

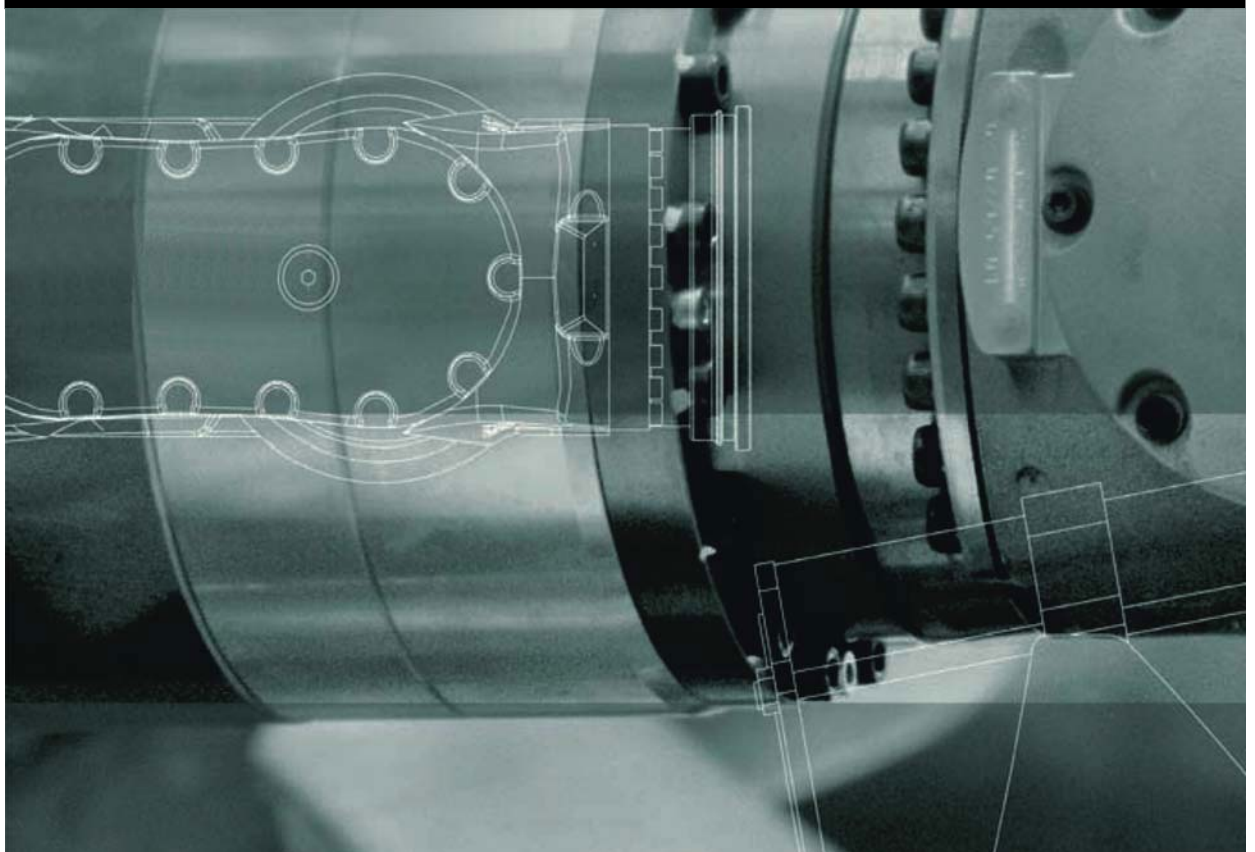
# KUKA

**KUKA System Software**

KUKA Roboter GmbH

## **KUKA System Software 8.2**

**Operating and Programming Instructions for End Users**



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Other functions not described in this documentation may be operable in the controller. The user has no claims to these functions, however, in the case of a replacement or service work.

We have checked the content of this documentation for conformity with the hardware and software described. Nevertheless, discrepancies cannot be precluded, for which reason we are not able to guarantee total conformity. The information in this documentation is checked on a regular basis, however, and necessary corrections will be incorporated in the subsequent edition.

Subject to technical alterations without an effect on the function.

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# 1 Introduction

## 1.1 Target group

This documentation is aimed at users with the following knowledge and skills:

- Basic knowledge of the industrial robot



For optimal use of our products, we recommend that our customers take part in a course of training at KUKA College. Information about the training program can be found at [www.kuka.com](http://www.kuka.com) or can be obtained directly from our subsidiaries.

## 1.2 Industrial robot documentation

The industrial robot documentation consists of the following parts:

- Documentation for the manipulator
- Documentation for the robot controller
- Operating and programming instructions for the KUKA System Software
- Documentation relating to options and accessories
- Parts catalog on storage medium

Each of these sets of instructions is a separate document.

## 1.3 Representation of warnings and notes

### Safety

These warnings are relevant to safety and **must** be observed.



**DANGER** These warnings mean that it is certain or highly probable that death or severe physical injury **will** occur, if no precautions are taken.



**WARNING** These warnings mean that death or severe physical injury **may** occur, if no precautions are taken.



**CAUTION** These warnings mean that minor physical injuries **may** occur, if no precautions are taken.



**NOTICE** These warnings mean that damage to property **may** occur, if no precautions are taken.



These warnings contain references to safety-relevant information or general safety measures. These warnings do not refer to individual hazards or individual precautionary measures.

### Notes

These hints serve to make your work easier or contain references to further information.



Tip to make your work easier or reference to further information.

## 1.4 Trademarks

**Windows** is a trademark of Microsoft Corporation.

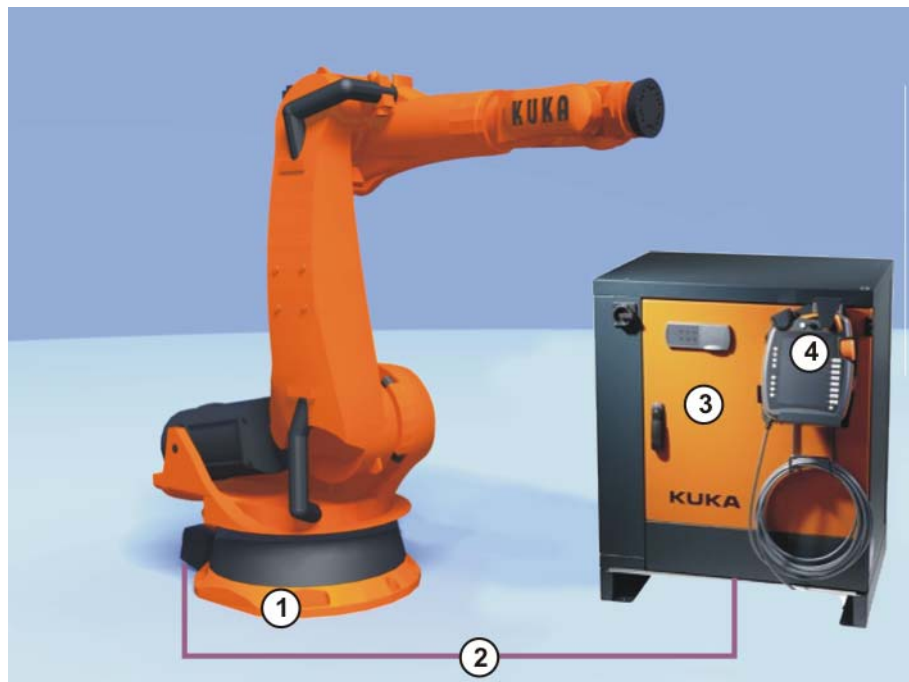
**WordPad** is a trademark of Microsoft Corporation.

## 2 Product description

### 2.1 Overview of the industrial robot

The industrial robot consists of the following components:

- Manipulator
- Robot controller
- Teach pendant
- Connecting cables
- Software
- Options, accessories



**Fig. 2-1: Example of an industrial robot**

- |                     |                    |
|---------------------|--------------------|
| 1 Manipulator       | 3 Robot controller |
| 2 Connecting cables | 4 Teach pendant    |

### 2.2 Overview of the software components

**Overview** The following software components are used:

- KUKA System Software 8.2
- Windows XPe V3.0.0

### 2.3 Overview of KUKA System Software (KSS)

**Description** The KUKA System Software (KSS) is responsible for all the basic operator control functions of the industrial robot.

- Path planning
- I/O management
- Data and file management
- etc.

Additional technology packages, containing application-specific instructions and configurations, can be installed.


### smartHMI

The user interface of the KUKA System Software is called KUKA smartHMI (smart Human-Machine Interface).

Features:

- User administration
- Program editor
- KRL (KUKA Robot Language)
- Inline forms for programming
- Message display
- Configuration window
- etc.

(>>> 4.2 "KUKA smartHMI user interface" Page 41)

 Depending on customer-specific settings, the user interface may vary from the standard interface.

## 2.4 KUKA USB sticks

The following KUKA USB sticks exist for the KR C4 robot controller:

- **KUKA USB stick 2.0 NB 4 GB**  
Not bootable  
Art. no. 00-197-266
- **KUKA USB stick 2.0 Recovery 4 GB**  
Bootable  
Component of the product **KUKA.RecoveryUSB 1.0**, art. no. 00-198-642

If a task requires the use of a specific stick, this is indicated in the description of the task.



Fig. 2-2: KUKA USB stick 2.0 NB 4 GB, not bootable (art. no. 00-197-266)



Fig. 2-3: KUKA USB stick 2.0 Recovery 4 GB, bootable (art. no. 00-198-642)



## 3 Safety

### 3.1 General

#### 3.1.1 Liability

The device described in this document is either an industrial robot or a component thereof.

Components of the industrial robot:

- Manipulator
- Robot controller
- Teach pendant
- Connecting cables
- External axes (optional)  
e.g. linear unit, turn-tilt table, positioner
- Software
- Options, accessories

The industrial robot is built using state-of-the-art technology and in accordance with the recognized safety rules. Nevertheless, misuse of the industrial robot may constitute a risk to life and limb or cause damage to the industrial robot and to other material property.

The industrial robot may only be used in perfect technical condition in accordance with its intended use and only by safety-conscious persons who are fully aware of the risks involved in its operation. Use of the industrial robot is subject to compliance with this document and with the declaration of incorporation supplied together with the industrial robot. Any functional disorders affecting the safety of the industrial robot must be rectified immediately.

#### Safety information

Safety information cannot be held against KUKA Roboter GmbH. Even if all safety instructions are followed, this is not a guarantee that the industrial robot will not cause personal injuries or material damage.

No modifications may be carried out to the industrial robot without the authorization of KUKA Roboter GmbH. Additional components (tools, software, etc.), not supplied by KUKA Roboter GmbH, may be integrated into the industrial robot. The user is liable for any damage these components may cause to the industrial robot or to other material property.

In addition to the Safety chapter, this document contains further safety instructions. These must also be observed.

#### 3.1.2 Intended use of the industrial robot

The industrial robot is intended exclusively for the use designated in the "Purpose" chapter of the operating instructions or assembly instructions.



Further information is contained in the "Purpose" chapter of the operating instructions or assembly instructions of the industrial robot.

Using the industrial robot for any other or additional purpose is considered impermissible misuse. The manufacturer cannot be held liable for any damage resulting from such use. The risk lies entirely with the user.

Operating the industrial robot and its options within the limits of its intended use also involves observance of the operating and assembly instructions for

the individual components, with particular reference to the maintenance specifications.

**Misuse**

Any use or application deviating from the intended use is deemed to be impermissible misuse. This includes e.g.:

- Transportation of persons and animals
- Use as a climbing aid
- Operation outside the permissible operating parameters
- Use in potentially explosive environments
- Operation without additional safeguards
- Outdoor operation

**3.1.3 EC declaration of conformity and declaration of incorporation**

This industrial robot constitutes partly completed machinery as defined by the EC Machinery Directive. The industrial robot may only be put into operation if the following preconditions are met:

- The industrial robot is integrated into a complete system.  
Or: The industrial robot, together with other machinery, constitutes a complete system.  
Or: All safety functions and safeguards required for operation in the complete machine as defined by the EC Machinery Directive have been added to the industrial robot.
- The complete system complies with the EC Machinery Directive. This has been confirmed by means of an assessment of conformity.

