Only one robot can be placed in the cell.

To add a robot to the cell:

- Click Robots. Select either ER 4u or ER 2u.

Robot Configuration



A dialog box titled ROBOT1 opens allowing you to define whether or not the robot is mounted on a linear slidebase (LSB), a peripheral device that enables linear movements of the robot unit.

By default, the robot has No Slidebase and when you confirm this option, the robot is immediately placed in the cell.

Alternatively, these slidebase options are available:

- Slidebase 1.0 m, belt drive
- Slidebase 1.8 m, belt drive

If you select a slidebase, the Robot Configuration dialog box looks like this:

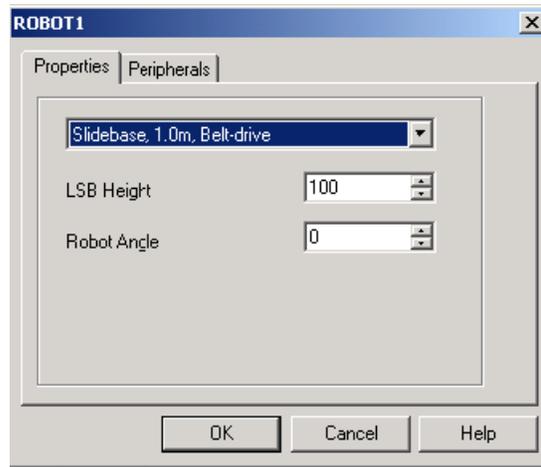


Figure 4-6: Robot Configuration

Properties tab:

LSB Height By default, the LSB Height is 100 mm, which is the actual height of standard SCORBOT slidebases.

Robot Angle By default, the robot is mounted perpendicular to the slidebase at 90°.

If you select a slidebase, the robot and the slidebase are treated as one object in the cell.

Peripherals tab:

To select a controller peripheral axis that controls the slidebase (and any other peripheral device that has already been defined), click on the Peripherals tab.

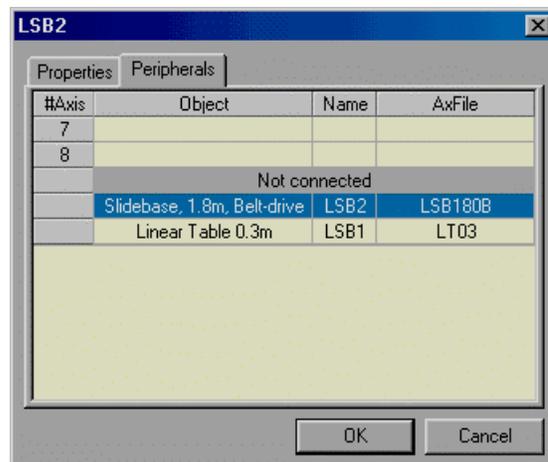


Figure 4-7: Axis Selection for Peripherals

Peripheral devices can be connected either to axis 7 or to axis 8. To connect a device listed under Not connected, click on it and drag it to one of the free

controller axes. If you drag the device to an axis that already has a connected device, the new device replaces the previous device which is disconnected and relocated under Not connected.

You can leave the slidebase not connected at this stage and connect it later using View | Controller Setup, or the Controller Setup icon.

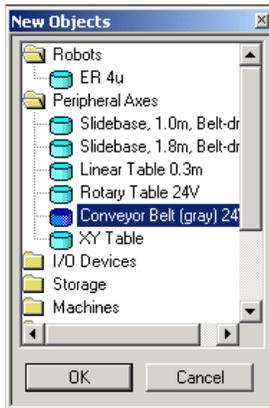
Robot Properties

In addition to the standard object properties (see Object Properties Menu above), this option is listed as a Robot property:

Show Envelope

Displays the span of the robot's working range. This option facilitates the placing of objects within the reach of the robot.

Peripheral Axes



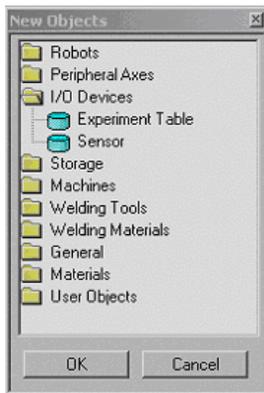
Peripheral devices include a motor with speed and position control. They are connected as axis 7 or axis 8 of the controller.

To place a peripheral device in the cell, click Peripheral Axes and select the required device.

If you select either of the slidebases or a linear table, you will be asked to define the LSB Height as described in Robot Configuration, Properties tab, above.

For all devices you have the opportunity of allocating the controller axis at this stage (see Robot Configuration, Peripherals tab, above).

I/O Devices



RoboCell I/O (input/output) devices can be connected to any free input/output terminal. The robot controller has eight digital input and eight digital output connections.

To place an I/O device in the cell, click the I/O Devices group and select the required device.

Experiment Table

An experiment table includes the following input and output devices:

- Four (4) touch sensors – (input device). Activated when there is a part on the switch, or something activates the switch.
- Lamp – (output device).
- Buzzer – (output device).

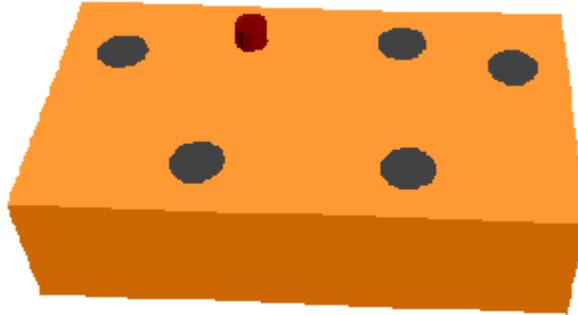


Figure 4-8: Input/Output Devices

When you select Experiment Table, this dialog box opens enabling you to define the input and output connections (see the Controller Setup option under View Menu):

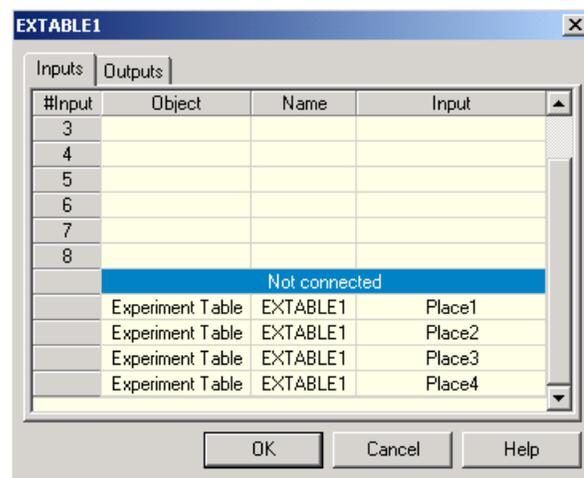


Figure 4-9: Experiment Table Input/Output Configuration

Although one of the experiment table inputs may be disabled if the input is later defined for another device, all other switches will remain connected to their defined inputs.

In RoboCell, a sound is emitted when the outputs that control the buzzer and lamp are turned on and off. The experiment table outputs use the Windows sounds associated with the following events:

- Buzzer On: - Exclamation
- Buzzer Off: - Critical Stop
- Lamp On: - Asterisk
- Lamp Off: - Information

In addition, the lamp in the Graphic Display turns bright red when its associated output is turned on.

Sensor

RoboCell includes digital sensors that can be configured to detect specific objects based on their color and/or material (metal, plastic, wood, etc.). The objects are listed in the Materials group and their properties are defined when they are placed in the cell (see User Parts and Objects).

When you select Sensor, this dialog box opens enabling you to define the color/material to which the sensor is sensitive, as well as the sensor's height.

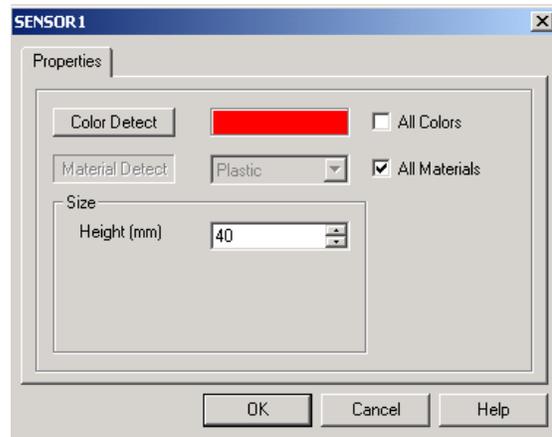


Figure 4-10: Sensor Configuration

Color Detect By default, the sensor is set to detect all colors. To set it to a specific color, uncheck All Colors. Click Color Detect to open a color palette from which you can select the required color.

If the sensor is configured to be sensitive to All Colors, the sensor in the cell is colored different shades of gray with its upper part in white. This distinguishes it from a sensor configured to be sensitive to gray, which is entirely gray.

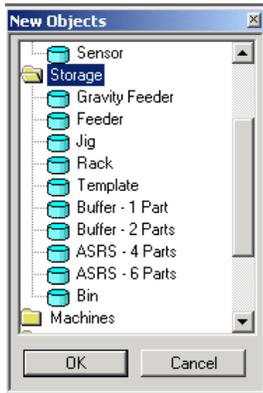
Material Detect By default, the sensor is set to detect all materials. To set it to a specific material, uncheck All Materials. Select a material (Metal, Glass, Plastics, or Wood) from the drop-down list.

Height (mm)

Defines the height (above table level) at which the sensor will be placed in the cell.

The default height is 40 mm. If you increase the height, the stand on which the sensor is mounted will appear taller.

Storage



The storage devices in RoboCell enable you to store, place and retrieve objects listed in the Materials group.

Gravity Feeder

The Gravity Feeder is an inclined plane on which objects are placed, one above the other.

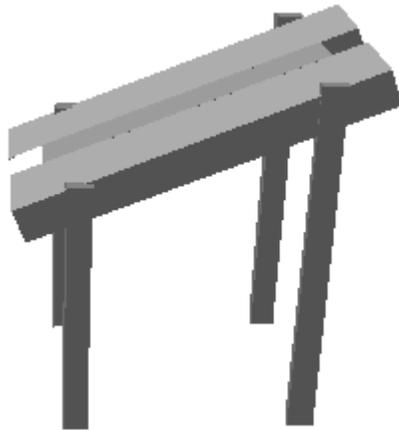


Figure 4-11: Gravity Feeder

Unlike most objects, the feeder's position is defined as the point at which the robot takes an object from the lower part of the feeder. All the remaining objects slide down the feeder to be taken in turn.

When placing objects on the gravity feeder, you must position them in the light gray section of the feeder's mouth (as shown by the Cursor in Figure 4-11).

