



Conveyor tracking addes " Abandoned objects " use variable to records

Joe 2017.11.23 v1.0

Translated by Joe 2018.1.19 V1.0

Summary

Purpose

1. Abandoned objects

When the workpiece exceeds the action range of the robot and the robot will give up it.

New version of the HMI is added the variables of abandoned objects.

Equipment

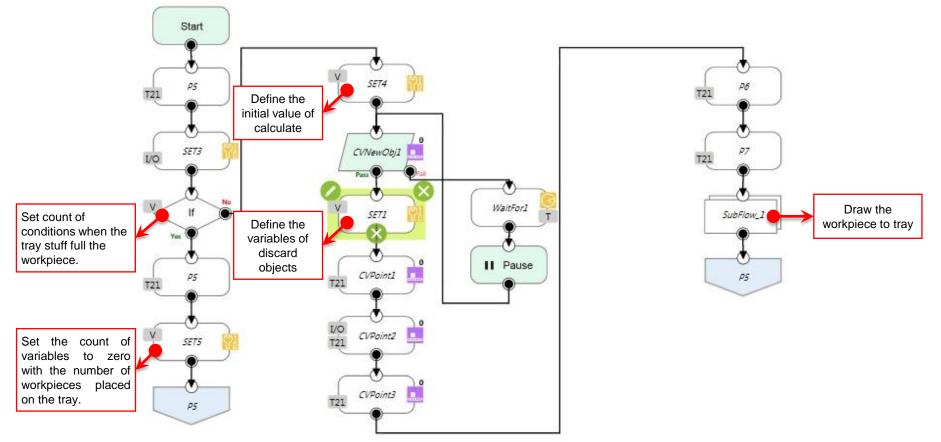
- 1. TM5
- 2. Conveyor System
- Flow Example
- Application Explain

		Va	ariables		×
Cre	ate Variable			Create An	ray
int	CONV0_DR OP_TM	=	0		
int	CONV1_DR OP_TM	=	0		



Flow Example

- 1. The main purpose of flow is draw the workpiece to tray on the flow of conveyor.
- 2. Use the variables of "Abandoned objects" to calculate the number of abandoned workpiece, and display in the execution screen.

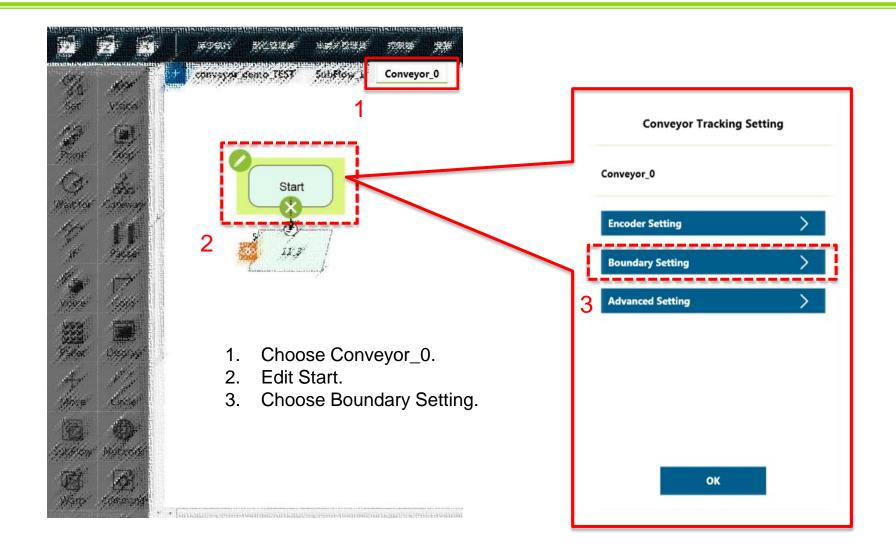




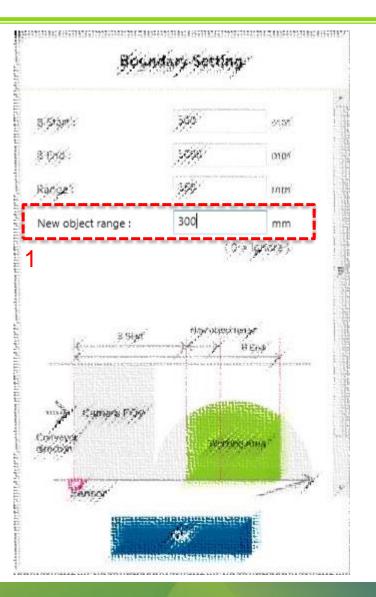
- 1. When doing conveyor pick and place program, workpiece which is overstep the limit of robot working range will be abandon.
- 2. These abandon workpieces will be calculated by variable function and show the value on screen.