**Declaration of conformity**

The system integrator must issue a declaration of conformity for the complete system in accordance with the Machinery Directive. The declaration of conformity forms the basis for the CE mark for the system. The industrial robot must be operated in accordance with the applicable national laws, regulations and standards.

The robot controller is CE certified under the EMC Directive and the Low Voltage Directive.

**Declaration of incorporation**

The industrial robot as partly completed machinery is supplied with a declaration of incorporation in accordance with Annex II B of the EC Machinery Directive 2006/42/EC. The assembly instructions and a list of essential requirements complied with in accordance with Annex I are integral parts of this declaration of incorporation.

The declaration of incorporation declares that the start-up of the partly completed machinery remains impermissible until the partly completed machinery has been incorporated into machinery, or has been assembled with other parts to form machinery, and this machinery complies with the terms of the EC Machinery Directive, and the EC declaration of conformity is present in accordance with Annex II A.

The declaration of incorporation, together with its annexes, remains with the system integrator as an integral part of the technical documentation of the complete machinery.

**3.1.4 Terms used**

STOP 0, STOP 1 and STOP 2 are the stop definitions according to EN 60204-1:2006.

Term	Description
Axis range	Range of each axis, in degrees or millimeters, within which it may move. The axis range must be defined for each axis.
Stopping distance	Stopping distance = reaction distance + braking distance The stopping distance is part of the danger zone.
Workspace	The manipulator is allowed to move within its workspace. The workspace is derived from the individual axis ranges.
Operator (User)	The user of the industrial robot can be the management, employer or delegated person responsible for use of the industrial robot.
Danger zone	The danger zone consists of the workspace and the stopping distances.
Service life	The service life of a safety-relevant component begins at the time of delivery of the component to the customer.  The service life is not affected by whether the component is used in a robot controller or elsewhere or not, as safety-relevant components are also subject to ageing during storage.
KCP	The KCP (KUKA Control Panel) teach pendant has all the operator control and display functions required for operating and programming the industrial robot.  The KCP variant for the KR C4 is called KUKA smartPAD. The general term "KCP", however, is generally used in this documentation.
Manipulator	The robot arm and the associated electrical installations
Safety zone	The safety zone is situated outside the danger zone.
Safe operational stop	The safe operational stop is a standstill monitoring function. It does not stop the robot motion, but monitors whether the robot axes are stationary. If these are moved during the safe operational stop, a safety stop STOP 0 is triggered.  The safe operational stop can also be triggered externally.  When a safe operational stop is triggered, the robot controller sets an output to the field bus. The output is set even if not all the axes were stationary at the time of triggering, thereby causing a safety stop STOP 0 to be triggered.
Safety STOP 0	A stop that is triggered and executed by the safety controller. The safety controller immediately switches off the drives and the power supply to the brakes.  <b>Note:</b> This stop is called safety STOP 0 in this document.
Safety STOP 1	A stop that is triggered and monitored by the safety controller. The braking process is performed by the non-safety-oriented part of the robot controller and monitored by the safety controller. As soon as the manipulator is at a standstill, the safety controller switches off the drives and the power supply to the brakes.  When a safety STOP 1 is triggered, the robot controller sets an output to the field bus.  The safety STOP 1 can also be triggered externally.  <b>Note:</b> This stop is called safety STOP 1 in this document.

Term	Description
Safety STOP 2	<p>A stop that is triggered and monitored by the safety controller. The braking process is performed by the non-safety-oriented part of the robot controller and monitored by the safety controller. The drives remain activated and the brakes released. As soon as the manipulator is at a standstill, a safe operational stop is triggered.</p> <p>When a safety STOP 2 is triggered, the robot controller sets an output to the field bus.</p> <p>The safety STOP 2 can also be triggered externally.</p> <p><b>Note:</b> This stop is called safety STOP 2 in this document.</p>
Stop category 0	<p>The drives are deactivated immediately and the brakes are applied. The manipulator and any external axes (optional) perform path-oriented braking.</p> <p><b>Note:</b> This stop category is called STOP 0 in this document.</p>
Stop category 1	<p>The manipulator and any external axes (optional) perform path-maintaining braking. The drives are deactivated after 1 s and the brakes are applied.</p> <p><b>Note:</b> This stop category is called STOP 1 in this document.</p>
Stop category 2	<p>The drives are not deactivated and the brakes are not applied. The manipulator and any external axes (optional) are braked with a path-maintaining braking ramp.</p> <p><b>Note:</b> This stop category is called STOP 2 in this document.</p>
System integrator (plant integrator)	System integrators are people who safely integrate the industrial robot into a complete system and commission it.
T1	Test mode, Manual Reduced Velocity ( $\leq 250$ mm/s)
T2	Test mode, Manual High Velocity ( $> 250$ mm/s permissible)
External axis	Motion axis which is not part of the manipulator but which is controlled using the robot controller, e.g. KUKA linear unit, turn-tilt table, Posiflex.

### 3.2 Personnel

The following persons or groups of persons are defined for the industrial robot:

- User
- Personnel



All persons working with the industrial robot must have read and understood the industrial robot documentation, including the safety chapter.

#### User

The user must observe the labor laws and regulations. This includes e.g.:

- The user must comply with his monitoring obligations.
- The user must carry out instructions at defined intervals.

#### Personnel

Personnel must be instructed, before any work is commenced, in the type of work involved and what exactly it entails as well as any hazards which may exist. Instruction must be carried out regularly. Instruction is also required after particular incidents or technical modifications.

Personnel includes:

- System integrator
- Operators, subdivided into:
  - Start-up, maintenance and service personnel
  - Operating personnel

- Cleaning personnel



Installation, exchange, adjustment, operation, maintenance and repair must be performed only as specified in the operating or assembly instructions for the relevant component of the industrial robot and only by personnel specially trained for this purpose.

**System integrator** The industrial robot is safely integrated into a complete system by the system integrator.

The system integrator is responsible for the following tasks:

- Installing the industrial robot
- Connecting the industrial robot
- Performing risk assessment
- Implementing the required safety functions and safeguards
- Issuing the declaration of conformity
- Attaching the CE mark
- Creating the operating instructions for the complete system

**Operator** The operator must meet the following preconditions:

- The operator must be trained for the work to be carried out.
- Work on the industrial robot must only be carried out by qualified personnel. These are people who, due to their specialist training, knowledge and experience, and their familiarization with the relevant standards, are able to assess the work to be carried out and detect any potential hazards.

**Example** The tasks can be distributed as shown in the following table.

Tasks	Operator	Programmer	System integrator
Switch robot controller on/off	x	x	x
Start program	x	x	x
Select program	x	x	x
Select operating mode	x	x	x
Calibration (tool, base)		x	x
Master the manipulator		x	x
Configuration		x	x
Programming		x	x
Start-up			x
Maintenance			x
Repair			x
Decommissioning			x
Transportation			x



Work on the electrical and mechanical equipment of the industrial robot may only be carried out by specially trained personnel.

### 3.3 Workspace, safety zone and danger zone

Workspaces are to be restricted to the necessary minimum size. A workspace must be safeguarded using appropriate safeguards.

The safeguards (e.g. safety gate) must be situated inside the safety zone. In the case of a stop, the manipulator and external axes (optional) are braked and come to a stop within the danger zone.

The danger zone consists of the workspace and the stopping distances of the manipulator and external axes (optional). It must be safeguarded by means of physical safeguards to prevent danger to persons or the risk of material damage.

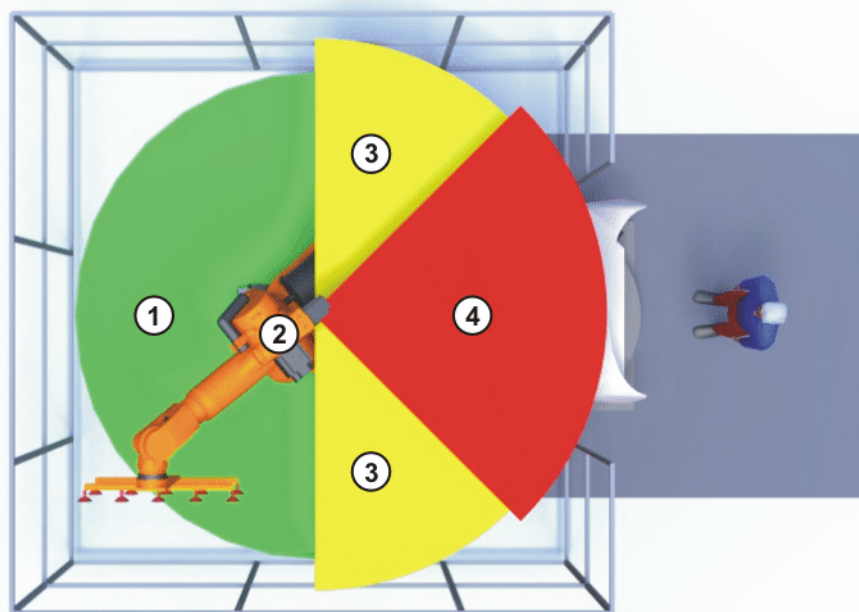


Fig. 3-1: Example of axis range A1

- 1 Workspace
- 2 Manipulator
- 3 Stopping distance
- 4 Safety zone

### 3.4 Triggers for stop reactions

Stop reactions of the industrial robot are triggered in response to operator actions or as a reaction to monitoring functions and error messages. The following tables show the different stop reactions according to the operating mode that has been set.

Trigger	T1, T2	AUT, AUT EXT
Start key released	STOP 2	-
STOP key pressed	STOP 2	
Drives OFF	STOP 1	
“Motion enable” input drops out	STOP 2	
Robot controller switched off (power failure)	STOP 0	
Internal error in non-safety-oriented part of the robot controller	STOP 0 or STOP 1 (dependent on the cause of the error)	
Operating mode changed during operation	Safety stop 2	
Safety gate opened (operator safety)	-	Safety stop 1

Trigger	T1, T2	AUT, AUT EXT
Enabling switch released	Safety stop 2	-
Enabling switch pressed fully down or error	Safety stop 1	-
E-STOP pressed	Safety stop 1	
Error in safety controller or periphery of the safety controller	Safety stop 0	

## 3.5 Safety functions

### 3.5.1 Overview of the safety functions

The following safety functions are present in the industrial robot:

- Mode selection
- Operator safety (= connection for the guard interlock)
- EMERGENCY STOP device
- Enabling device
- External safe operational stop
- External safety stop 1 (not for the controller variant “KR C4 compact”)
- External safety stop 2
- Velocity monitoring in T1

The safety functions of the industrial robot meet the following requirements:

- **Category 3** and **Performance Level d** in accordance with EN ISO 13849-1:2008
- **SIL 2** according to EN 62061


The requirements are only met on the following condition, however:


- The EMERGENCY STOP device is pressed at least once every 6 months.

The following components are involved in the safety functions:

- Safety controller in the control PC
- KUKA Control Panel (KUKA smartPAD)
- Cabinet Control Unit (CCU)
- Resolver Digital Converter (RDC)
- KUKA Power Pack (KPP)
- KUKA Servo Pack (KSP)
- Safety Interface Board (SIB) (if used)

There are also interfaces to components outside the industrial robot and to other robot controllers.

 **DANGER** In the absence of operational safety functions and safeguards, the industrial robot can cause personal injury or material damage. If safety functions or safeguards are dismantled or deactivated, the industrial robot may not be operated.