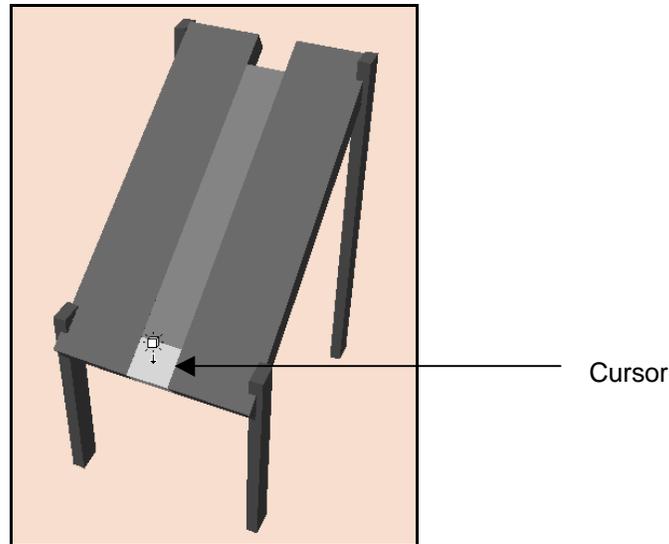


Figure 4-12: Placing Objects in Gravity Feeder

The feeder is fitted with a touch sensor (named NotEmpty) located at the lower part of the feeder. The sensor indicates when there are parts in the feeder, i.e., it is on when the feeder is not empty.

Feeder (Pneumatic Feeder)

The (pneumatic) feeder is constructed from a magazine of objects and a pneumatic cylinder fitted at the lower section.

The feeder is also fitted with a touch sensor that is pressed (the input is on) when there are parts in the feeder (NotEmpty sensor)

The pneumatic cylinder is controlled via a controller output. When the output is turned on, the piston extends, pushing out the next object.

The robot picks the objects from the feeder output tray, and the feeder position is defined as the point at which the robot takes an object from the feeder.

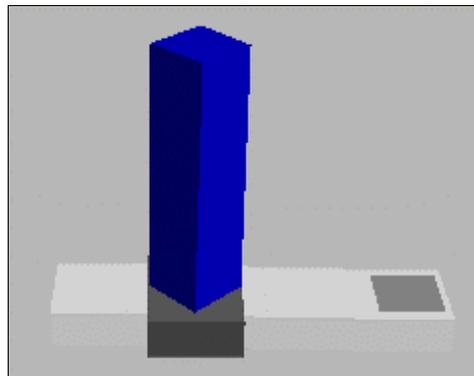


Figure 4-13: Robot Position for Picking Objects

Feeder Configuration

Configuration for the Gravity Feeder and the Pneumatic Feeder is described below. The differences between the two methods are indicated.

When you select a feeder, a configuration dialog box opens:

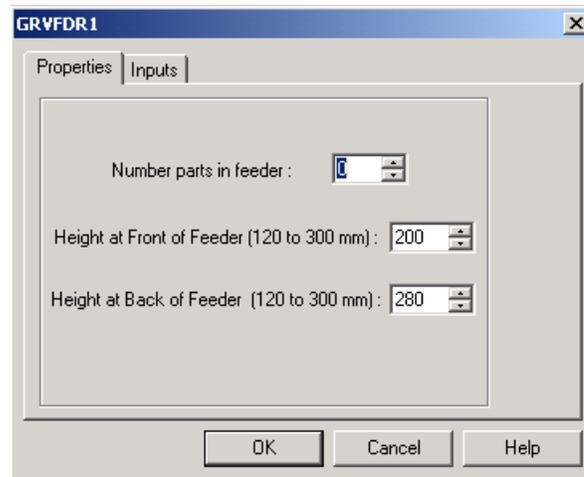


Figure 4-14: Gravity Feeder Configuration

Properties tab:

Number of Parts in Feeder	Defines the number of parts that are loaded in the feeder at the start of operation (when the cell is opened or reset). Only one material object (e.g., cylinder, cube) should be placed in a parts feeder. The software multiplies the object by the number of parts specified. Default: 0
Height at Front of Feeder (Gravity Feeder only)	Defines the height of the lower part of the feeder above the table level. Default: 200
Height at Back of Feeder (Gravity Feeder only)	Defines the height of the higher part of the feeder above the table level. Default: 280

Inputs tab:

To define the robot controller input to which the feeder's NotEmpty sensor is connected, click on the Inputs tab.

Outputs tab: (Pneumatic Feeder only)

To define the robot controller output to which the feeder is connected, click on the Outputs tab. A new part appears in the feeder when the output is turned on.

Feeder Properties

In addition to the standard object properties (see Object Properties Menu), this option is also listed in the Feeder Properties menu:

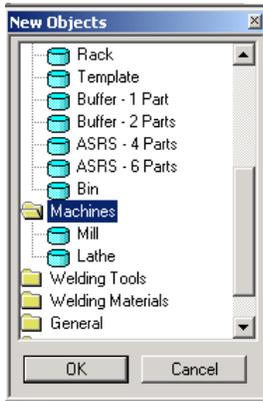
Capacity

Enables you to alter the number of parts loaded in the feeder after the feeder has been configured.

Jig, Rack, Template, Buffers, ASRS and Bin

No settings are required for these storage devices. Double click on the desired device and place them in the cell at the desired location.

Machines



The Machines group includes a Mill and a Lathe. A CNC controller controls the Mill/Lathe. The robot controller and the machine controller communicate through inputs and outputs. A mill/lathe output is controller input, and vice versa.

Both machines are configured in the same way.

When you select Mill/Lathe, a configuration dialog box opens:

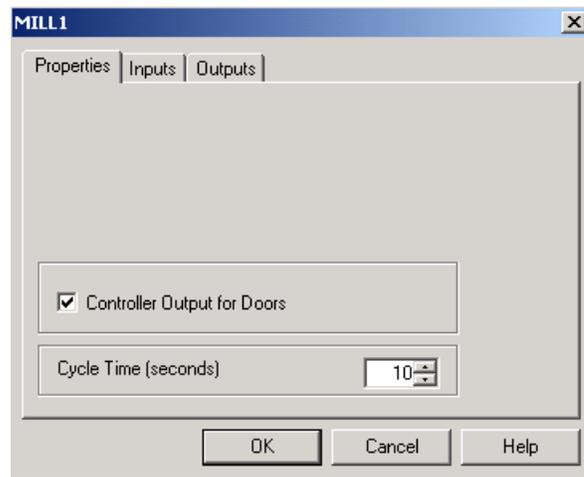


Figure 4-15: Mill/Lathe Configuration

Properties tab:

Controller Output for Doors	Specifies whether or not the machine doors are controlled by the robot controller output. If the doors operate independently of the robot controller, they open and close at the beginning and end of the machine cycle.
Cycle time (seconds)	Sets the amount of time (in seconds) of the machine process. Default: 10.

Inputs tab:

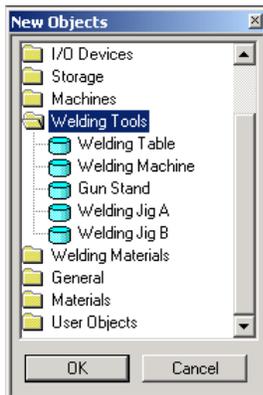
Controller input (machine output)	The machine informs the controller that a process is being carried out, i.e., when the input is on, the machine is busy.
-----------------------------------	--

Outputs tab:

Controller output (machine input)	Closes and opens the machine door. The machine cannot start if the door is open.
Controller output (machine input)	Closes and opens the machine chuck. The chuck holds the object during the process.
Controller output (machine input)	Sets the robot controller output to which the machine is connected. The machine cycle starts when the output is turned on.

To modify the configuration after the machine has been placed in the cell, double-click on the machine to open its Object Properties menu (see Object Properties Menu). Select Machine Setting to open the Configuration dialog box.

Welding Tools



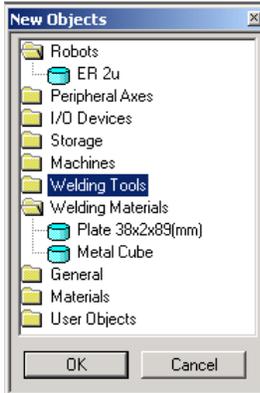
The Welding Tools group includes:

- Welding Table
- Welding Machine
- Gun Stand
- Welding Jig A
- Welding Jig B

Full details on use of the welding tools are provided in Chapter 7, Welding Features.

Welding Table	The welding table holds the welding object and it should be placed in the cell just before or after the robot (the first object) has been placed. Most welding objects are automatically placed at the correct default welding table height, even if they are not placed directly on the welding table.
Welding Machine	The welding machine supplies the electrical power required to weld the materials. It is connected to the welding gun by a cable. You cannot save a cell containing <i>only</i> a welding gun or <i>only</i> a welding machine. Neither or both must be present in order to save the cell.
Gun Stand	The gun stand holds the welding gun between welding sessions. The robot picks the gun from the stand before starting the weld, and returns it to the stand when the welding is finished.
Welding Jig A	Welding Jig A is a device used to securely hold two materials being welded together in a T-joint.
Welding Jig B	Welding Jig B can be used for various types of welds.

Welding Materials



The Welding Materials group includes the plate and the metal cube.

Usage of the welding materials is detailed in Chapter 7, Welding Features.

Plate 38 x 2 x 89

Plate refers to the welding metal plates which are used with Welding Jig A. When you select Plate, this dialog box opens:

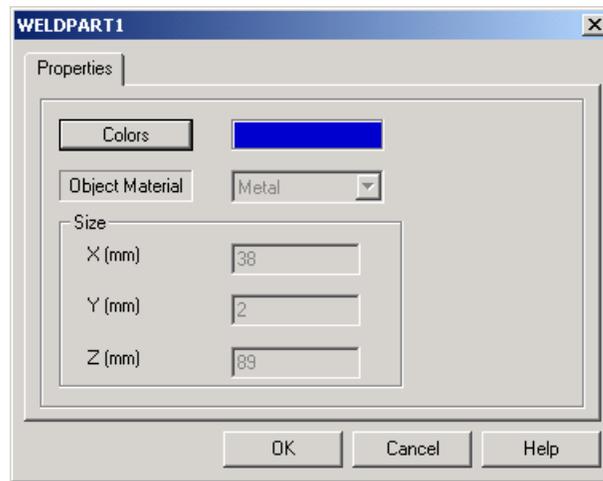


Figure 4-16: Welding Plate Configuration

Colors You can define the color of the plate to which the sensor is sensitive. The default color is blue. To change the color, click Colors. This opens a color palette from which you can select the required color. Make sure the color you select is compatible with the sensor's detection definition.

Size The default dimensions of the plates are 38 x 2 x 89 mm. These are for display purposes only and cannot be changed.