nnunng unnunny unnunny				<u>.)</u> 79% V
· · · · · · · · · · · · · · · · · · ·		naranta tasaan subbaaranta tasaan Myoyotogo Abaansa ayaa ayaan ahaan ahaan sabaaraa	Vellanden Self de Leite Stationen Deutse Leite Vellande	oprivoyor_demor HST.prog
inaçe's pricessed	249652 249 249 259	Output 1 Lost number 1	Support.2	



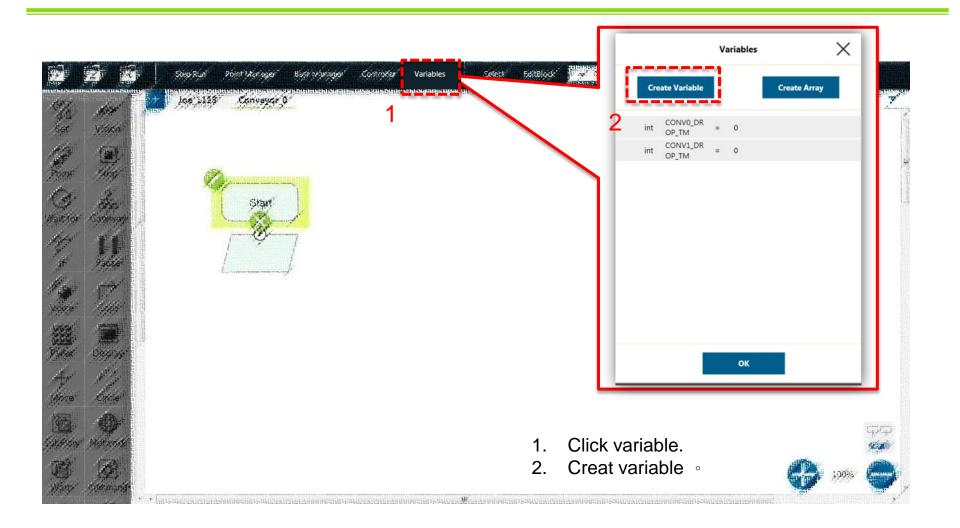




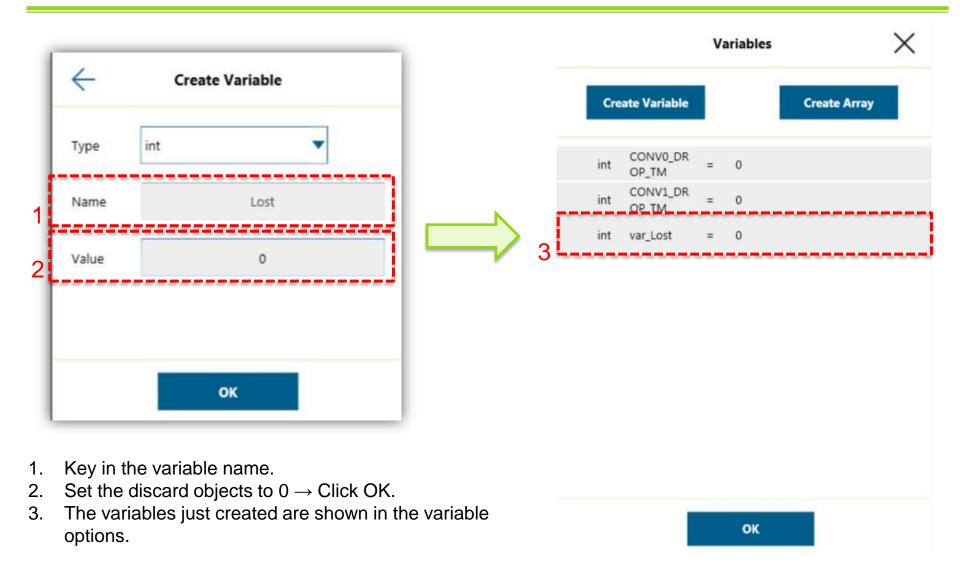


1. Set the new object range \circ







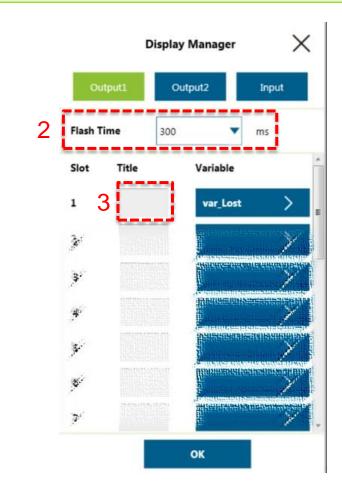




	Manomite Messeelles Willingen feitles een et Vollangen feitles een es Vollangen feitles Sey Run Point Mangger Bare régnager Contriker vyraner Hanne Mendeling of State State in National State State State Hanne Contribute Converse O	Display Manager X	