 During system planning, the safety functions of the overall system must also be planned and designed. The industrial robot must be integrated into this safety system of the overall system.

### 3.5.2 Safety controller

The safety controller is a unit inside the control PC. It links safety-relevant signals and safety-relevant monitoring functions.


Safety controller tasks:

- Switching off the drives; applying the brakes
- Monitoring the braking ramp
- Standstill monitoring (after the stop)
- Velocity monitoring in T1
- Evaluation of safety-relevant signals
- Setting of safety-oriented outputs

### 3.5.3 Mode selection

The industrial robot can be operated in the following modes:

- Manual Reduced Velocity (T1)
- Manual High Velocity (T2)
- Automatic (AUT)
- Automatic External (AUT EXT)



Do not change the operating mode while a program is running. If the operating mode is changed during program execution, the industrial robot is stopped with a safety stop 2.

Operating mode	Use	Velocities
T1	For test operation, programming and teaching	<ul style="list-style-type: none"> <li>■ Program verification: Programmed velocity, maximum 250 mm/s</li> <li>■ Jog mode: Jog velocity, maximum 250 mm/s</li> </ul>
T2	For test operation	<ul style="list-style-type: none"> <li>■ Program verification: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>
AUT	For industrial robots without higher-level controllers	<ul style="list-style-type: none"> <li>■ Program mode: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>
AUT EXT	For industrial robots with higher-level controllers, e.g. PLC	<ul style="list-style-type: none"> <li>■ Program mode: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>

### 3.5.4 Operator safety

The operator safety signal is used for interlocking physical safeguards, e.g. safety gates. Automatic operation is not possible without this signal. In the event of a loss of signal during automatic operation (e.g. safety gate is opened), the manipulator stops with a safety stop 1.

Operator safety is not active in the test modes T1 (Manual Reduced Velocity) and T2 (Manual High Velocity).



**⚠ WARNING** Following a loss of signal, automatic operation must not be resumed merely by closing the safeguard; it must first additionally be acknowledged. It is the responsibility of the system integrator to ensure this. This is to prevent automatic operation from being resumed inadvertently while there are still persons in the danger zone, e.g. due to the safety gate closing accidentally.

- The acknowledgement must be designed in such a way that an actual check of the danger zone can be carried out first. Acknowledgement functions that do not allow this (e.g. because they are automatically triggered by closure of the safeguard) are not permissible.
- Failure to observe this may result in death to persons, severe injuries or considerable damage to property.

### 3.5.5 EMERGENCY STOP device

The EMERGENCY STOP device for the industrial robot is the EMERGENCY STOP device on the KCP. The device must be pressed in the event of a hazardous situation or emergency.

Reactions of the industrial robot if the EMERGENCY STOP device is pressed:

- The manipulator and any external axes (optional) are stopped with a safety stop 1.

Before operation can be resumed, the EMERGENCY STOP device must be turned to release it.

**⚠ WARNING** Tools and other equipment connected to the manipulator must be integrated into the EMERGENCY STOP circuit on the system side if they could constitute a potential hazard. Failure to observe this precaution may result in death, severe injuries or considerable damage to property.

There must always be at least one external EMERGENCY STOP device installed. This ensures that an EMERGENCY STOP device is available even when the KCP is disconnected.

(>>> 3.5.7 "External EMERGENCY STOP device" Page 22)

### 3.5.6 Logging off the higher-level safety controller

If the robot controller is connected to a higher-level safety controller, switching off the robot controller inevitably terminates this connection.

- If the X11 interface is used, this triggers an EMERGENCY STOP for the overall system.
- If the PROFIsafe interface is used, the KUKA safety controller generates a signal that prevents the higher-level controller from triggering an EMERGENCY STOP for the overall system.

**⚠ WARNING** If the PROFIsafe interface is used: In his risk assessment, the system integrator must take into consideration whether the fact that switching off the robot controller does not trigger an EMERGENCY STOP of the overall system could constitute a hazard and, if so, how this hazard can be countered. Failure to take this into consideration may result in death to persons, severe injuries or considerable damage to property.

**⚠ WARNING** If a robot controller is switched off, the E-STOP device on the KCP is no longer functional. The user is responsible for ensuring that the KCP is either covered or removed from the system. This serves to prevent operational and non-operational EMERGENCY STOP devices from becoming interchanged. Failure to observe this precaution may result in death to persons, severe injuries or considerable damage to property.

### 3.5.7 External EMERGENCY STOP device

There must be EMERGENCY STOP devices available at every operator station that can initiate a robot motion or other potentially hazardous situation. The system integrator is responsible for ensuring this.

There must always be at least one external EMERGENCY STOP device installed. This ensures that an EMERGENCY STOP device is available even when the KCP is disconnected.

External EMERGENCY STOP devices are connected via the customer interface. External EMERGENCY STOP devices are not included in the scope of supply of the industrial robot.

### 3.5.8 Enabling device

The enabling devices of the industrial robot are the enabling switches on the KCP.

There are 3 enabling switches installed on the KCP. The enabling switches have 3 positions:

- Not pressed
- Center position
- Panic position

In the test modes, the manipulator can only be moved if one of the enabling switches is held in the central position.

- Releasing the enabling switch triggers a safety stop 2.
- Pressing the enabling switch down fully (panic position) triggers a safety stop 1.
- It is possible, for a short time, to hold 2 enabling switches in the center position simultaneously. This makes it possible to adjust grip from one enabling switch to another one. If 2 enabling switches are held simultaneously in the center position for a longer period of time, this triggers a safety stop after several seconds.


If an enabling switch malfunctions (jams), the industrial robot can be stopped using the following methods:

- Press the enabling switch down fully
- Actuate the EMERGENCY STOP system
- Release the Start key

**⚠ WARNING** The enabling switches must not be held down by adhesive tape or other means or manipulated in any other way. Death, serious injuries or major damage to property may result.

### 3.5.9 External enabling device

External enabling devices are required if it is necessary for more than one person to be in the danger zone of the industrial robot. They are connected to the robot controller via an interface or via PROFIsafe.

 Which interface can be used for connecting external enabling devices is described in the “Planning” chapter of the robot controller operating instructions.


External enabling devices are not included in the scope of supply of the industrial robot.

### 3.5.10 External safe operational stop

The safe operational stop can be triggered via an input on the customer interface. The state is maintained as long as the external signal is FALSE. If the external signal is TRUE, the manipulator can be moved again. No acknowledgement is required.

### 3.5.11 External safety stop 1 and external safety stop 2

Safety stop 1 and safety stop 2 can be triggered via an input on the customer interface. The state is maintained as long as the external signal is FALSE. If the external signal is TRUE, the manipulator can be moved again. No acknowledgement is required.

 No external safety stop 1 is available for the controller variant “KR C4 compact”.

### 3.5.12 Velocity monitoring in T1

The velocity at the TCP is monitored in T1 mode. If, due to an error, the velocity exceeds 250 mm/s, a safety stop 0 is triggered.

## 3.6 Additional protective equipment

### 3.6.1 Jog mode


In the operating modes T1 (Manual Reduced Velocity) and T2 (Manual High Velocity), the robot controller can only execute programs in jog mode. This means that it is necessary to hold down an enabling switch and the Start key in order to execute a program.

- Releasing the enabling switch triggers a safety stop 2.
- Pressing the enabling switch down fully (panic position) triggers a safety stop 1.
- Releasing the Start key triggers a STOP 2.

### 3.6.2 Software limit switches

The axis ranges of all manipulator and positioner axes are limited by means of adjustable software limit switches. These software limit switches only serve as machine protection and must be adjusted in such a way that the manipulator/positioner cannot hit the mechanical end stops.

The software limit switches are set during commissioning of an industrial robot.

 Further information is contained in the operating and programming instructions.

### 3.6.3 Mechanical end stops

Depending on the robot variant, the axis ranges of the main and wrist axes of the manipulator are partially limited by mechanical end stops.

Additional mechanical end stops can be installed on the external axes.


**NOTICE** If the manipulator or an external axis hits an obstruction or a mechanical end stop or axis range limitation, this can result in material damage to the industrial robot. The manipulator must be taken out of operation and KUKA Roboter GmbH must be consulted before it is put back into operation (>>> 10 "KUKA Service" Page 209).

### 3.6.4 Mechanical axis range limitation (optional)

Some manipulators can be fitted with mechanical axis range limitation in axes A1 to A3. The adjustable axis range limitation systems restrict the working range to the required minimum. This increases personal safety and protection of the system.


In the case of manipulators that are not designed to be fitted with mechanical axis range limitation, the workspace must be laid out in such a way that there is no danger to persons or material property, even in the absence of mechanical axis range limitation.

If this is not possible, the workspace must be limited by means of photoelectric barriers, photoelectric curtains or obstacles on the system side. There must be no shearing or crushing hazards at the loading and transfer areas.

 This option is not available for all robot models. Information on specific robot models can be obtained from KUKA Roboter GmbH.

### 3.6.5 Axis range monitoring (optional)

Some manipulators can be fitted with dual-channel axis range monitoring systems in main axes A1 to A3. The positioner axes may be fitted with additional axis range monitoring systems. The safety zone for an axis can be adjusted and monitored using an axis range monitoring system. This increases personal safety and protection of the system.

 This option is not available for all robot models. Information on specific robot models can be obtained from KUKA Roboter GmbH.

### 3.6.6 Devices for moving the manipulator without the robot controller (options)

#### Description

The following devices are available for moving the manipulator after an accident or malfunction:

- Release device  
The release device can be used for the main axis drive motors and, depending on the robot variant, also for the wrist axis drive motors.
- Brake release device  
The brake release device is designed for robot variants whose motors are not freely accessible.

The devices are only for use in exceptional circumstances and emergencies, e.g. for freeing people.



These options are not available for all robot models. Information on specific robot models can be obtained from KUKA Roboter GmbH.



**CAUTION** The motors reach temperatures during operation which can cause burns to the skin. Contact must be avoided. Appropriate safety precautions must be taken, e.g. protective gloves must be worn.

## Procedure

### Moving the manipulator with the release device:

1. Switch off the robot controller and secure it (e.g. with a padlock) to prevent unauthorized persons from switching it on again.
2. Remove the protective cap from the motor.
3. Push the release device onto the corresponding motor and move the axis in the desired direction.

The directions are indicated with arrows on the motors. It is necessary to overcome the resistance of the mechanical motor brake and any other loads acting on the axis.



**WARNING** Moving an axis with the release device can damage the motor brake. This can result in personal injury and material damage. After using the release device, the motor must be exchanged.



**WARNING** If a robot axis has been moved by the release device, all robot axes must be remastered. Serious injuries or damage to property may otherwise result.

## Procedure

### Moving the manipulator with the brake release device:



**WARNING** Use of the brake release device may result in unexpected robot motions, especially sagging of the axes. During use of the brake release device, attention must be paid to motion of this kind in order to be able to prevent physical injuries or damage to property. Standing under moving axes is not permitted.

1. Switch off the robot controller and secure it (e.g. with a padlock) to prevent unauthorized persons from switching it on again.
2. Connect the brake release device to the base frame of the robot:  
Unplug connector X30 from interface A1. Plug connector X20 of the brake release device into interface A1.
3. Select the brakes to be released (main axes, wrist axes) via the selection switch on the brake release device.
4. Press the button on the hand-held device.

The brakes of the main axes or wrist axes are released and the robot can be moved manually.



Further information about the brake release device can be found in the documentation for the brake release device.

### 3.6.7 Labeling on the industrial robot

All plates, labels, symbols and marks constitute safety-relevant parts of the industrial robot. They must not be modified or removed.

Labeling on the industrial robot consists of:

- Identification plates
- Warning labels
- Safety symbols
- Designation labels
- Cable markings
- Rating plates



Further information is contained in the technical data of the operating instructions or assembly instructions of the components of the industrial robot.