Metal Cube

When you select Metal Cube, this dialog box opens:

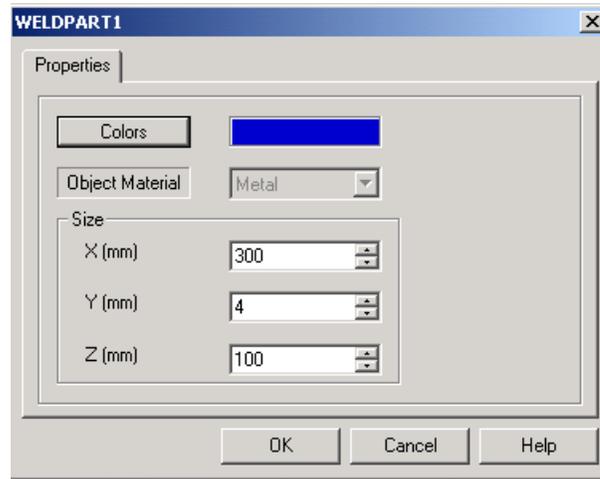
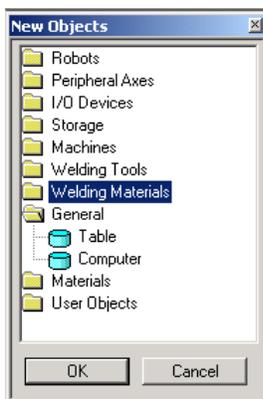


Figure 4-17: Metal Cube Configuration

- | | |
|--------|--|
| Colors | Define the color of the cube in the same way as described for the Plate. |
| Size | The default dimensions of the cube are: 300 x 4 x 100 mm, which you can modify if desired. |

General



The General group includes a table and a computer (which is for display purposes only).

Table

It is a good idea to place the table in the cell just before or after the robot has been placed. It is also recommended that you place one or more tables in the cell so that objects do not float in space or lie on the floor. Most objects will be displayed at the correct height, even if they are not sitting on tables.

When you select Table, this dialog box opens:

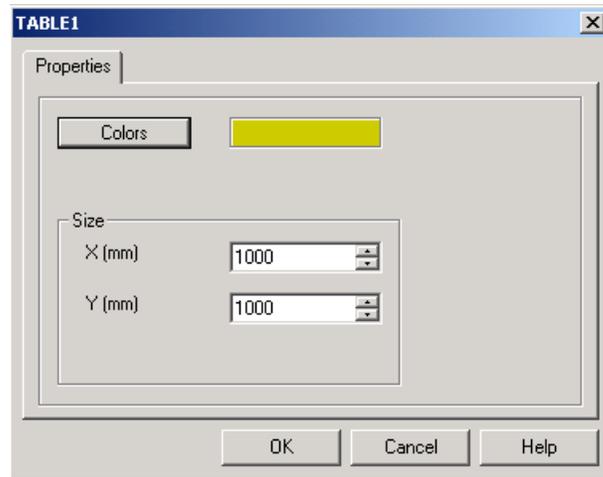


Figure 4-18: Table Configuration

- | | |
|--------|---|
| Colors | To change the color, click Colors. This opens a color palette from which you can select the required color. |
| Size | Defines the width and length of the table. X and Y dimensions are always in accordance with the X and Y dimensions of the cell. (Use the View Scene Origin option to display the X and Y dimensions of the cell.) |

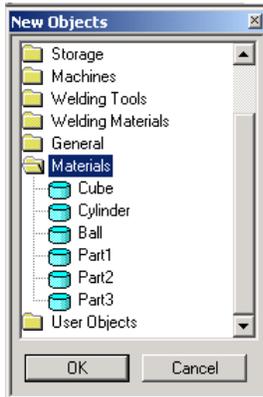
Table Properties

The Table Properties menu does not have a Rotate option (see Object Properties Menu). Instead it has a Resize option for scaling the table's dimensions.

- | | |
|------------------|--|
| Scale X; Scale Y | Enter a ratio value (e.g., 2 or 0.5) in the X and Y fields. Both fields must contain a value. If you want to change only one dimension, be sure to enter 1 in the other field (do not enter 0).

Resizing is progressive. The scale reverts to 1 each time the table is resized. |
|------------------|--|

Materials



The Materials group includes objects that can be manipulated by the robot:

- Cube
- Cylinder
- Ball
- User defined parts (see User Parts and Objects below)

You can place as many objects as needed.

Cube/Cylinder/Ball

When you select Cube/Cylinder/Ball, the Object Configuration dialog box opens:

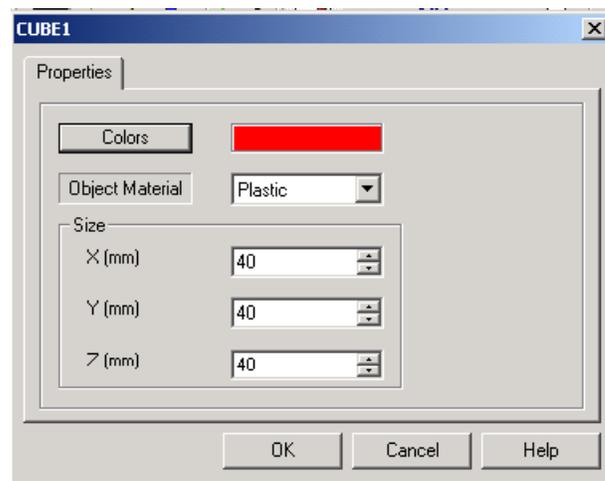


Figure 4-19: Cube Configuration

Colors	You can define the color of the plate to which the sensor is sensitive. The default color is red. To change the color, click Colors. This opens a color palette from which you can select the required color. Make sure the color you select is compatible with the sensor's detection definition.
Object Material	The cell sensor can differentiate between different materials. The default material is plastic. Other available materials are glass, metal and wood.

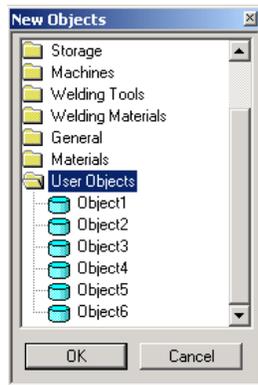
Size (mm)
Cube: X, Y, Z
Cylinder: Diameter,
Height
Ball: Diameter

The default dimensions of the objects can be modified if desired.

Horizontal/Vertical
(for Cylinder only)

Defines whether the cylinder is placed in a horizontal or vertical position. Cylinders that are placed in the lathe should be defined as horizontal.

User Parts and Objects



To insert a part or an object, select the desired part/object from the Materials/User Objects group.

Point and click on the location where you want to place the part/object. You may need to wait a moment for the cursor to appear. *Do not double click.*

Parts

Parts are basic shapes that can be used to simulate any type of material the user chooses. Simply click on Part 1, 2 or 3 to add a new part to the cell.

In RoboCell, parts are changed to show what they look like at the end of the mill or lathe machining process. You may design your own finished parts.

User parts are stored as files in RWX format. The robot and machines can manipulate these objects. User part files are saved as PART*_0.RWX (where * represents 1, 2, or 3), and finished parts are named PART*_1.RWX. The files are located in the SBWSIM n RESOURCE folder.

Objects

The objects included in the User Objects group are for illustration purposes only. User Object files are named USER*.RWX. The files are located in the SBWSIM n \RESOURCE folder.

Advanced users who know how to create 3D objects in RWX format can design and use such objects in the robotic cell. No more than three user-defined parts and eight user objects may be used at one time. For further directions on designing user parts/objects, see Designing User Parts and Objects below.

Designing User Parts and Objects

Modify an Existing User Part File

You may change the existing user part to create your own user part. To modify an existing user part, do the following:

1. Open the SBWSIMx folder.
2. Open the RESOURCE folder.
3. Using a text editor that saves files in plain ASCII format, such as Notepad or DOS Edit, open one of the existing user part files (PART1_0.RWX, PART2_0.RWX or PART3_0.RWX). The file looks like the following example:

```
ModelBegin
  TransformBegin
    Color 0.0 1.0 1.0
    Surface 0.4 0.3 0.2
    Opacity 1.000000
    LightSampling Facet
    GeometrySampling Solid
    TextureModes Lit
    Texture NULL
    ClumpBegin
      Translate 0.0 0.0251 0.0
      Tag 1
      Block 0.05 0.05 0.05
      ClumpBegin
        Tag 2001
        Color 1 0 0
        Opacity 1
        Block 0.03 0.02 0.07
      ClumpEnd
    TransformEnd
  ModelEnd
```

4. Edit the file to create your own part.
5. Save the file. Since you can only have three user part files at a time, you must replace the original file. *Do not change the file name.*

6. To create your own finished part, edit the Part*_1 file.

*If you do not want to create a finished part, delete the Part*_1 file.*

Create a New Part/Object File

If you can create your own user part and user object files, do the following:

1. Open a text editor that saves files in plain ASCII text, such as Notepad or DOS Edit.
2. Write the program to create your own part.
3. Save as file type .RWX. (You must name the file PART1_0.RWX, PART2_0.RWX, or PART3_0.RWX.)
4. To create a finished part, name the file PART*_1.RWX. There must also be a PART*_0.RWX file to go with it (i.e., in order for there to be a PART1_1 file there must be a PART1_0.RWX file).
5. Copy the files to the SBWSIM n \RESOURCE folder.

Note: It is recommended that you do not discard the original files supplied with RoboCell. Save the original files under different file names.

6. To create a User Object, follow the above steps and name the file USER*.RWX. USER*.RWX files cannot be manipulated by the robot or machines. You must replace the original user object files.

Import a CAD File

You can create a 3D object in a CAD program, and import it to RoboCell. To import a CAD file do the following:

1. Create a file in any CAD program. Save as *.DXF or *.3DC.
2. Use the *DXFtoRWX*, or *3DCto RWX* converter to convert the file to RWX format.
3. Name the files PART1_0.RWX, PART2_0.RWX, or Part3_0.RWX.
4. To create a finished part, name the file PART*_1.RWX. There must also be a PART*_0.RWX file to go with it (i.e., in order for there to be a PART1_1.RWX file there must be a PART1_0.RWX file).
5. Copy the file to the SBWSIM n \RESOURCE folder.

To import a *user object*, follow the above steps and name the file USER*.RWX.

For more information on RWX files, consult a manual on RWX programming.

5

WORKING IN ROBOCELL

RoboCell integrates the SCORBASE robotic software with a graphic display module, which allows you to define (teach) robot positions and execute robot programs in a virtual robotic workcell.

RoboCell's user interface and menus are similar to those of SCORBASE. The main differences are detailed in this chapter. They include:

- The graphic module, which enables position definition and SCORBASE program execution in a virtual or real workcell.
- Additional options which facilitate the integration of SCORBASE in RoboCell appear in RoboCell menus.

All SCORBASE operations, menu items and programming language are described in the SCORBASE User Manual.