inter vinter See State See State Sector States Martin Martin Martin	Start'	Flash Time 300 ms Slot Title 2 Variable 1 2 3	presente un regeneration Presencer Volue Discoder Spreid Discoder Spreid Discoder Spreid
	 Click Display. Choose the variable . 	4 > 5 > 6 > 7 > 0K	
linerien Material Mary Material			

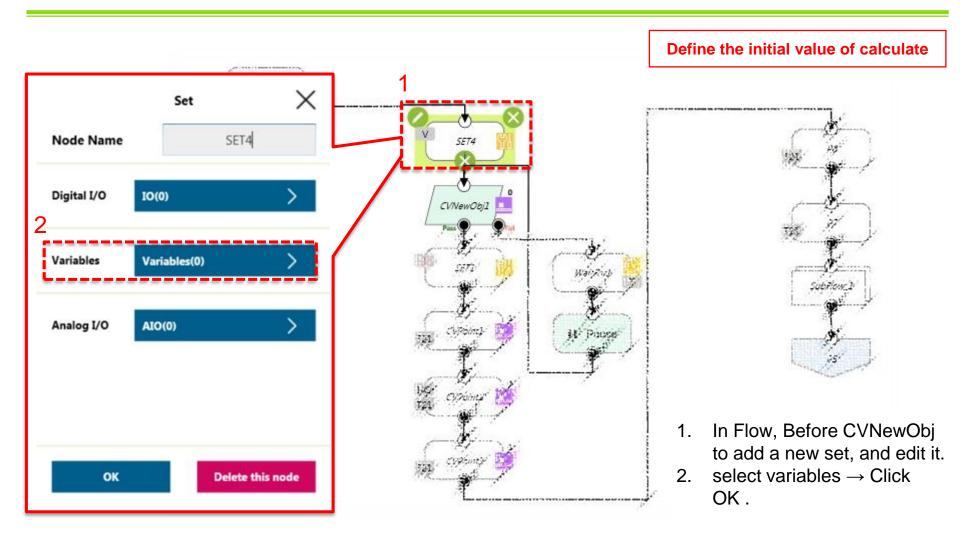




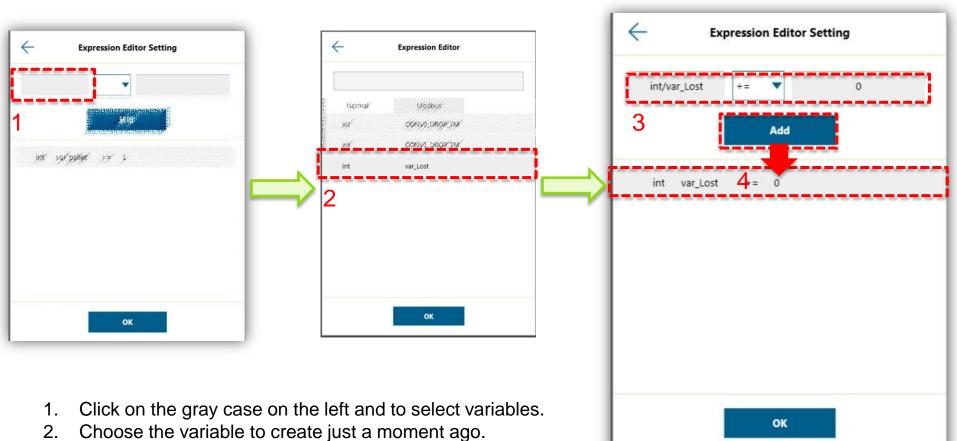


- 1. Choose the variable to create just a moment ago \rightarrow OK.
- 2. Set Flash Time : 300 ms \rightarrow Click OK.
- 3. Set Title (ex : Lost number).