### 3.6.8 External safeguards

The access of persons to the danger zone of the industrial robot must be prevented by means of safeguards. It is the responsibility of the system integrator to ensure this.

Physical safeguards must meet the following requirements:

- They meet the requirements of EN 953.
- They prevent access of persons to the danger zone and cannot be easily circumvented.
- They are sufficiently fastened and can withstand all forces that are likely to occur in the course of operation, whether from inside or outside the enclosure.
- They do not, themselves, represent a hazard or potential hazard.
- The prescribed minimum clearance from the danger zone is maintained.

Safety gates (maintenance gates) must meet the following requirements:

- They are reduced to an absolute minimum.
- The interlocks (e.g. safety gate switches) are linked to the operator safety input of the robot controller via safety gate switching devices or safety PLC.
- Switching devices, switches and the type of switching conform to the requirements of Performance Level d and category 3 according to EN ISO 13849-1.
- Depending on the risk situation: the safety gate is additionally safeguarded by means of a locking mechanism that only allows the gate to be opened if the manipulator is safely at a standstill.
- The button for acknowledging the safety gate is located outside the space limited by the safeguards.



Further information is contained in the corresponding standards and regulations. These also include EN 953.

## Other safety equipment

Other safety equipment must be integrated into the system in accordance with the corresponding standards and regulations.

### 3.7 Overview of operating modes and safety functions

The following table indicates the operating modes in which the safety functions are active.

Safety functions	T1	T2	AUT	AUT EXT
Operator safety	-	-	active	active
EMERGENCY STOP device	active	active	active	active
Enabling device	active	active	-	-
Reduced velocity during program verification	active	-	-	-
Jog mode	active	active	-	-
Software limit switches	active	active	active	active

### 3.8 Safety measures

#### 3.8.1 General safety measures

The industrial robot may only be used in perfect technical condition in accordance with its intended use and only by safety-conscious persons. Operator errors can result in personal injury and damage to property.

It is important to be prepared for possible movements of the industrial robot even after the robot controller has been switched off and locked. Incorrect installation (e.g. overload) or mechanical defects (e.g. brake defect) can cause the manipulator or external axes to sag. If work is to be carried out on a switched-off industrial robot, the manipulator and external axes must first be moved into a position in which they are unable to move on their own, whether the payload is mounted or not. If this is not possible, the manipulator and external axes must be secured by appropriate means.

**⚠ DANGER** In the absence of operational safety functions and safeguards, the industrial robot can cause personal injury or material damage. If safety functions or safeguards are dismantled or deactivated, the industrial robot may not be operated.

**⚠ WARNING** Standing underneath the robot arm can cause death or serious injuries. For this reason, standing underneath the robot arm is prohibited!

**⚠ CAUTION** The motors reach temperatures during operation which can cause burns to the skin. Contact must be avoided. Appropriate safety precautions must be taken, e.g. protective gloves must be worn.

#### KCP

The user must ensure that the industrial robot is only operated with the KCP by authorized persons.

If more than one KCP is used in the overall system, it must be ensured that each KCP is unambiguously assigned to the corresponding industrial robot. They must not be interchanged.



**WARNING** The operator must ensure that decoupled KCPs are immediately removed from the system and stored out of sight and reach of personnel working on the industrial robot. This serves to prevent operational and non-operational EMERGENCY STOP devices from becoming interchanged. Failure to observe this precaution may result in death, severe injuries or considerable damage to property.

### Faults

The following tasks must be carried out in the case of faults in the industrial robot:

- Switch off the robot controller and secure it (e.g. with a padlock) to prevent unauthorized persons from switching it on again.
- Indicate the fault by means of a label with a corresponding warning (tag-out).
- Keep a record of the faults.
- Eliminate the fault and carry out a function test.

### Modifications

After modifications to the industrial robot, checks must be carried out to ensure the required safety level. The valid national or regional work safety regulations must be observed for this check. The correct functioning of all safety circuits must also be tested.

New or modified programs must always be tested first in Manual Reduced Velocity mode (T1).

After modifications to the industrial robot, existing programs must always be tested first in Manual Reduced Velocity mode (T1). This applies to all components of the industrial robot and includes modifications to the software and configuration settings.

## 3.8.2 Transportation

### Manipulator

The prescribed transport position of the manipulator must be observed. Transportation must be carried out in accordance with the operating instructions or assembly instructions of the robot.

### Robot controller

The prescribed transport position of the robot controller must be observed. Transportation must be carried out in accordance with the operating instructions or assembly instructions of the robot controller.

Avoid vibrations and impacts during transportation in order to prevent damage to the robot controller.

### External axis (optional)

The prescribed transport position of the external axis (e.g. KUKA linear unit, turn-tilt table, etc.) must be observed. Transportation must be carried out in accordance with the operating instructions or assembly instructions of the external axis.

## 3.8.3 Start-up and recommissioning

Before starting up systems and devices for the first time, a check must be carried out to ensure that the systems and devices are complete and operational, that they can be operated safely and that any damage is detected.

The valid national or regional work safety regulations must be observed for this check. The correct functioning of all safety circuits must also be tested.





The passwords for logging onto the KUKA System Software as “Expert” and “Administrator” must be changed before start-up and must only be communicated to authorized personnel.



The robot controller is preconfigured for the specific industrial robot. If cables are interchanged, the manipulator and the external axes (optional) may receive incorrect data and can thus cause personal injury or material damage. If a system consists of more than one manipulator, always connect the connecting cables to the manipulators and their corresponding robot controllers.



If additional components (e.g. cables), which are not part of the scope of supply of KUKA Roboter GmbH, are integrated into the industrial robot, the user is responsible for ensuring that these components do not adversely affect or disable safety functions.

### NOTICE

If the internal cabinet temperature of the robot controller differs greatly from the ambient temperature, condensation can form, which may cause damage to the electrical components. Do not put the robot controller into operation until the internal temperature of the cabinet has adjusted to the ambient temperature.

## Function test

The following tests must be carried out before start-up and recommissioning:

### General test:

It must be ensured that:

- The industrial robot is correctly installed and fastened in accordance with the specifications in the documentation.
- There are no foreign bodies or loose parts on the industrial robot.
- All required safety equipment is correctly installed and operational.
- The power supply ratings of the industrial robot correspond to the local supply voltage and mains type.
- The ground conductor and the equipotential bonding cable are sufficiently rated and correctly connected.
- The connecting cables are correctly connected and the connectors are locked.

### Test of the safety functions:


A function test must be carried out for the following safety functions to ensure that they are functioning correctly:

- Local EMERGENCY STOP device
- External EMERGENCY STOP device (input and output)
- Enabling device (in the test modes)
- Operator safety
- All other safety-relevant inputs and outputs used
- Other external safety functions

### Test of reduced velocity control:

This test is to be carried out as follows:

1. Program a straight path with the maximum possible velocity.
2. Calculate the length of the path.
3. Execute the path in T1 mode with the override set to 100% and time the motion with a stopwatch.

 **WARNING** It must be ensured that no persons are present within the danger zone during path execution. Death or severe injuries may result.


4. Calculate the velocity from the length of the path and the time measured for execution of the motion.

Control of reduced velocity is functioning correctly if the following results are achieved:


- The calculated velocity does not exceed 250 mm/s.
- The manipulator executes the path as programmed (i.e. in a straight line, without deviations).

### Machine data

It must be ensured that the rating plate on the robot controller has the same machine data as those entered in the declaration of incorporation. The machine data on the rating plate of the manipulator and the external axes (optional) must be entered during start-up.

 **DANGER** The industrial robot must not be moved if incorrect machine data are loaded. Death, severe injuries or considerable damage to property may otherwise result. The correct machine data must be loaded.

Following modifications to the machine data, the safety configuration must be checked.

 Further information is contained in the Operating and Programming Instructions for System Integrators.

Following modifications to the machine data, control of the reduced velocity must be checked.

### 3.8.3.1 Start-up mode

#### Description

The industrial robot can be set to Start-up mode via the smartHMI user interface. In this mode, the manipulator can be moved in T1 or CRR mode in the absence of the safety periphery. (CRR is an operating mode specifically for use with SafeOperation.)

- If the X11 interface is used:  
Start-up mode is always possible if all input signals have the state “logic zero”. If this is not the case, the robot controller prevents or terminates Start-up mode.
- If the PROFIsafe interface is used:  
If a connection to a higher-level safety system exists or is established, the robot controller prevents or terminates Start-up mode.

#### Hazards

Possible hazards and risks involved in using Start-up mode:

- A person walks into the manipulator’s danger zone.
- An unauthorized person moves the manipulator.
- In a hazardous situation, a disabled external EMERGENCY STOP device is actuated and the manipulator is not shut down.

Additional measures for avoiding risks in Start-up mode:


- Cover disabled EMERGENCY STOP devices or attach a warning sign indicating that the EMERGENCY STOP device is out of operation.

- If there is no safety fence, other measures must be taken to prevent persons from entering the manipulator's danger zone, e.g. use of warning tape.
- Use of Start-up mode must be minimized – and avoided where possible – by means of organizational measures.

## Use

Intended use of Start-up mode:

- Only service personnel who have received safety instruction may use Start-up mode.
- Start-up in T1 mode or CRR mode when the external safeguards have not yet been installed or put into operation. The danger zone must be delimited at least by means of warning tape.
- Fault localization (periphery fault).

 **DANGER** Use of Start-up mode disables all external safeguards. The service personnel are responsible for ensuring that there is no-one in or near the danger zone of the manipulator as long as the safeguards are disabled. Failure to observe this may result in death to persons, injuries or damage to property.

## Misuse

Any use or application deviating from the designated use is deemed to be impermissible misuse. This includes, for example, use by any other personnel.

KUKA Roboter GmbH accepts no liability for damage or injury caused thereby. The risk lies entirely with the user.

### 3.8.4 Manual mode

Manual mode is the mode for setup work. Setup work is all the tasks that have to be carried out on the industrial robot to enable automatic operation. Setup work includes:

- Jog mode
- Teach
- Programming
- Program verification

The following must be taken into consideration in manual mode:

- If the drives are not required, they must be switched off to prevent the manipulator or the external axes (optional) from being moved unintentionally. New or modified programs must always be tested first in Manual Reduced Velocity mode (T1).
- The manipulator, tooling or external axes (optional) must never touch or project beyond the safety fence.
- Workpieces, tooling and other objects must not become jammed as a result of the industrial robot motion, nor must they lead to short-circuits or be liable to fall off.
- All setup work must be carried out, where possible, from outside the safeguarded area.

If the setup work has to be carried out inside the safeguarded area, the following must be taken into consideration:

**In Manual Reduced Velocity mode (T1):**

- If it can be avoided, there must be no other persons inside the safeguarded area.  
If it is necessary for there to be several persons inside the safeguarded area, the following must be observed:
  - Each person must have an enabling device.
  - All persons must have an unimpeded view of the industrial robot.
  - Eye-contact between all persons must be possible at all times.
- The operator must be so positioned that he can see into the danger area and get out of harm's way.

**In Manual High Velocity mode (T2):**

- This mode may only be used if the application requires a test at a velocity higher than Manual Reduced Velocity.
- Teaching and programming are not permissible in this operating mode.
- Before commencing the test, the operator must ensure that the enabling devices are operational.
- The operator must be positioned outside the danger zone.
- There must be no other persons inside the safeguarded area. It is the responsibility of the operator to ensure this.

**3.8.5 Simulation**

Simulation programs do not correspond exactly to reality. Robot programs created in simulation programs must be tested in the system in **Manual Reduced Velocity mode (T1)**. It may be necessary to modify the program.

**3.8.6 Automatic mode**

Automatic mode is only permissible in compliance with the following safety measures:

- All safety equipment and safeguards are present and operational.
- There are no persons in the system.
- The defined working procedures are adhered to.