RoboCell Menus

When you open Robocell and select New Project, this window appears:

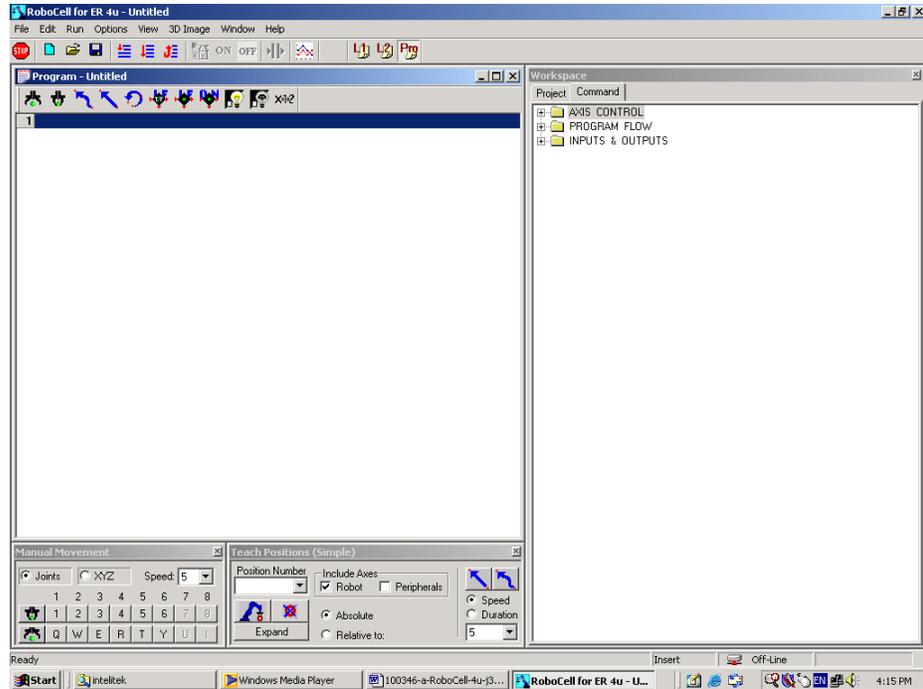
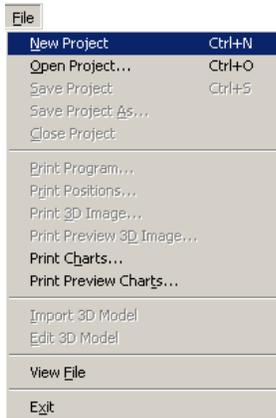


Figure 5-1: New Project Window

File Menu



The following options are available from the *File* menu:



New Project

Opens a new untitled project (see Figure 5-1).

The new untitled project does not include a robotic workcell (3D window).

To add a workcell, do one of the following:

- Select File | Import 3D model to open an existing workcell file.
- Select File | Edit 3D model to open CellSetup and create a new workcell.



Open Project

Opens the Load Project window which lists SCORBASE files (without a virtual cell), and RoboCell files (that include a virtual cell).



Save Project

Saves the project (program, positions and graphics).

Save Project as....

Saves the project (program, positions and graphics) under a different name.

Print Program

Prints the SCORBASE program.

Print Positions

Prints the positions defined by the user.

Print 3D image

Prints the graphic cell. The output is an image of the current cell.

Print Preview
3D Image

Opens a dialog window that shows how the printed cell will appear on paper.

Print Charts

Opens a dialog box to select the chart of a specific axis for display or printout. Only one axis can be selected at a time.

Print Preview Charts

Opens a window that displays the chart of the selected axis showing how it will appear on paper.

Import 3D Model

Opens the Import 3D Model window which lists graphic module files (*.3DC files).

Select one of the files to open the graphic display module window. When you save the project, the current workcell is included as part of the project.

Edit 3D Model

Opens CellSetup. If the project already includes a workcell, CellSetup opens that workcell for editing. Otherwise, CellSetup opens with a new untitled empty cell.

View File

Opens the View File window which lists the following files:

- Graphic module files (*.3DC)
- SCORBASE programs (*.sbp) (*Note: It is possible to copy and paste an sbp file into your own project.*)
- Position data (*.pnt)

When you select a file, a window opens displaying that file.

Exit

Closes RoboCell.

Edit Menu

The Edit menu is identical to the SCORBASE menu, which is used to edit SCORBASE programs. See the SCORBASE User Manual (or Help file) for a description of this menu's options.

Run Menu

The Run menu is identical to the SCORBASE menu whose options allow you to run the SCORBASE programs and send the robot home.

If you select Options | Simulation, running a SCORBASE program will run the robot in the virtual cell.

If you select Options | On-Line (and a robot connected to the computer) the virtual and real robot will work together.

Options Menu

The Options menu is similar to the SCORBASE menu. The only difference is the Simulation option. When checked, the robot in the virtual cell will run according to the SCORBASE program instructions. See the SCORBASE User Manual (or Help file) for a description of this menu's options.

Note: Advanced Commands are detailed in the SCORBASE User Manual. The ViewFlex Commands are detailed in the ViewFlex User Manual.

View Menu

The View menu is identical to the SCORBASE menu whose options allow you to toggle the display of SCORBASE dialog bars and menus.

3D Image Menu

The options of this menu are described in Graphic Display Module below.

Window Menu

The options of the Window menu offer screen settings that enable optimal usage of the screen while you are carrying out various operations such as defining positions, programming and running the SCORBASE programs.

Graphic Display Module

The graphic module file is an integral part of a RoboCell project. Opening or saving a project opens or saves the RoboCell program, robot positions and graphic module data as one entity.

You can open a new RoboCell project and then import a virtual cell from an existing project or a cell created using CellSetup (File | Import 3D Model).

Only one CellSetup file/window can be opened at a time.

When you open a project which already contains a workcell, the graphic display module window appears. The window is titled 3D image and the project name.

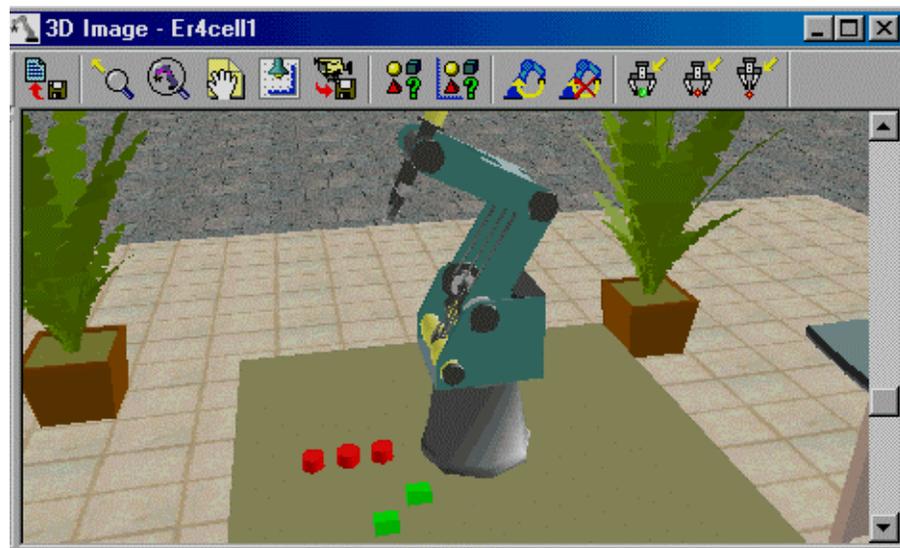


Figure 5-2: 3D Image Window

The 3D image portrays the robotic workcell and all its components. Using the graphic display tools described in Chapter 3, you can manipulate the image and view it from different angles by controlling the angle and position of the virtual “camera” that monitors the workcell. Other tools enable you to see other data related to the cell (such as object name, position or the number of part in a feeder).

3D Image Menu & Toolbar

All graphic display tools are accessible from the 3D Image Menu. Frequently used tools can also be accessed from the toolbar.



Reset 3D Model

Returns the workcell image to the initial setting and position (saved in CellSetup).

This tool is useful when you want to initialize the workcell before re-running a program.



Top View

Resets camera position to the top center point of the cell.



Drag Image

Activates the drag mode in order to drag the entire image to a new position.

Using the cursor, point and click anywhere on the image and drag it to its new position. The drag mode remains in effect until you select another option or press [Esc].

Camera Sub-options: The 3D image window displays the output of a virtual camera that is fitted in the workcell. Manipulating the camera determines how the image is displayed in the window.



Redirect Camera

Selects the point that will always be in the center of the screen (while rotating, zooming and changing the camera's angle).

The Redirect Camera mode remains in effect until you select another option or press [Esc].



Follow me Camera

Enables you to follow the movement of any object (robot gripper, certain object, etc.) when the workcell is running.

To select the point, choose a point on a moving object (part of the robot or an object).

Press [Esc] to exit Redirect Camera.



Save Camera Position

Saves the current camera position. Only one camera position can be saved. Saving a new position overwrites the previously saved position.

Restore Camera Position

Restores the position recorded using Save Camera Position.

Labels Sub-options:



Object Names

Shows/hides Object Name labels.



Object Positions

Shows/hides Object Position labels.

The label displays the X and Y coordinates of the object position that is relative to the coordinates of the 3D model.

Object Positions in Robot Coordinates

Shows/hides Object Position Robot Coordinates.

The object position displayed is relative to the robot coordinates. The robot coordinates may be different from cell coordinates if:

- The robot was moved after initial setting (in CellSetup)
- The robot is equipped with LSB. When the robot moves, the position of objects relative to the robot changes.

Number Parts in Feeder

Shows/hides a label that displays the number of remaining objects in a feeder.

Send Robot Sub-options

Select Options | Simulation to enable the Send Robot options.



Send Robot to Object

Sends the robot to the selected object.

Make sure the gripper is open before sending the robot to the object.

This option is useful for defining a robot pick position.



Send Robot to Point

Sends the robot to the selected point. This option is useful for defining a robot place position.



Send Robot to Above Point

Sends the robot to a point above the selected point on the table.

Default: point 100 mm above the selected point.

Options for Send Robot

Opens the Send Robot Options dialog box enabling you to define the vertical offset values and the gripper's orientation when Send Robot commands are executed.