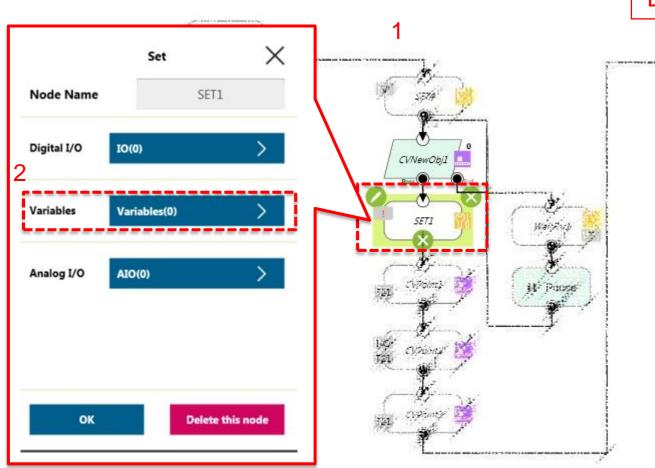




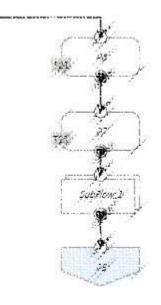


- 3. Set the variable of operation symbol to "+= " and key in the value to "0".
- 4. Click Add \rightarrow Click OK.





Define variables of discard objects



- 1. In Flow,After CVNewObj to add a new set, and edit it.
- 2. select variables \rightarrow Click OK .





- 1. Click on the gray case on the left and to select variables.
- 2. Choose the variable to create just a moment ago.
- 3. Set the operation symbol to "= ".
- 4. Click on the gray case on the right and to select variables.



OK

4	var_Lost+CONV(Normal	D_DROP_TM Modbus					int/var_Los	t =	• v	/ar_Lost+COI	NV0_DROP_T
Fu	unction	Byte_ToInt16()	• I	nsert				3	Add		
v		int/CONV0_DROP_TM	• Iı	nsert		100					
B	oolean Value	int/CONV0_DROP_TM	I	nsert			int var_	Lost =	var_L	ost+CONV0_	DROP_TM
	2	int/viar_Lost		- 1							
				- 1							
		ок	_	_							



милад Элийн Гамин	<u> </u>
aanden de seeling bellen aan de die seeling bellen aan de die seeling bellen aan de die seeling bellen aan de 示频 示影響 輸出入 逆解 即诗演派 Convejoroga	oprivoyor semo JEST.pro
	$ (X) \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$
	Run Project → Click Variables ∘
sefe 's gleitethe	
ioh Start Time 145354 Ioh Name 35,4	
loh Execution Time (us)	
Asion 10 List Status	



in succession and the	TO SALCESCED OF MANJAKE		5015407532536540404050753	uterstand hanging successing hanging suc	CALCULATION OF THE	(ii)	79 <i>%</i>	(C)
* 75 2 •	(H): 3 90	即诗演武 Conve	njorbara			convoyor_de	emo 1457	.pro
			tallouteussen suusien staller	Harriston and Statistic Contraction of the				n Inter Potor Transi
			Output 1	ананаланан каланан каланан калан калан Эмурож З	999-991919191919191919191919192			61146-224
			Lost number 0			资源 :		
						**9,000		
		orkpiece	is beyond	the action of the re	obot.	· · · · · · · · · · · · · · · · · · ·		
		orkpiece	is beyond	the action of the re	obot.	UFZ Administration		
e's pricessica 9 Start Time		orkpiece		the action of the re	obot.	· 建定		
els processio o Start Time:	PREMISSING MISONING S	orkpiece	Output 1	the action of the re	obot.	· 建定		
e spicesad 9 Start Time 9 Name		orkpiece	Output 1	the action of the re	obot.	· 建定		
	249/97 249/97 2257 (ms): 21	orkpiece	Output 1	the action of the re	obot.	· 建定		



END