If the manipulator or an external axis (optional) comes to a standstill for no apparent reason, the danger zone must not be entered until an EMERGENCY STOP has been triggered.

**3.8.7 Maintenance and repair**

After maintenance and repair work, checks must be carried out to ensure the required safety level. The valid national or regional work safety regulations must be observed for this check. The correct functioning of all safety circuits must also be tested.

The purpose of maintenance and repair work is to ensure that the system is kept operational or, in the event of a fault, to return the system to an operational state. Repair work includes troubleshooting in addition to the actual repair itself.

The following safety measures must be carried out when working on the industrial robot:

- Carry out work outside the danger zone. If work inside the danger zone is necessary, the user must define additional safety measures to ensure the safe protection of personnel.

- Switch off the industrial robot and secure it (e.g. with a padlock) to prevent it from being switched on again. If it is necessary to carry out work with the robot controller switched on, the user must define additional safety measures to ensure the safe protection of personnel.
- If it is necessary to carry out work with the robot controller switched on, this may only be done in operating mode T1.
- Label the system with a sign indicating that work is in progress. This sign must remain in place, even during temporary interruptions to the work.
- The EMERGENCY STOP systems must remain active. If safety functions or safeguards are deactivated during maintenance or repair work, they must be reactivated immediately after the work is completed.

**⚠ WARNING**

Before work is commenced on live parts of the robot system, the main switch must be turned off and secured against being switched on again. The system must then be checked to ensure that it is deenergized. It is not sufficient, before commencing work on live parts, to execute an EMERGENCY STOP or a safety stop, or to switch off the drives, as this does not disconnect the robot system from the mains power supply in the case of the drives of the new generation. Parts remain energized. Death or severe injuries may result.

Faulty components must be replaced using new components with the same article numbers or equivalent components approved by KUKA Roboter GmbH for this purpose.

Cleaning and preventive maintenance work is to be carried out in accordance with the operating instructions.

### Robot controller

Even when the robot controller is switched off, parts connected to peripheral devices may still carry voltage. The external power sources must therefore be switched off if work is to be carried out on the robot controller.

The ESD regulations must be adhered to when working on components in the robot controller.

Voltages in excess of 50 V (up to 780 V) can be present in various components for several minutes after the robot controller has been switched off! To prevent life-threatening injuries, no work may be carried out on the industrial robot in this time.

Water and dust must be prevented from entering the robot controller.

### Counterbalancing system

Some robot variants are equipped with a hydropneumatic, spring or gas cylinder counterbalancing system.

The hydropneumatic and gas cylinder counterbalancing systems are pressure equipment and, as such, are subject to obligatory equipment monitoring. Depending on the robot variant, the counterbalancing systems correspond to category 0, II or III, fluid group 2, of the Pressure Equipment Directive.

The user must comply with the applicable national laws, regulations and standards pertaining to pressure equipment.

Inspection intervals in Germany in accordance with Industrial Safety Order, Sections 14 and 15. Inspection by the user before commissioning at the installation site.


The following safety measures must be carried out when working on the counterbalancing system:

- The manipulator assemblies supported by the counterbalancing systems must be secured.
- Work on the counterbalancing systems must only be carried out by qualified personnel.

**Hazardous substances**

The following safety measures must be carried out when handling hazardous substances:

- Avoid prolonged and repeated intensive contact with the skin.
- Avoid breathing in oil spray or vapors.
- Clean skin and apply skin cream.



To ensure safe use of our products, we recommend that our customers regularly request up-to-date safety data sheets from the manufacturers of hazardous substances.

**3.8.8 Decommissioning, storage and disposal**

The industrial robot must be decommissioned, stored and disposed of in accordance with the applicable national laws, regulations and standards.


**3.8.9 Safety measures for “single point of control”**

**Overview**

If certain components in the industrial robot are operated, safety measures must be taken to ensure complete implementation of the principle of “single point of control” (SPOC).

Components:

- Submit interpreter
- PLC
- OPC Server
- Remote control tools
- Tools for configuration of bus systems with online functionality
- KUKA.RobotSensorInterface



The implementation of additional safety measures may be required. This must be clarified for each specific application; this is the responsibility of the system integrator, programmer or user of the system.

Since only the system integrator knows the safe states of actuators in the periphery of the robot controller, it is his task to set these actuators to a safe state, e.g. in the event of an EMERGENCY STOP.

**T1, T2**

In the test modes, the components referred to above may only access the industrial robot if the following signals have the following states:

Signal	State required for SPOC
\$USER_SAF	TRUE
\$SPOC_MOTION_ENABLE	TRUE

**Submit interpreter, PLC**

If motions, (e.g. drives or grippers) are controlled with the submit interpreter or the PLC via the I/O system, and if they are not safeguarded by other means, then this control will take effect even in T1 and T2 modes or while an EMERGENCY STOP is active.

If variables that affect the robot motion (e.g. override) are modified with the submit interpreter or the PLC, this takes effect even in T1 and T2 modes or while an EMERGENCY STOP is active.

Safety measures:

- In the test modes, the system variable \$OV\_PRO must not be written to by the submit interpreter or the PLC.

- Do not modify safety-relevant signals and variables (e.g. operating mode, EMERGENCY STOP, safety gate contact) via the submit interpreter or PLC.

If modifications are nonetheless required, all safety-relevant signals and variables must be linked in such a way that they cannot be set to a dangerous state by the submit interpreter or PLC.

#### OPC server, remote control tools

These components can be used with write access to modify programs, outputs or other parameters of the robot controller, without this being noticed by any persons located inside the system.

Safety measures:

- KUKA stipulates that these components are to be used exclusively for diagnosis and visualization.  
Programs, outputs or other parameters of the robot controller must not be modified using these components.
- If these components are used, outputs that could cause a hazard must be determined in a risk assessment. These outputs must be designed in such a way that they cannot be set without being enabled. This can be done using an external enabling device, for example.

#### Tools for configuration of bus systems

If these components have an online functionality, they can be used with write access to modify programs, outputs or other parameters of the robot controller, without this being noticed by any persons located inside the system.

- WorkVisual from KUKA
- Tools from other manufacturers

Safety measures:

- In the test modes, programs, outputs or other parameters of the robot controller must not be modified using these components.

### 3.9 Applied norms and regulations

Name	Definition	Edition
<b>2006/42/EC</b>	Machinery Directive:  Directive 2006/42/EC of the European Parliament and of the Council of 17 May 2006 on machinery, and amending Directive 95/16/EC (recast)	2006
<b>2004/108/EC</b>	EMC Directive:  Directive 2004/108/EC of the European Parliament and of the Council of 15 December 2004 on the approximation of the laws of the Member States relating to electromagnetic compatibility and repealing Directive 89/336/EEC	2004
<b>97/23/EC</b>	Pressure Equipment Directive:  Directive 97/23/EC of the European Parliament and of the Council of 29 May 1997 on the approximation of the laws of the Member States concerning pressure equipment  (Only applicable for robots with hydropneumatic counterbalancing system.)	1997
<b>EN ISO 13850</b>	Safety of machinery:  Emergency stop - Principles for design	2008
<b>EN ISO 13849-1</b>	Safety of machinery:  Safety-related parts of control systems - Part 1: General principles of design	2008

Name	Definition	Edition
<b>EN ISO 13849-2</b>	Safety of machinery: Safety-related parts of control systems - Part 2: Validation	2008
<b>EN ISO 12100</b>	Safety of machinery: General principles of design, risk assessment and risk reduction	2010
<b>EN ISO 10218-1</b>	Industrial robots: Safety	2011
<b>EN 614-1</b>	Safety of machinery: Ergonomic design principles - Part 1: Terms and general principles	2006
<b>EN 61000-6-2</b>	Electromagnetic compatibility (EMC): Part 6-2: Generic standards; Immunity for industrial environments	2005
<b>EN 61000-6-4</b>	Electromagnetic compatibility (EMC): Part 6-4: Generic standards; Emission standard for industrial environments	2007
<b>EN 60204-1</b>	Safety of machinery: Electrical equipment of machines - Part 1: General requirements	2006



## 4 Operation


### 4.1 KUKA smartPAD teach pendant

#### 4.1.1 Front view

##### Function

The smartPAD is the teach pendant for the industrial robot. The smartPAD has all the operator control and display functions required for operating and programming the industrial robot.

The smartPAD has a touch screen: the smartHMI can be operated with a finger or stylus. An external mouse or external keyboard is not necessary.

 The general term “KCP” (KUKA Control Panel) is often used in this documentation for the smartPAD.

##### Overview

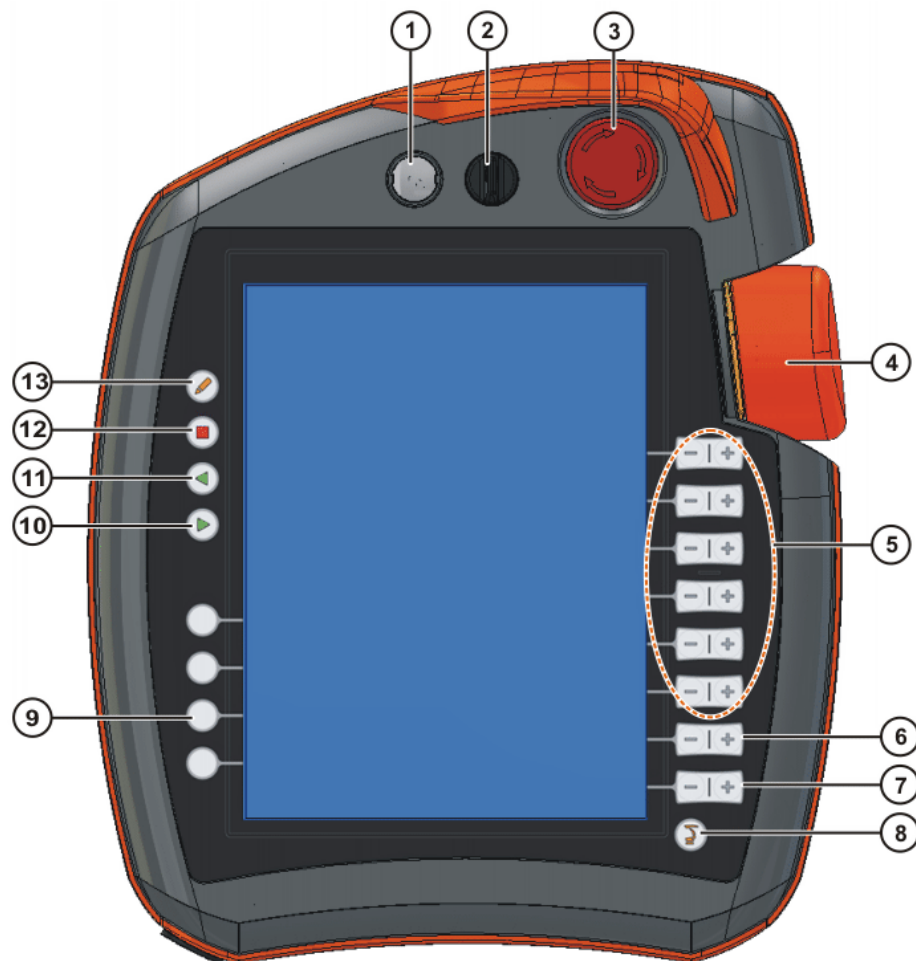


Fig. 4-1: KUKA smartPAD, front view

Item	Description
1	Button for disconnecting the smartPAD (>>> 4.1.3 "Disconnecting and connecting the smartPAD" Page 40)
2	Keyswitch for calling the connection manager. The switch can only be turned if the key is inserted.  The operating mode can be changed by using the connection manager. (>>> 4.10 "Changing operating mode" Page 52)
3	EMERGENCY STOP button. Stops the robot in hazardous situations. The EMERGENCY STOP button locks itself in place when it is pressed.
4	Space Mouse: For moving the robot manually. (>>> 4.12 "Jogging the robot" Page 54)
5	Jog keys: For moving the robot manually. (>>> 4.12 "Jogging the robot" Page 54)
6	Key for setting the program override
7	Key for setting the jog override
8	Main menu key: Shows the menu items on the smartHMI (>>> 4.4 "Calling the main menu" Page 44)
9	Status keys. The status keys are used primarily for setting parameters in technology packages. Their exact function depends on the technology packages installed.
10	Start key: The Start key is used to start a program.
11	Start backwards key: The Start backwards key is used to start a program backwards. The program is executed step by step.
12	STOP key: The STOP key is used to stop a program that is running.
13	Keyboard key  Displays the keyboard. It is generally not necessary to press this key to display the keyboard, as the smartHMI detects when keyboard input is required and displays the keyboard automatically. (>>> 4.2.3 "Keypad" Page 44)