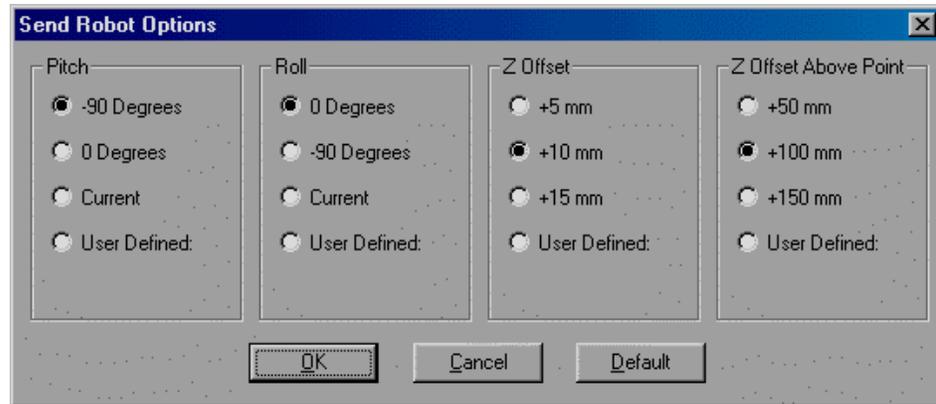


Figure 5-3: Send Robot Options

The settings remain in effect for all subsequent Send Robot commands. When the gun is selected, default gun settings are used automatically; user-defined settings are ignored.

By default, the robot moves to an object or point with the gripper perpendicular (-90) to the table and with no (0) rotation.

You may also use the SCORBASE Manual Movement dialog box (see Robot Manual Manipulation) to adjust the orientation (pitch and roll) of the gripper. You can then select the option Use Current to maintain the gripper's orientation during subsequent Send Robot commands.

The Z-offset value is used by the Send Robot to Object and Send Robot to Point commands. The Z-offset Above Point value is used by the Send Robot Above Point command.

Show Path	When selected, a line showing the gripper path is drawn on the screen as the robot moves. The distance between the points is proportional to the TCP speed.
-----------	---

Clear Path	Clears the robot path that was drawn using Show Path.
------------	---

Show Origin	Shows the origin of the cell at floor level (under the center of the robot's base) as a red cross marked with X and Y axes. The positions of all objects are defined as relative to this point of origin. When manipulating the graphic display, the cross may disappear momentarily. This option is the same as Scene Origin described in Chapter 4, CellSetup.
-------------	--

Show Robot Work Envelope	Displays the span of the robot's working range allowing you to see whether objects are within the reach of the robot. This option is the same as the Show Envelope option of the Robot Properties.
--------------------------	--

Welding Settings	Opens the Welding Setting dialog box, which enables definition of the welding parameters (see Figure 7-7).
------------------	--

6

CELL OPERATION

Operating and programming the robot in RoboCell is similar to working with a hardware robot. Graphic display features and automatic operations, such as Cell Reset and Send Robot commands, enable quick and accurate programming.

Robot Manual Manipulation

The SCORBASE Manual Movement dialog box allows you to manipulate the robot and peripheral axes in the simulated cell in the same way that it provides control of an actual robotic system.



Figure 6-1: Manual Movement Dialog Box

Clicking with the mouse on the keys on the Manual Movement dialog box keys, or pressing keys on the keyboard, moves the virtual robot axes. Movement of an axis continues as long as the button or key is pressed, or until a software or hardware limit is reached.

Note: *In ER2, axis 6 is disabled.*

Use the Open Gripper and Close Gripper buttons to control the gripper.

Machine Operation

You can operate the Mill or Lathe directly from the Digital Output dialog box, or with program commands (see Program Execution). A program continues to run after the machine begins to operate.

Be sure to close the chuck on the Mill or Lathe before you open the Robot gripper to release it. A part placed in the Lathe will drop to the bottom unless the chuck is closed before opening the robot gripper.

A part placed in the Mill may fall once the Mill cycle begins, if the chuck is not closed before starting the cycle.

Mill and Lathe will work only if the door is closed.

Send Robot Commands

Send Robot commands can often be used instead of the SCORBASE Manual Movement dialog box. Commonly, however, you will use the Manual Movement dialog box to adjust the robot's position after using a Send Robot command.

When SCORBASE is operating online with an actual robotic cell, the Send Robot commands and options are disabled.

When using the Send Robot commands, be aware of certain characteristics of the following objects.

Feeders Click on the part in the feeder (and not the feeder itself), to select it as the target position for the Send Robot to Object command.

To easily pick up a part from the feeder, select a pitch of 0° and a roll of (-90°) in the Send Robot Options dialog box.

Lathe Each of the four clamps in the chuck can be a target object. You cannot use the Send Robot to Object command to place an object in the lathe. Object must be placed in the chuck manually.

Only cylinders can be placed in the chuck. Use the Manual Movement dialog box to position the cylinder exactly.

Mill Click on the jig in the mill to select it as the target for the Send Robot to Point command. Use the grid on the jig to help place the object.

Table	Use the Send Robot to Point (not Send Robot to Object) command and select a specific target point on the table. The robot moves to that position with the offset defined in the Options for Send Robot dialog box.
Template	<p>Although it is regarded as one object, the template is comprised of two objects, the tray and the handle, either of which can be a target object. The template has only one position, defined by the center of the tray.</p> <p>Use Z-offset 35 mm to send the robot to the template tray.</p> <p>Use Z-offset 0 mm (user-defined) to send the robot to the template handle.</p>

Gripper

Grasping Objects

The robot gripper in RoboCell will grasp an object only as a result of Close Gripper commands.

When the gripper closes on an object, the object is pushed into the center of gripper.

In addition, cubes and horizontal cylinders are rotated into alignment with the gripper jaws, provided the rotation offset does not exceed 35°. When the offset is about 45°, the gripper simply grasps the object at its corners.

Since objects are rotated around their center, a long object that will be grasped far from its center must be aligned with the gripper as much as possible before the gripper is closed.

Releasing Objects

RoboCell operates in a gravitational field. Objects that are released from the gripper will fall to the first surface below them.

If more than half of an object's base rests on a surface, the object will remain on the surface. Otherwise it will fall onto the surface below.

Objects can be picked up and released at any rotation.

Impact Detection

RoboCell checks for the following impact conditions:

- The tip of the gripper hits an object or the robot itself.
- The edge of the gripper motor (mounted on top of the gripper) hits an object or the robot itself.
- An object held by the gripper hits another object or the robot.

RoboCell's impact error message is the same one sent by SCORBASE when an actual robot cannot reach a target position. Since there are no mechanical (motor) or electrical (encoder) failures in simulation, you can assume simply that the gripper or an object held by the gripper has collided with the robot or another object.

The Graphic Display status line indicates the object on which the impact has occurred.

In response to the impact error message, select OK to resume Control On. Then move the robot away from the impact condition. If a Send Robot command caused the impact, the robot will resume movement from the position that preceded the Send Robot command.

When SCORBASE is operating online with an actual robotic cell, SCORBASE controls impact detection and response, and Cell Simulation's impact detection function is disabled.

Defining Positions

RoboCell provides the methods described below for defining robot positions. A position is identified by its assigned number.

Recording Position #1

1. Use the SCORBASE Manual Movement dialog box to manipulate the virtual robot in the same manner in which you would manipulate an actual robot.
2. When the position is reached, type a number in the position number field in the Teach Position (Simple) dialog box.
3. Click Record.

If the position number has been used previously, the new position will overwrite the previous position data.

Recording Position #2

1. To send a robot to a required position, use the Send Robot to Object/Position/Above Position tools.
2. If needed, use the Manual Movement dialog box for fine-tuning.
3. When the position is reached, type a number in the position number field in the Teach Position (Simple) dialog box.
4. Click Record.

If the position number has been used previously, the new position will overwrite the previous position data.

Teaching Position

1. In the Graphic Display window, select View | Object Positions to see the X and Y coordinates of an object.
2. Zoom in on the object or point whose coordinates you want to record.
3. Click the Teach Position (Simple) Expanded button to open the Teach Position dialog box.

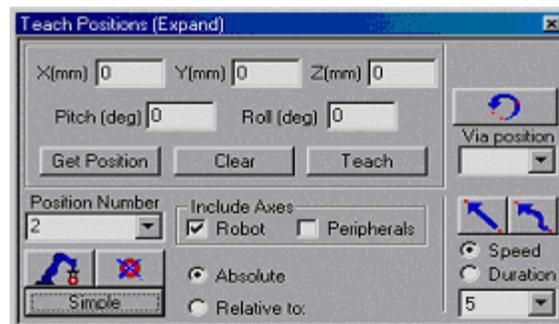


Figure 6-2: Teach Positions Dialog Box (Expanded)

4. Type the position coordinates in the X, Y, Z, P, and R fields.
5. Enter a number in the position number field.
6. Click Teach.

Note: If you click Record position, the current robot position is recorded (and not the position defined by the coordinates you entered in the X, Y, Z, P, and R fields).

If the position number has been used previously, the new position will overwrite the previous position data.

Fine-tuning a Position

To modify existing positions:

1. Click Teach Position (Simple) Expanded to open the Teach Position dialog box.
2. Select the position you want to modify in the Position Number field.
3. Click Get Position. The position data appears in the X, Y, Z, P, and R fields.
4. Modify the required coordinate.
5. Click Teach to overwrite the previous position.

Program Execution

Executing programs in RoboCell is the same as executing programs when using an actual robotic system.

Since different cell configurations can be loaded and changed in RoboCell, keep in mind that positions and programs are not loaded together with their workcell.

To use a workcell with its positions for a new project save the project with the workcell and positions under a different name, using the Save as option in the File menu.

Then delete the program and write a new one (the positions and the cell remain unchanged).

7

WELDING FEATURES

Introducing Welding Features

RoboCell welding features contain 3D-solid modeling robotic welding options for teaching modern techniques of arc welding.

The software features the following:

- Welding of multiple parts both online and in simulation.
- Accurate display and manipulation of welded parts both online and in simulation.
- Single-command character generator that calculates and teaches all positions required for producing any text string.
- Predefined welding cells and fully functional demonstration programs for simulated execution.

A typical welding cell is shown in Figure 7-1.

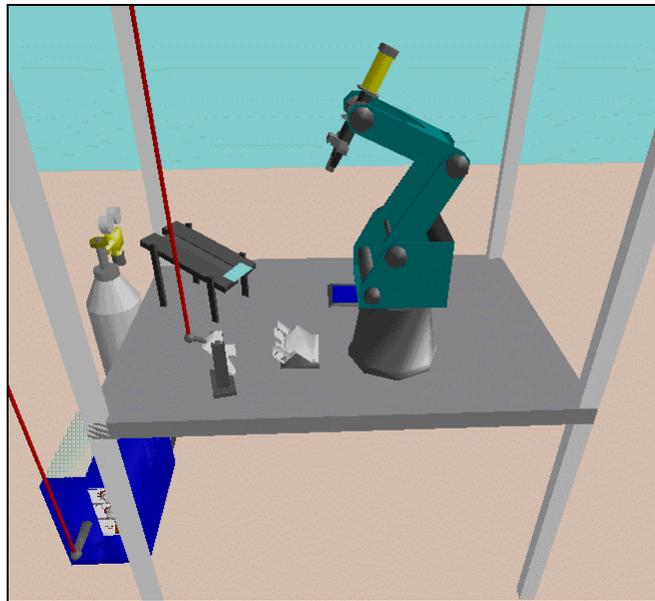


Figure 7-1: Welding Cell

Welding features enable several types of welding processes: T-joint welds, butt welds and the welding of letters and numerals.