## 4.1.2 Rear view

## Overview



Fig. 4-2: KUKA smartPAD, rear view

- |   |                   |   |                      |
|---|-------------------|---|----------------------|
| 1 | Enabling switch   | 4 | USB connection       |
| 2 | Start key (green) | 5 | Enabling switch      |
| 3 | Enabling switch   | 6 | Identification plate |

## Description

Element	Description
<b>Identification plate</b>	Identification plate
<b>Start key</b>	The Start key is used to start a program.
<b>Enabling switch</b>	<p>The enabling switch has 3 positions:</p> <ul style="list-style-type: none"> <li>■ Not pressed</li> <li>■ Center position</li> <li>■ Panic position</li> </ul> <p>The enabling switch must be held in the center position in operating modes T1 and T2 in order to be able to jog the manipulator.</p> <p>In the operating modes Automatic and Automatic External, the enabling switch has no function.</p>
<b>USB connection</b>	<p>The USB connection is used, for example, for archiving and restoring data.</p> <p>Only for FAT32-formatted USB sticks.</p>

### 4.1.3 Disconnecting and connecting the smartPAD

#### Description

The smartPAD can be disconnected while the robot controller is running.



**WARNING** If the smartPAD is disconnected, the system can no longer be switched off by means of the EMERGENCY STOP device on the smartPAD. For this reason, an external EMERGENCY STOP must be connected to the robot controller.

The user is responsible for ensuring that the smartPAD is immediately removed from the system when it has been disconnected. The smartPAD must be stored out of sight and reach of personnel working on the industrial robot. This prevents operational and non-operational EMERGENCY STOP devices from becoming interchanged.

Failure to observe these precautions may result in death to persons, severe injuries or considerable damage to property.

#### Procedure

##### Disconnection:

1. Press the disconnect button on the smartPAD.

A message and a counter are displayed on the smartHMI. The counter runs for 30 s. During this time, the smartPAD can be disconnected from the robot controller.



If the smartPAD is disconnected without the counter running, this triggers an EMERGENCY STOP. The EMERGENCY STOP can only be canceled by plugging the smartPAD back in.

2. Disconnect the smartPAD from the robot controller.

If the counter expires without the smartPAD having been disconnected, this has no effect. The disconnect button can be pressed again at any time to display the counter again.

##### Connection:

- Connect the smartPAD to the robot controller.

A smartPAD can be connected at any time. Precondition: Same smartPAD variant as the disconnected device. The EMERGENCY STOP and enabling switches are operational again 30 s after connection. The smartHMI is automatically displayed again. (This may take longer than 30 s.)

The connected smartPAD assumes the current operating mode of the robot controller.



The current operating mode is not, in all cases, the same as that before the smartPAD was disconnected: if the robot controller is part of a RoboTeam, the operating mode may have been changed after disconnection, e.g. by the master.



**WARNING** The user connecting a smartPAD to the robot controller must subsequently stay with the smartPAD for at least 30 s, i.e. until the EMERGENCY STOP and enabling switches are operational once again. This prevents another user from trying to activate a non-operational EMERGENCY STOP in an emergency situation, for example. Failure to observe this may result in death to persons, injuries or damage to property.

## 4.2 KUKA smarHMI user interface

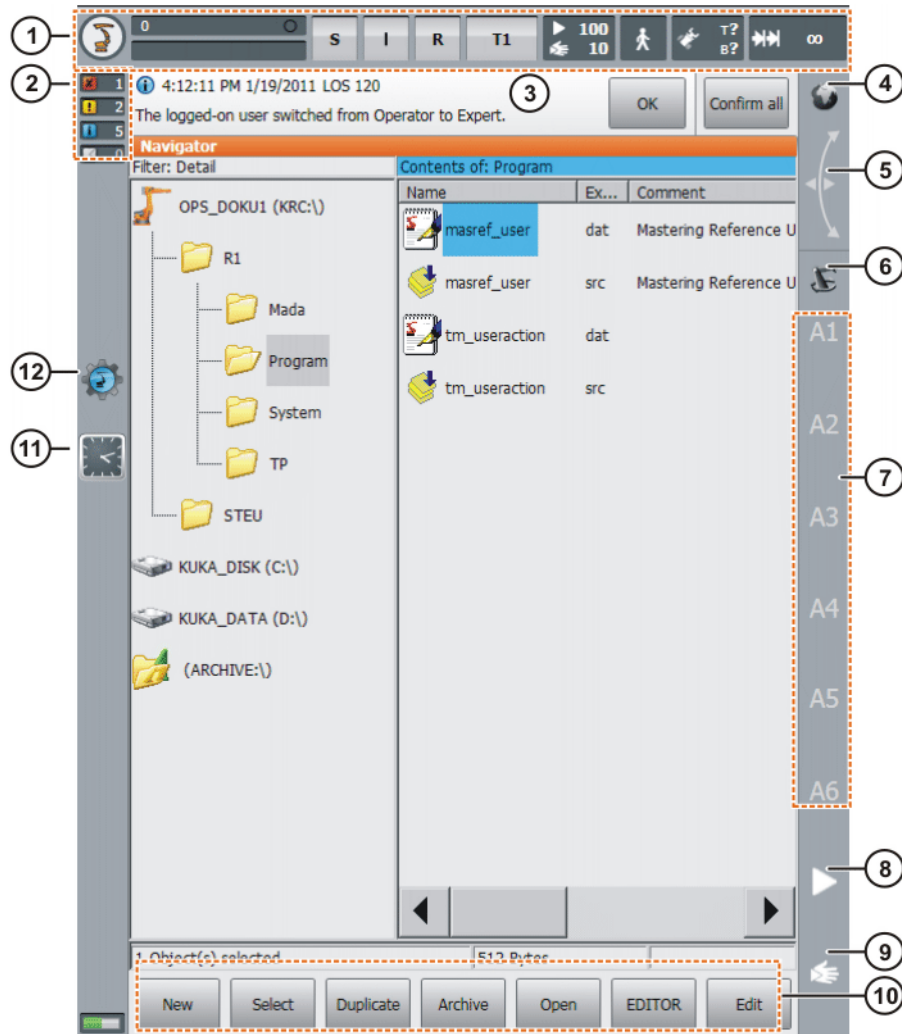


Fig. 4-3: KUKA smarHMI user interface

Item	Description
1	Status bar (>>> 4.2.1 "Status bar" Page 42)
2	Message counter The message counter indicates how many messages of each message type are active. Touching the message counter enlarges the display.
3	Message window By default, only the last message is displayed. Touching the message window expands it so that all active messages are displayed. An acknowledgeable message can be acknowledged with <b>OK</b> . All acknowledgeable messages can be acknowledged at once with <b>All OK</b> .
4	<b>Space Mouse</b> status indicator This indicator shows the current coordinate system for jogging with the Space Mouse. Touching the indicator displays all coordinate systems, allowing a different one to be selected.

Item	Description
5	<p><b>Space Mouse alignment</b> indicator</p> <p>Touching this indicator opens a window in which the current alignment of the Space Mouse is indicated and can be changed.</p> <p>(&gt;&gt;&gt; 4.12.8 "Defining the alignment of the Space Mouse" Page 62)</p>
6	<p><b>Jog keys</b> status indicator</p> <p>This indicator shows the current coordinate system for jogging with the jog keys. Touching the indicator displays all coordinate systems, allowing a different one to be selected.</p>
7	<p>Jog key labels</p> <p>If axis-specific jogging is selected, the axis numbers are displayed here (A1, A2, etc.). If Cartesian jogging is selected, the coordinate system axes are displayed here (X, Y, Z, A, B, C).</p> <p>Touching the label causes the selected kinematics group to be displayed.</p>
8	<p>Program override</p> <p>(&gt;&gt;&gt; 6.5.4 "Setting the program override (POV)" Page 139)</p>
9	<p>Jog override</p> <p>(&gt;&gt;&gt; 4.12.3 "Setting the jog override (HOV)" Page 59)</p>
10	<p>Button bar. The buttons change dynamically and always refer to the window that is currently active in the smartHMI.</p> <p>At the right-hand end is the <b>Edit</b> button. This can be used to call numerous commands relating to the Navigator.</p>
11	<p>Clock</p> <p>The clock displays the system time. Touching the clock displays the system time in digital format, together with the current date.</p>
12	<p>WorkVisual icon</p> <p>If no project can be opened, the icon has a small red X in the bottom left-hand corner. This is the case, for example, if the files belonging to the project are missing. In such a case, the system is only partially available, e.g. the safety configuration cannot be opened.</p>

#### 4.2.1 Status bar

The status bar indicates the status of certain central settings of the industrial robot. In most cases, touching the display opens a window in which the settings can be modified.

#### Overview

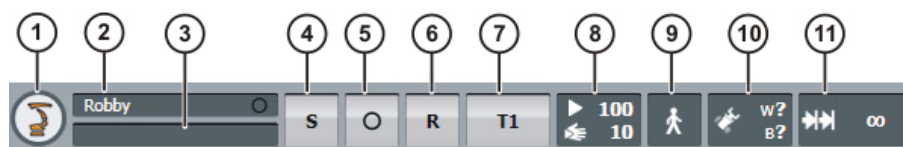



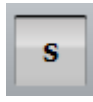


Fig. 4-4: KUKA smartHMI status bar

Item	Description
1	Main menu key. Shows the menu items on the smartHMI. (>>> 4.4 "Calling the main menu" Page 44)
2	Robot name. The robot name can be changed. (>>> 4.15.11 "Displaying/editing robot data" Page 74)
3	If a program has been selected, the name is displayed here.
4	<b>Submit interpreter</b> status indicator (>>> 4.2.2 "'Submit interpreter' status indicator" Page 43)
5	<b>Drives</b> status indicator. The drives can be switched on or off here. (>>> 6.5.5 "Switching drives on/off" Page 139)
6	<b>Robot interpreter</b> status indicator. Programs can be reset or canceled here. (>>> 6.5.6 "Robot interpreter status indicator" Page 140) (>>> 6.2.1 "Selecting and deselecting a program" Page 134) (>>> 6.5.11 "Resetting a program" Page 142)
7	Current operating mode (>>> 4.10 "Changing operating mode" Page 52)
8	<b>POV/HOV</b> status indicator. Indicates the current program override and the current jog override. (>>> 6.5.4 "Setting the program override (POV)" Page 139) (>>> 4.12.3 "Setting the jog override (HOV)" Page 59)
9	<b>Program run mode</b> status indicator. Indicates the current program run mode. (>>> 6.5.2 "Program run modes" Page 138)
10	<b>Tool/base</b> status indicator. Indicates the current tool and base. (>>> 4.12.4 "Selecting the tool and base" Page 59)
11	<b>Incremental jogging</b> status indicator. (>>> 4.12.10 "Incremental jogging" Page 64)

#### 4.2.2 "Submit interpreter" status indicator

Icon	Color	Description
	Yellow	Submit interpreter is selected. The block pointer is situated on the first line of the selected SUB program.
	Green	Submit interpreter is running.
	Red	Submit interpreter has been stopped.
	Gray	Submit interpreter is deselected.

### 4.2.3 Keypad

The smartPAD has a touch screen: the smartHMI can be operated with a finger or stylus.

There is a keypad on the smartHMI for entering letters and numbers. The smartHMI detects when the entry of letters or numbers is required and automatically displays the keypad.

The keypad only ever displays the characters that are required. If, for example, a box is edited in which only numbers can be entered, then only numbers are displayed and not letters.

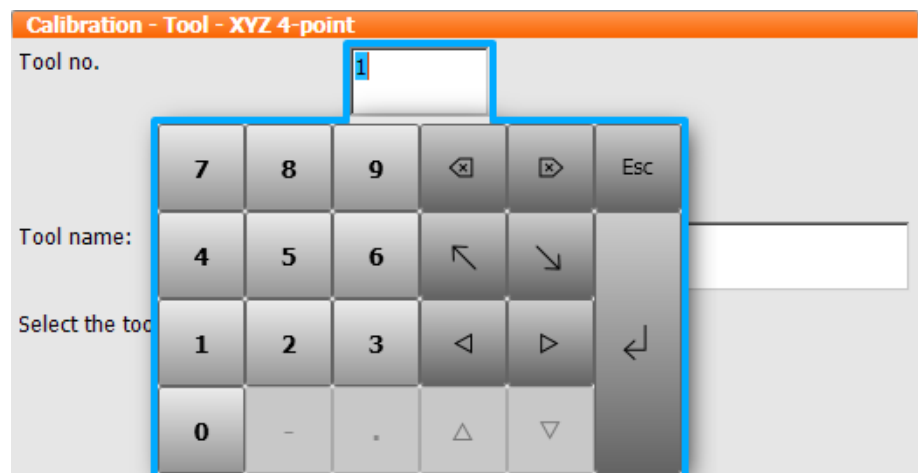


Fig. 4-5: Example keypad

## 4.3 Switching on the robot controller and starting the KSS

### Procedure

- Turn the main switch on the robot controller to ON.  
The operating system and the KSS start automatically.

If the KSS does not start automatically, e.g. because the Startup function has been disabled, execute the file StartKRC.exe in the directory C:\KRC.

If the robot controller is logged onto the network, the start may take longer.

## 4.4 Calling the main menu

### Procedure

- Press "Main menu" key on the KCP. The **Main menu** window is opened.  
The display is always the same as that which was in the window before it was last closed.

### Description

Properties of the **Main Menu** window:

- The main menu is displayed in the left-hand column.
- Touching a menu item that contains an arrow opens the corresponding submenu (e.g. **Configure**).  
Depending on how many nested submenus are open, the **Main Menu** column may no longer be visible, with only the submenus remaining visible.
- The arrow key in the top right-hand corner closes the most recently opened submenu.
- The Home key in the top right-hand corner closes all open submenus.



- The most recently selected menu items are displayed in the bottom section (maximum 6).  
This makes it possible to select these menu items again directly without first having to close other submenus that might be open.
- The white cross on the left-hand side closes the window.

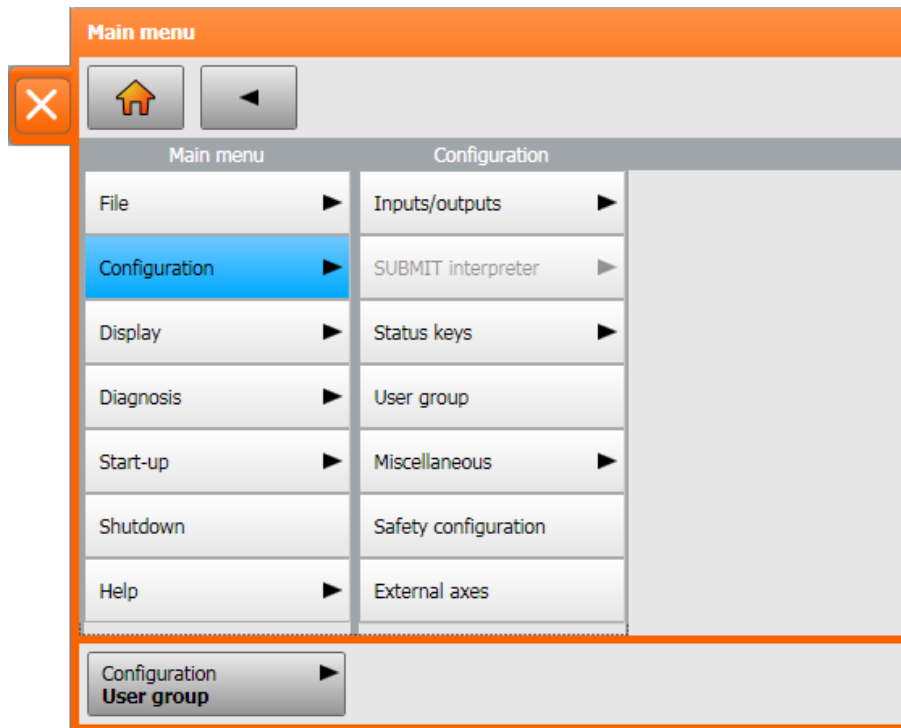


Fig. 4-6: Example: Configuration submenu is open.

## 4.5 Exiting or restarting KSS

**Precondition** ■ For certain options: “Expert” user group

- Procedure**
1. Select the menu item **Shutdown** in the main menu.
  2. Select the desired options.
  3. Press **Shut down control PC** or **Reboot control PC**.
  4. Confirm the request for confirmation with **Yes**. The System Software is terminated and restarted in accordance with the selected option.

After the restart, the following message is displayed:

- *Cold start of controller*
- Or, if **Reload files** has been selected: *Initial cold start of controller*

**NOTICE** If, on shutting down, the option **Reboot control PC** was selected, the main switch on the robot controller must not be pressed until the reboot has been completed. System files may otherwise be destroyed.  
If this option was not selected on shutting down, the main switch can be pressed once the controller has shut down.

Description

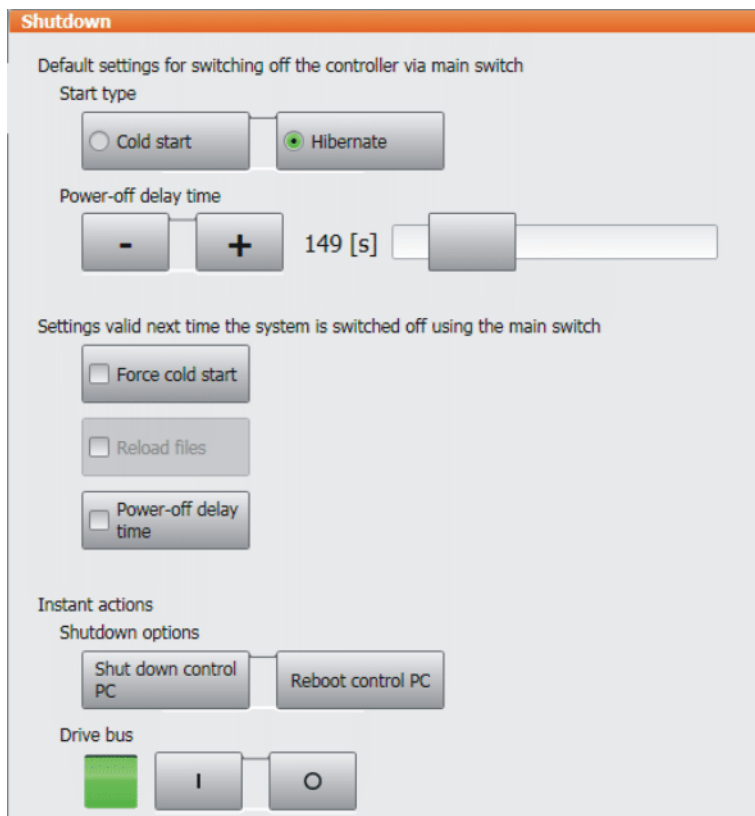


Fig. 4-7: Shutdown window

Option	Description
<b>Default settings for switching off the controller via main switch</b>	
<b>Cold start</b>	After a power failure, the robot controller starts with a cold start.  (A power failure and start are generally triggered by switching the main switch on the robot controller off and on.)  Can only be selected in the "Expert" user group.  (>>> "Start types" Page 48)
<b>Hibernate</b>	After a power failure, the robot controller starts with Hibernate.  Can only be selected in the "Expert" user group.  (>>> "Start types" Page 48)
<b>Power-off delay time</b>	Wait time before the robot controller is shut down. This ensures that the system does not immediately shut down, for example, in the event of very brief power failures, but bridges the power failure.  Can only be changed in the "Expert" user group.
<b>Settings valid next time the system is switched off using the main switch</b>	
These settings only apply to the next start.	
<b>Force cold start</b>	Activated: The next start is a cold start.  Only available if <b>Hibernate</b> has been selected.

Option	Description
<b>Reload files</b>	<p>Activated: The next start is an initial cold start.</p> <p>This option must be selected in the following cases:</p> <ul style="list-style-type: none"> <li>■ If XML files have been changed directly, i.e. the user has opened the file and modified it. (Any other changes to XML files, e.g. if the robot controller modifies them in the background, are irrelevant.)</li> <li>■ If hardware components are to be exchanged after shutdown.</li> </ul> <p>Can only be selected in the "Expert" user group. Only available if <b>Cold start</b> or <b>Force cold start</b> has been selected.</p> <p>Depending on the hardware, the initial cold start takes approx. 30 to 150 seconds longer than a normal cold start.</p>
<b>Power-off delay time</b>	<p>Activated: The wait time is adhered to the next time the system is shut down.</p> <p>Deactivated: The wait time is ignored the next time the system is shut down.</p>
<b>Instant actions</b>	
<b>Shut down control PC</b>	<p>Only available in operating modes T1 and T2.</p> <p>The robot controller is shut down</p>
<b>Reboot control PC</b>	<p>Only available in operating modes T1 and T2.</p> <p>The robot controller is shut down and then restarted.</p>
<b>Drive bus OFF / ON</b>	<p>Only available in operating modes T1 and T2.</p> <p>The drive bus can be switched off or on.</p> <p><b>Drive bus status</b> indicator:</p> <ul style="list-style-type: none"> <li>■ Green: Drive bus is on.</li> <li>■ Red: Drive bus is off.</li> <li>■ Gray: Status of the drive bus is unknown.</li> </ul>

**Start types**

Start type	Description
Cold start	<p>After a cold start the robot controller displays the Navigator. No program is selected. The robot controller is reinitialized, e.g. all user outputs are set to FALSE.</p> <p><b>Note:</b> If XML files have been changed directly, i.e. the user has opened the file and modified it, these changes are taken into consideration in the case of a cold start with <b>Reload files</b>. This cold start is called an "initial cold start".</p> <p>In the case of a cold start without <b>Reload files</b>, these changes are not taken into consideration.</p>
Hibernate	<p>After a start with Hibernate, the previously selected robot program can be resumed. The state of the kernel system: programs, block pointer, variable contents and outputs, is completely restored.</p> <p>Additionally, all programs that were open parallel to the robot controller are reopened and have the same state that they had before the system was shut down. The last state of Windows is also restored.</p>

**4.6 Switching the robot controller off****Procedure**

- Turn the main switch on the robot controller to OFF.  
The robot controller automatically backs up data.

**NOTICE** The main switch on the robot controller must not be operated if the KSS has been exited with the option **Reboot control PC** and the reboot has not yet been completed. System files may otherwise be destroyed.

**4.7 Setting the user interface language****Procedure**

1. In the main menu, select **Configuration > Miscellaneous > Language**.
2. Select the desired language. Click **OK** to confirm.