- **T-joint weld:** A T-joint weld is shown in Figure 7-2.

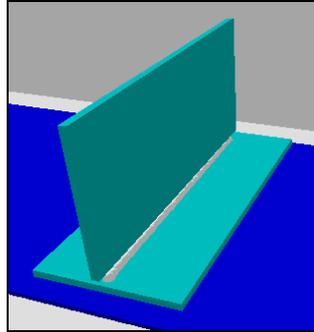


Figure 7-2: T-joint weld

- **Butt weld:** Weld in which the pieces are welded side-by-side.

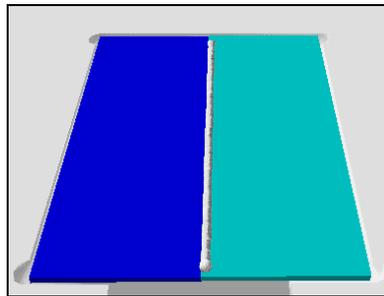


Figure 7-3: Butt Weld

- **Letters and numerals:** A gun is used to weld letters or numerals on a large metal plate placed on the butt jig.



Figure 7-4: Letters and Numerals

The workcell allows fully automatic T-joint welding operations:

- retrieval of metal plates from gravity feeder
- loading of parts into T-joint jig
- retrieval of MIG gun
- arc welding
- returning of gun
- unloading of weld from jig for cooling.

Welding of a butt joint or of numerals/letters is performed similarly. However, for these processes, the metal sheets must be placed in the jig during the cell setup stage. The robot's work envelope does not allow it to place and remove parts from this jig.

CellSetup Welding Tools

The welding tools available in CellSetup are described below. (See also Chapter 4, CellSetup.)

Welding Tools

Welding Table Configuration

The welding table should be placed in the cell just before or after the robot (the first object) has been placed. Most welding objects are automatically placed at the correct default welding table height, even if they are not placed directly on the welding table.

The welding table configuration dialog box contains the following options:

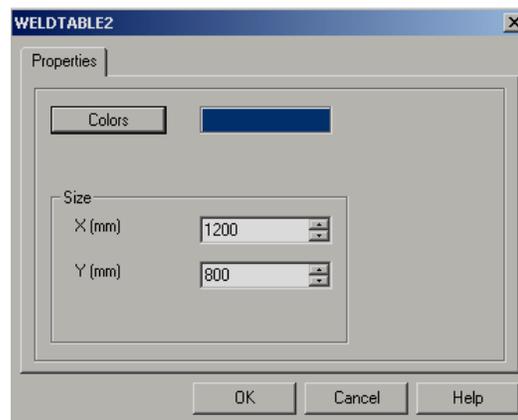


Figure 7-5: Welding Table Configuration

Colors	<p>Opens the color pallet to define the color of the welding table. The booth poles will remain default gray.</p> <p>To distinguish the table, use a color that is different from the colors used for the floor and background.</p>
X (mm); Y (mm)	<p>Defines the length and width of the table in millimeters. X and Y dimensions are always in accordance with the X and Y dimensions of the cell. (Use the Show Cell Origin option to display the X and Y origin of the cell.)</p> <p>You can accept or change the default dimensions of 1200 x 800 mm, which represent the width of the welding booth's table supplied with the Automated Welding tekLINK.</p>

Welding Machine Properties

The Welding machine supplies the electric energy required for the welding process to the welding gun. As such, you cannot save a cell containing *only* a welding gun or *only* a welding machine. Neither or both must be present in order to save the cell.

To open the welding machine properties window do one of the following:

- Select 3D Image | Welding Setting from the RoboCell main menu.
Note: The Welding Setting option is only enabled if you have defined a welding machine and a welding gun in the cell.
- Double click on the welding machine image in the 3D window.

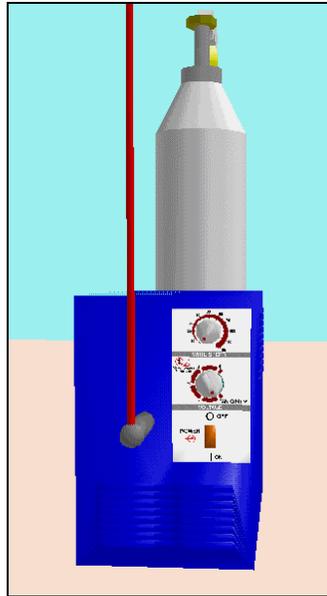


Figure 7-6: Welding Machine Image

The welding machine Properties menu contains the following additional option:

- | | |
|------------------|--|
| Welding Settings | <p>Opens the Welding Settings dialog box (see Figure 7-7) which enables definition of the following weld parameters:</p> <ul style="list-style-type: none"> • Voltage Tap • Wire Diameter • Wire Speed • Shielding Gas |
|------------------|--|

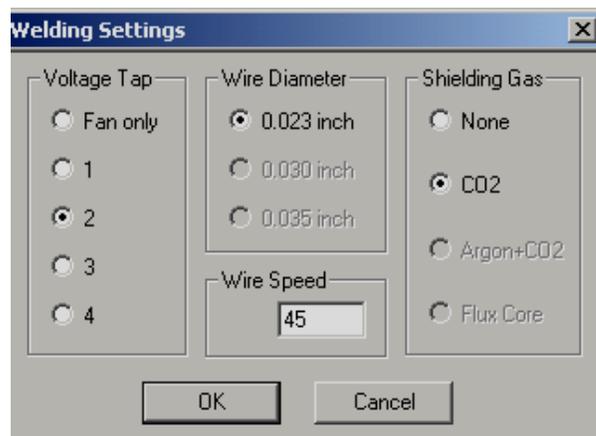


Figure 7-7: Welding Settings Dialog Box

Voltage Tap	<p>Sets welding machine voltage output supplied to the welding gun, an important variable in determining the quality and appearance of a weld. The voltage tap value is a reference number (and 2 does not indicate a voltage value).</p> <p>The voltage tap should be set according to several factors, such as robot speed, wire speed and metal thickness.</p>
Wire Diameter	<p>Sets diameter of the welding wire being fed to the MIG welding gun. Cannot be changed.</p> <p>Default of wire diameter used in the AMT tekLINK is 0.023 inch.</p>
Wire Speed	<p>Sets speed at which the wire is fed to the MIG welding gun. Also known as feed rate.</p> <p>The wire speed setting is essentially a reference value to the controller built into the welder. Valid values: 10 - 100.</p> <p>The wire speed is automatically regulated by the welder for optimal performance and does not need manual input. The welder determines the feed rate setting by weighing three factors: type of shielding gas, metal thickness and wire diameter.</p>
Shielding Gas	<p>Sets type of gas for shielding the weld from oxidation, which causes rust and poor joining of the welded pieces. The system only works with CO₂ gas.</p>

The default parameters are set according to the Millermatic recommended settings (see Millermatic User's Manual).

Some parameters are interrelated. For example, changing the voltage tap causes the wire speed default to change automatically. Note that the wire speed can also be changed independently of the voltage tap.

Welding settings can also be changed by the user when working within the Graphic Display window. The settings will remain in effect for all subsequent simulated welds.

***Note:** Changes in this dialog box do not affect the actual Millermatic welder settings.*

This dialog box can also be accessed by double-clicking on the welding machine knobs. Note that parameter changes are reflected in the knobs' positions.

Controller Output
Number for Welding
Machine

The welding machine operation is controlled using a controller output. After placing the welding machine (in CellSetup) you should assign a free controller output for controlling the welding machine.

Gun Stand

The gun stand does not require the user to define any additional configurations or properties. The user need only place it in an accessible position on the welding table. CellSetup draws the cable that connects the welding machine to the gun.

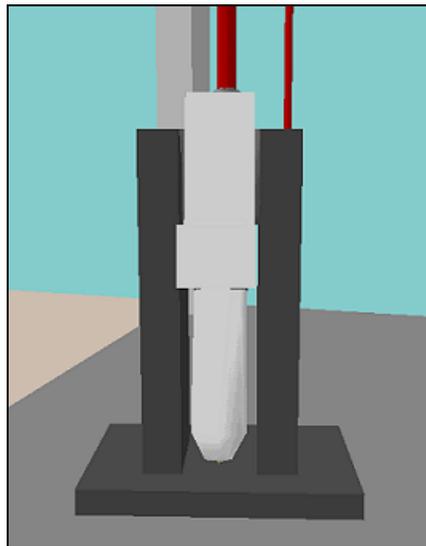


Figure 7-8: Gun Stand

You cannot save a cell containing *only* a welding gun or *only* a welder. Neither or both must be present in order to save the cell.

Welding Jig A (T-Joint)

Welding Jig A is a device used to securely hold two materials being welded together in a T-joint. This jig does not require the user to define any additional configurations or properties. The user need only place it in a position on the welding table in which the robot can access the jig from both ends to place and remove parts.

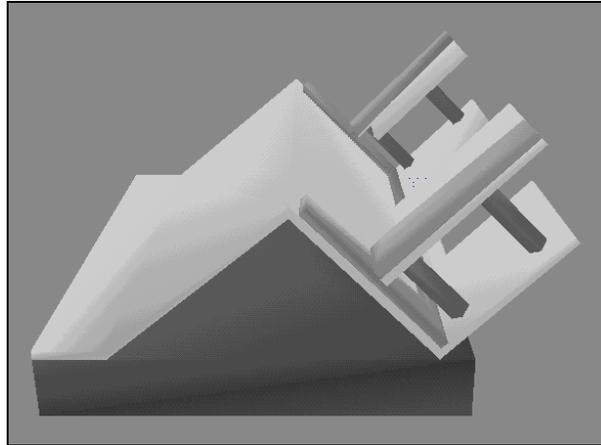


Figure 7-9: Welding Jig A

Welding Jig B

Welding Jig B can be used for various types of welds. The grooved area in the center of the jig can be used to securely hold two metal sheets side-by-side to create a butt weld. The jig can also be used to hold the larger nameplates used with the SCORBASE Write command. For more information, see the SCORBASE User Manual.

Welding Jig B does not require the user to define any additional configurations or properties. The user need only place it in an accessible position on the welding table.

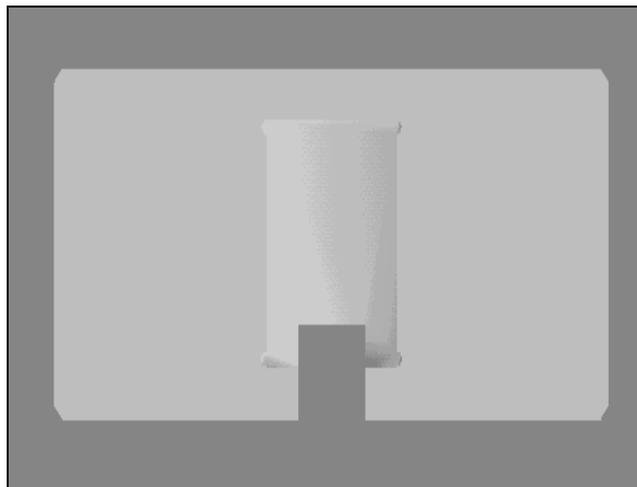


Figure 7-10: Welding Jig B

Welding Materials

Plate 38 x 2 x 89

Plate refers to the welding metal plates which are used with Welding Jig A. When you select Plate, this dialog box opens:

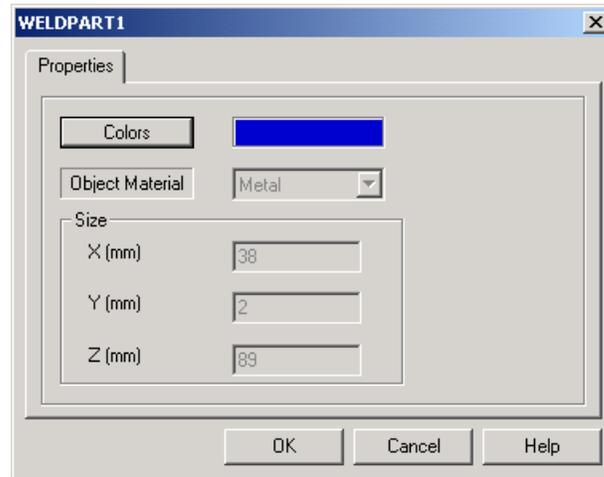


Figure 7-11: Welding Plate Configuration

- | | |
|--------|---|
| Colors | You can define the color of the plate to which the sensor is sensitive. The default color is blue. To change the color, click Colors. This opens a color palette from which you can select the required color. Make sure the color you select is compatible with the sensor's detection definition. |
| Size | The default dimensions of the plates are 38 x 2 x 89 mm. These are for display purposes only and cannot be changed. |

Metal Cube

When you select Metal Cube, this dialog box opens:

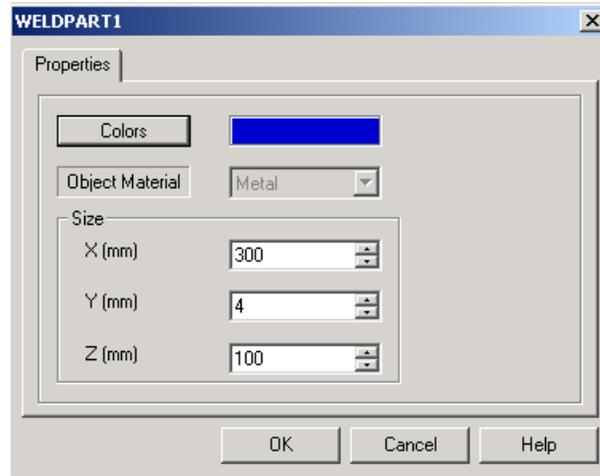


Figure 7-12: Metal Cube Configuration

Colors	Define the color of the cube in the same way as described for the Plate.
Size	The AMT tekLink uses parts whose dimensions are: 300 x 4 x 100 mm (default), which you can modify if desired. Any dimensions can be defined provided that the cubes are compatible with either welding Jig A or B.

Additional Welding Features

The RoboCell's Graphic Display includes the following features:

Advanced Send Robot Commands

Recording Positions for Welding Jig A

Welding features enable easier recording of positions for Welding Jig A. To record the position for placing a part in the left side of the jig, use the Send Robot to Object option and click anywhere on the protruding parts of the jig (indicated by the number "1" in Figure 7-13). RoboCell will automatically send you to the correct position for placing the part. Note that this position is also used for removing the welded part from the jig.

To place parts in the right side of the jig, click on any of the areas numbered "2" in Figure 7-13.

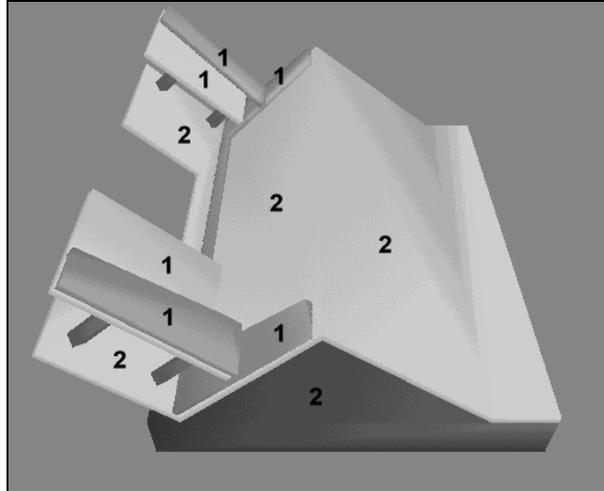


Figure 7-13: Recording Positions for Welding Jig

Recording Positions for Welding Gun

Welding features include a built-in feature to facilitate recording the pick position for the welding gun. To record the position for picking the gun, use the Send Robot to Object option and click on the gripper adapter handle on the gun. RoboCell will automatically send you to the correct position for properly picking the gun.

Welding Booth Doors

The welding booth doors can be viewed or removed by double-clicking anywhere on the booth.

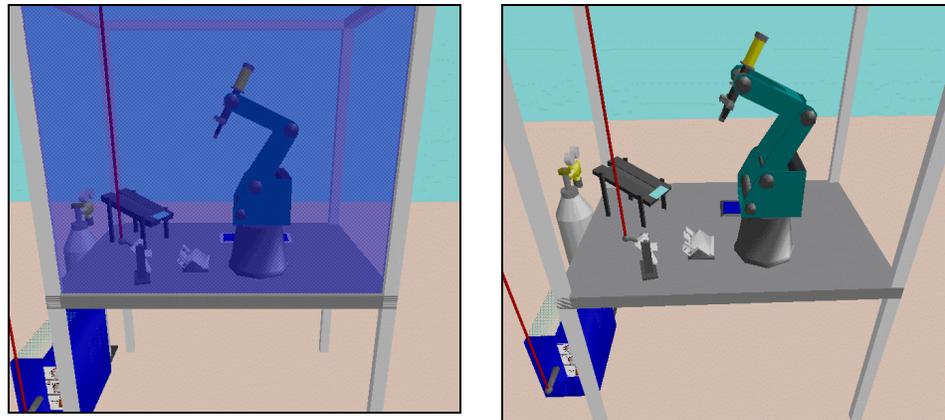


Figure 7-14: Welding Booth Doors Image

Welder

The welder has the following built-in features:

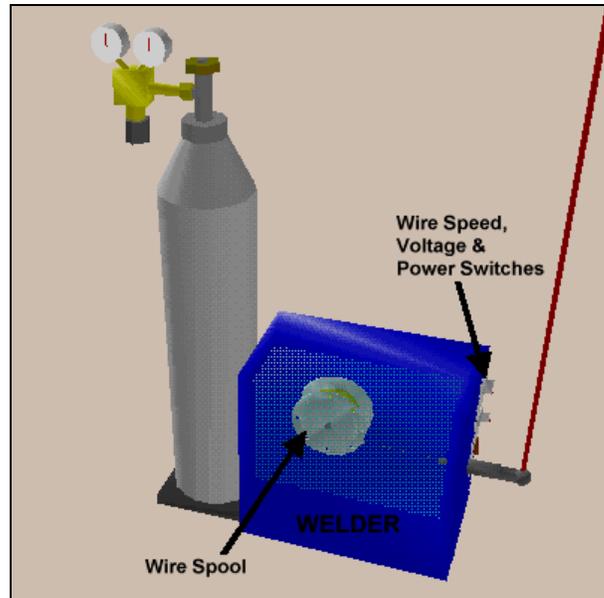


Figure 7-15: Built-in Welder Features

Wire Spool Motion	During the welding process, the wire spool turns just as it does in reality.
Wire Speed, Voltage and Power Switches	The knobs on the welder accurately reflect the welding settings defined via the <i>Welding Settings</i> dialog box. Double clicking on any knob opens the dialog box.

Welding Parameters

Successful automated welding is often not the result of reliable technology, but of proper planning. Therefore, it is extremely important to work only with the optimal parameter settings defined by the manufacturer. The following welding parameters can be modified:

Parameter	How to Change Parameter
Inert Gas Shield	From the Welding Settings dialog box, select either None or CO ₂ .
Voltage Tap	From the Welding Settings dialog box, select one of the reference numbers.
Wire Feed Rate	From the Welding Settings dialog box, select one of the reference numbers. Automatically changes when voltage tap is changed.
Rate of Travel	To define the rate of travel (the speed of the robot and the welding gun in the welding procedure), use the <i>Duration</i> setting in the <i>Go To position</i> dialog box. By changing the duration it takes to get from position A (weld start position) to B (weld end position), the robot's speed is changed – thus changing the speed at which it will weld.
Distance of Electrode from Materials to be Welded	When recording the start/finish welding positions, you define this distance by defining the positions' Z value. Welding only occurs when the electrode of the welding gun is located at a proper distance above "weldable" material. This feature was built-in to enable more accurate recording of the start welding position. Once the software recognizes that welding is "allowed", the gun emits wire that creates a seam between the two materials. Welding will not occur in the following situations: <ul style="list-style-type: none"> • The electrode of the welding gun is too close or too far from the material. • The welding gun is located above a material that the software recognizes as "non-weldable".
Angle of electrode	When recording the start/finish weld positions, you define this angle by defining the positions' pitch.

Welding Process

Welding Gun Operation

As welding occurs, sparks will fly from the welding gun, as shown in the figure below.

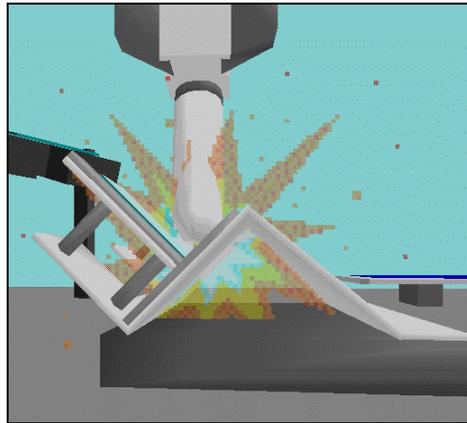


Figure 7-16: Sparks from Welding Operation

Weld Temperature

Changes in the temperature of the welding seam can also be seen by zooming in on it during and after the welding. Immediately after the welding, the seam is red and yellow – indicating that it is extremely hot. Slowly, it changes to a grayish color – indicating that it has cooled.

Welded Part

After the welding process is completed, RoboCell regards the two metal pieces as one.

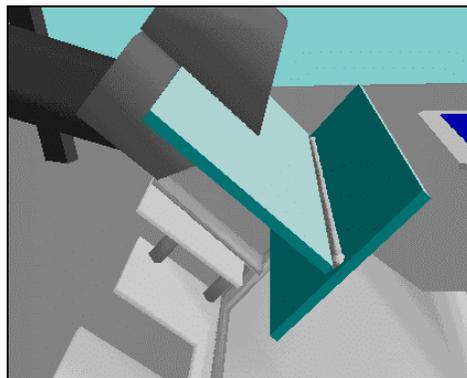


Figure 7-17: Completed T-joint Welding Process

Weld Analysis

RoboCell allows you to observe the quality of a weld at the end of the welding process. Depending on the welding settings used to create the weld, the appearances of welds may differ.

After welding two metals together, double-click on the seam to open the Weld Properties window.

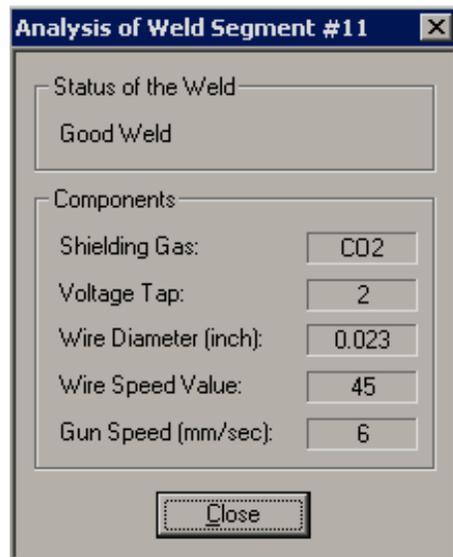


Figure 7-18: Weld Properties Window

The window displays the following information:

- Status of the weld (i.e., good, bad, etc.)
- Whether shielding gas was used or not.
- Selected voltage tap value.
- Wire diameter used.
- Wire speed reference value that was used.
- Speed of the welding gun.

8

REPLICATING REAL AND SIMULATED CELLS

RoboCell's representation of robot and devices are based on actual dimensions and functions of SCORBOT equipment. Thus, programming performed in RoboCell can be used with an actual robotic installation.

From Simulation to Real

Using CellSetup and Cell Simulation, create a cell, record all positions to be used by the SCORBASE program, write the SCORBASE program and verify program execution.

Then, to construct an actual robotic installation that duplicates the simulated cell:

1. Using CellSetup as a guide, place all objects and devices in their approximate locations.
2. To print a 3D Image, select File | Print 3D Image.
3. If necessary, hide some labels and/or change the angle and zoom of the camera, and print several cell maps.
4. Consider your SCORBASE program and determine which of the recorded positions must be precise; for example, the point at which the robot takes an object from a feeder, or the point at which the robot places a part in a machine.
5. In SCORBASE On-Line mode, send the robot to these key positions. Adjust the location and orientation of the actual objects and devices (e.g., feeder, machine) according to the location of the gripper.

If you are unable to relocate the object or device, you can rerecord the position coordinates.

From Real to Simulation

To create a simulated cell based on an actual installation, you will need to know the exact location and orientation of every element in the cell.

If the cell layout is simple, this information can be obtained through a coordinate grid or a ruler. For a more complex cell layout, you will probably need a technical drawing (e.g., AutoCAD) which shows the center point and orientation of all objects.

All measurements should be made with both the robot and the cell at the same point of origin and with the same orientation.

9

TROUBLESHOOTING

Problem	Solution
<i>Installation not successful.</i>	Make sure all applications, including anti-virus monitors and network drivers, are closed. Then try installing the software again.
<i>Program not responding correctly.</i>	There may be a message box hidden behind the application window. Minimize the application windows to check for messages or prompts.
<i>Robot cannot be dragged to another position.</i>	By default, the robot is placed at the cell's point of origin to simplify the teaching of positions. The robot's position can be changed only by means of its Properties menu.
<i>Screen layout is jumbled or crowded.</i>	Use the SCORBASE View Simulation & Teach or View Simulation & Run to reset the screen layout. You can also use the SCORBASE Options Load User Screen to reset a screen layout that you set and saved previously.
<i>Peripheral axes do not move in RoboCell.</i>	When SCORBASE is operating on-line, the peripheral settings defined in the CellSetup file are not loaded; the peripheral setup defined in SCORBASE is retained. Simulated peripheral axes that do not match the SCORBASE definitions will not respond to SCORBASE commands in the Graphic Display.

10

INTELITEK SOFTWARE LICENSING

The software is protected by a licensing agreement. Once installed, you can use the fully operational software for a 30-day evaluation period. To continue using the software after this period, you need an **unlock code** from Intelitek.

To obtain an unlock code, you need to complete three steps:

1. Install the software from the CD.
2. Send the CD key and the PC-specific code to Intelitek.
3. Upon receipt of the unlock code, enter it in the Registration dialog box.

The sections below provide detailed instructions on how to use the software license.

- Register your software and receive a PC-specific unlock code for each license purchased.
- Protect your license.
- Transfer a license from one PC to another PC.
- Return a license to Intelitek, so you can retrieve it later.
- Frequently asked questions.

Register your software and receive a unlock code

- During the software installation, you will be prompted to enter the **CD key**. This number is found on the CD case. (Make sure to keep the CD key in a safe place.)
- The installation procedure generates a **PC-specific code**. This code is found in the Registration dialog box.
- To receive the **unlock code** for the software you installed, you must send Intelitek both the CD key and the PC-specific code. The Registration dialog box provides several methods for obtaining the unlock code.

- **Automatic from Intelitek website**
 - ◆ If Internet access is available on the PC, do the following:
In the Registration dialog box, select Get Unlock Code and select From Intelitek.com. The software will automatically connect to Intelitek's website. The unlock code will automatically be installed on your PC and you will see a message that the software is now licensed.
 - ◆ If you have Internet access, but not on the same computer on which the software is installed, do the following:
Using your Internet browser, go to:
<http://www.intelitek.com/support/software-licenses/index.html>
Enter your CD key and the PC-specific code as instructed.
The unlock code will be displayed automatically.
Enter the unlock code in the Registration dialog box and select Unlock.
- **Email** (uses Intelitek's software licensing service).
In the Registration dialog box, select Get Unlock Code and select By Email.
 - ◆ If email is available on the PC, a new email message containing all required details will open. Fill in the requested user information (optional), and click Send. The licensing service will send back an unlock code.
Enter the unlock code in the Registration dialog box and select Unlock.
 - ◆ If you have email service, but not on the same computer on which the software is installed, a Notepad window containing all required details will open. Fill in the requested user information (optional), and then transfer the text/file to your email program.

 Send to: info@intelitek.com
 Subject line: Intelitek Software License

 To ensure automatic processing, use this exact subject line and do not edit the automatically generated text in the message. You may add text and comments to the end of the message.

 Once you receive the unlock code, enter it in the Registration dialog box and select Unlock.
- **Fax or Phone:** If you do not have Internet or Email service, select Get Unlock Code and select By Fax or Phone. A Notepad window containing all required details will open. Fill in the requested user information (optional), and then print out the document. Contact your local dealer or Intelitek with the printed information.

Protect your license

Every unlock code is unique. It will become invalid (and cause the software to stop functioning) when you change a physical component in your PC (e.g., hard disk, network card, CPU), format your disk, or install a new operating system.

- If you want to upgrade your PC and keep your software operational, **you must first transfer the license (unlock code) to another PC or back to the Intelitek website.**
- Once you have upgraded your system, reinstall the software (if necessary) and transfer the license back.

If you do not have a PC available for the temporary transfer operation, **return the license to Intelitek.** You will be able to retrieve the license by following the standard procedure for obtaining the unlock code.

Transfer a license from one PC (source) to another PC (target)

- On the target PC install the software and get the PC-specific code from the Registration dialog box.
- On the source PC, open the Registration dialog box. Enter the PC-specific code of the target PC and Select Transfer. The software on the source PC will generate a new unlock code for the target PC and will remove the license from the source PC.
- On the target PC, enter the new unlock code in the Registration dialog box.

Return a license to Intelitek, so you can retrieve it later

Use this procedure when you need to remove a software license and do not have a target PC available.

- From the Registration dialog box, select Remove the License and click Remove. The software will generate a unique Remove code.
- Send the Remove code and your CD key to Intelitek using one of the methods described above (email, website, fax/phone). We will confirm the codes and update our licensing registration records.
- When you are ready to retrieve your license, install the software (if necessary) and follow the instructions for obtaining an unlock code.

FAQs – Frequently Asked Questions

What is a CD key?

This is the code on a label on the CD. It allows Intelitek to track software that has been purchased.

What do I do if I do not have a CD key?

When prompted to enter the CD key during the software installation, enter the word “evaluation”. This will allow you to install the software for a trial period.

What is a PC-specific code?

This is a code generated by the software. It is unique for each PC and each installation of the software. This code allows Intelitek to generate the unlock code for the PC on which you installed the software. The PC-specific code is displayed in the Registration dialog box.

What is an unlock code?

This is a code that allows you to use the software after the evaluation period expires. You need to send your CD key and PC-specific code to Intelitek. We will reply with the unlock code for the software you purchased.

How do I install and register the software on more than one PC?

Repeat the procedure for obtaining an unlock code as many times as necessary.

Alternately, install the software on all PCs and make a note of the PC-specific code generated on each PC. You can then send us one email or fax listing all the PC-specific codes. You will receive unlock codes for each PC. (*Note: this will be handled manually by our technical support and may take several days*).

Why should I give you my personal details when I request the unlock code?

This will allow us to keep you informed about products, upgrades and services available for your system and software. It will also allow us to help you in case of a lost license.

How can I recover the unlock code after a disk crash or other system failure?

Once you have restored and reactivated your PC, reinstall the software. If it resumes operation in Evaluation mode, follow the procedure for obtaining an unlock code. Include a comment explaining why you need a new unlock code. (*Note: this will be handled manually by our technical support and may take several days*).

How can I extend the evaluation period?

The 30-day evaluation period begins as soon as the software is installed. Reinstalling the software on the same PC will not renew the evaluation period.

Under certain circumstances we will extend your evaluation period. Use the Get unlock code option in the Registration dialog box to request a time extension. Be sure to send us your CD key, PC-specific code, and the reason for your request.

After approving your request we will send you an unlock code that will extend the evaluation period. When you receive the unlock code, do the following:

- Enter it in the Registration dialog box.
- Select the option to Extend the Evaluation Period.
- Select Unlock.