**4.8 Online documentation and online help****4.8.1 Calling online documentation****Description**

The documentation of the KUKA System Software can be displayed on the robot controller. Certain technology packages also have documentation that can be displayed on the robot controller.

**Procedure**

1. In the main menu, select **Help > Documentation**. Then select either **System Software** or the menu item for the technology package.  
The **KUKA Embedded Information Service** window is opened. The table of contents of the documentation is displayed.
2. Touch a chapter. The topics it contains are displayed.
3. Touch a topic. The description is displayed.

## Example

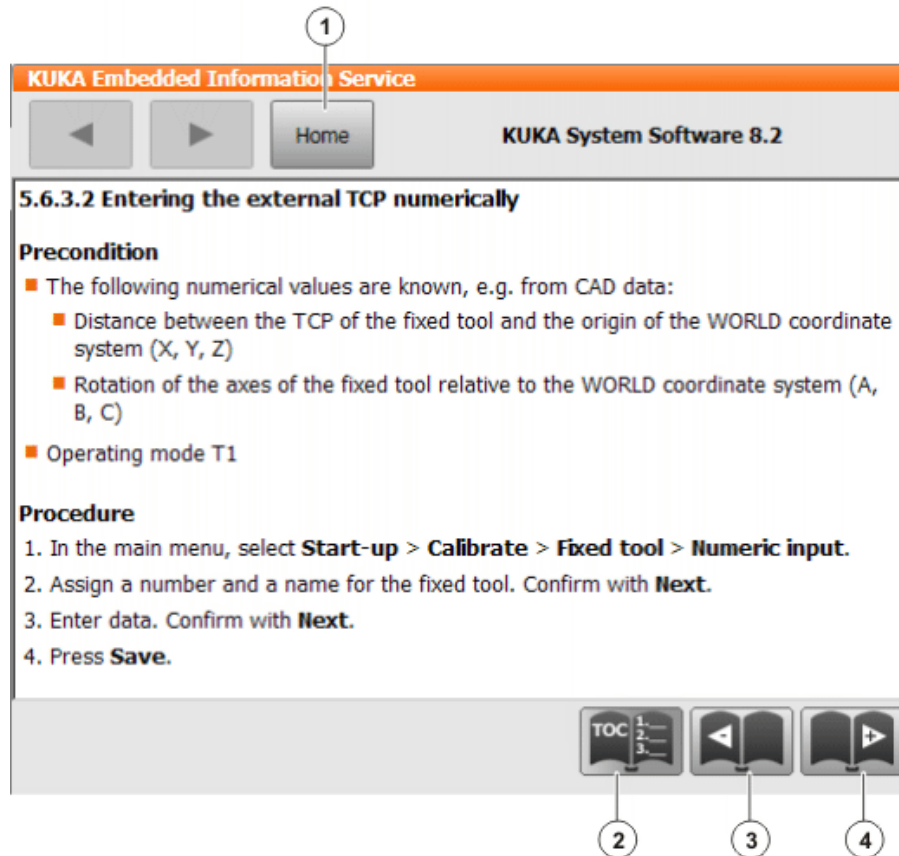


Fig. 4-8: Online documentation – Example from the KUKA System Software

Item	Description
1, 2	Displays the table of contents.
3	Displays the previous topic in the table of contents.
4	Displays the next topic.

#### 4.8.2 Calling online help

##### Description

The online help refers to the messages. The online help can be called in the following ways:

- Call the help for a message that is currently displayed in the message window.
- Display an overview of the possible messages and call the help for a message there.

##### Procedure

###### Calling the online help for a message in the message window

Most messages contain a button with a question mark. Online help is available for these messages.

1. Touch the button containing the question mark. The **KUKA Embedded Information Service – Message page** window is opened.  
The window contains a variety of information about the message.  
(>>> Fig. 4-9 )
2. The window often also contains information about the causes of the message and the corresponding solutions. Details can be displayed:
  - a. Touch the magnifying glass button next to the cause. The detail page is opened. (>>> Fig. 4-10 )

- b. Open the descriptions of the cause and solution.
- c. If the message has several possible causes: the magnifying glass buttons with arrows can be used to jump to the previous or next detail page.

## Procedure

### Displaying an overview of the messages and calling the online help for a message there

1. In the main menu, select **Help > Messages**. Then select either **System Software** or the menu item for the technology package.  
The **KUKA Embedded Information Service – Index page** window is opened. The messages are sorted by module (“module” refers here to a subsection of the software).
2. Touch an entry. The messages of this module are displayed.
3. Touch a message. The message page is displayed.  
The window contains a variety of information about the message.  
(>>> Fig. 4-9 )
4. The window often also contains information about the causes of the message and the corresponding solutions. Details can be displayed:
  - a. Touch the magnifying glass button next to the cause. The detail page is opened. (>>> Fig. 4-10 )
  - b. Open the descriptions of the cause and solution.
  - c. If the message has several possible causes: the magnifying glass buttons with arrows can be used to jump to the previous or next detail page.

## Message page

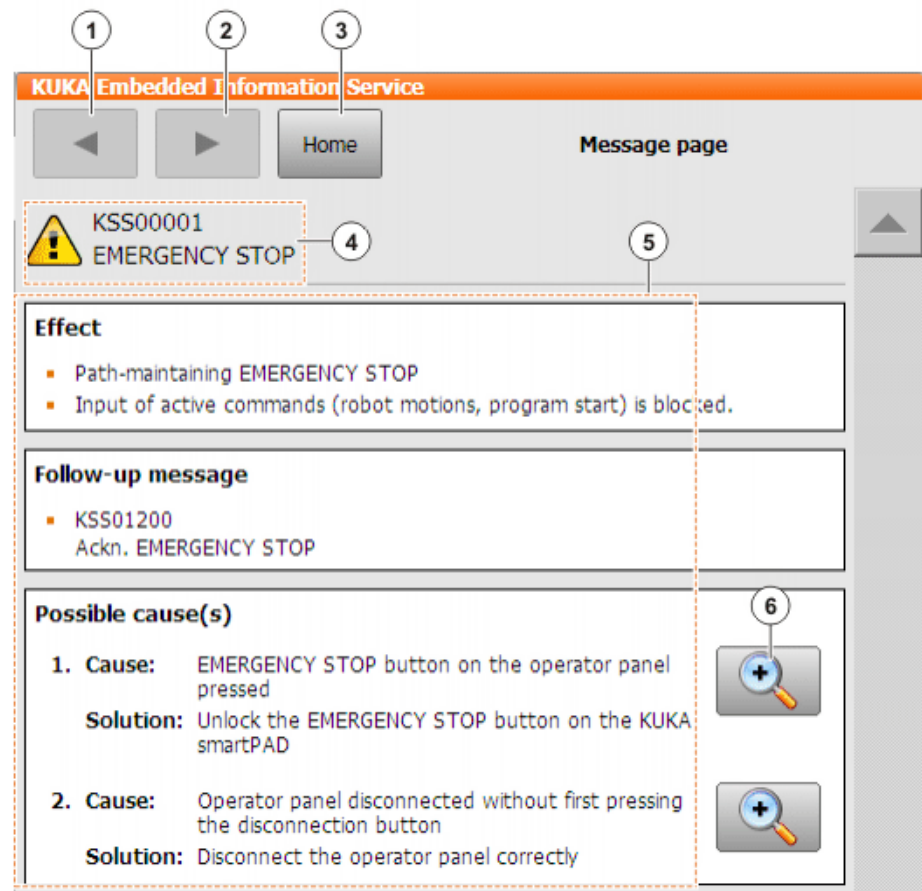


Fig. 4-9: Message page – Example from the KUKA System Software

Item	Description
1	Displays the previous page.
2	This button is only active if the other arrow button has been used to jump to the previous page. This button can then be used to return to the original page.
3	Displays the list with the software modules.
4	Message number and text
5	Information about the message There may be less information available than in the example.
6	Displays details about this cause/solution. (>>> Fig. 4-10 )

### Detail page

The screenshot shows the 'KUKA Embedded Information Service' interface. At the top, there are navigation buttons: a left arrow, a right arrow, and a 'Home' button. The page title is 'Detail page'. Below the navigation is a warning icon (yellow triangle with exclamation mark) followed by the message ID 'KSS00001' and the text 'EMERGENCY STOP'. The main content area is divided into two sections: 'Cause' and 'Solution'. The 'Cause' section states: 'EMERGENCY STOP button on the operator panel pressed'. The 'Description' section states: 'The EMERGENCY STOP button on the KCP has been pressed.' The 'Solution' section states: 'Unlock the EMERGENCY STOP button on the KUKA smartPAD'. Below this, the 'Procedure' section lists a single step: 'Turn the EMERGENCY STOP button clockwise (direction indicated by the arrow) to release it (position 1)'. An image shows the emergency stop button on the KUKA smartPAD, which is a red circular button with a white arrow pointing clockwise. A callout '1' points to the button. Below the image, the text reads 'EMERGENCY STOP button on the KUKA smartPAD'. At the bottom of the interface, there are zoom controls (magnifying glass icons) and a page indicator '1/2'.

Fig. 4-10: Detail page – Example from the KUKA System Software

## 4.9 Changing user group

### Procedure

1. Select **Configuration** > **User group** in the main menu. The current user group is displayed.
2. Press **Default** to switch to the default user group. (**Default** is not available if the default user group is already selected.)  
Press **Login...** to switch to a different user group. Select the desired user group.
3. If prompted: Enter password and confirm with **Log-on**.

**Description**

Different functions are available in the KSS, depending on the user group. The following user groups are available:

- **Operator**

User group for the operator. This is the default user group.

- **User**

User group for the operator. (By default, the user groups "Operator" and "User" are defined for the same target group.)

- **Expert**

User group for the programmer. This user group is protected by means of a password.

- **Safety recovery**

User group for the start-up technician. This user can activate and configure the safety configuration of the robot.

This user group is protected by means of a password.

- **Safety maintenance**

This user group is only relevant if KUKA.SafeOperation or KUKA.SafeRangeMonitoring is used. The user group is protected by means of a password.

- **Administrator**

The range of functions is the same as that for the user group "Expert". It is additionally possible, in this user group, to integrate plug-ins into the robot controller.

This user group is protected by means of a password.

The default password is "kuka".

When the system is booted, the default user group is selected.

If the mode is switched to AUT or AUT EXT, the robot controller switches to the default user group for safety reasons. If a different user group is desired, this must be selected subsequently.

If no actions are carried out in the user interface within a certain period of time, the robot controller switches to the default user group for safety reasons. The default setting is 300 s.

#### 4.10 Changing operating mode



Do not change the operating mode while a program is running. If the operating mode is changed during program execution, the industrial robot is stopped with a safety stop 2.

**Precondition**

- The robot controller is not executing a program.
- Key for the switch for calling the connection manager

**Procedure**

1. On the smartPAD, turn the switch for the connection manager. The connection manager is displayed.
2. Select the operating mode.
3. Return the switch for the connection manager to its original position.  
The selected operating mode is displayed in the status bar of the smartPAD.



Operating mode	Use	Velocities
T1	For test operation, programming and teaching	<ul style="list-style-type: none"> <li>■ Program verification: Programmed velocity, maximum 250 mm/s</li> <li>■ Jog mode: Jog velocity, maximum 250 mm/s</li> </ul>
T2	For test operation	<ul style="list-style-type: none"> <li>■ Program verification: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>
AUT	For industrial robots without higher-level controllers	<ul style="list-style-type: none"> <li>■ Program mode: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>
AUT EXT	For industrial robots with higher-level controllers, e.g. PLC	<ul style="list-style-type: none"> <li>■ Program mode: Programmed velocity</li> <li>■ Jog mode: Not possible</li> </ul>

## 4.11 Coordinate systems

### Overview

The following Cartesian coordinate systems are defined in the robot controller:

- WORLD
- ROBROOT
- BASE
- TOOL

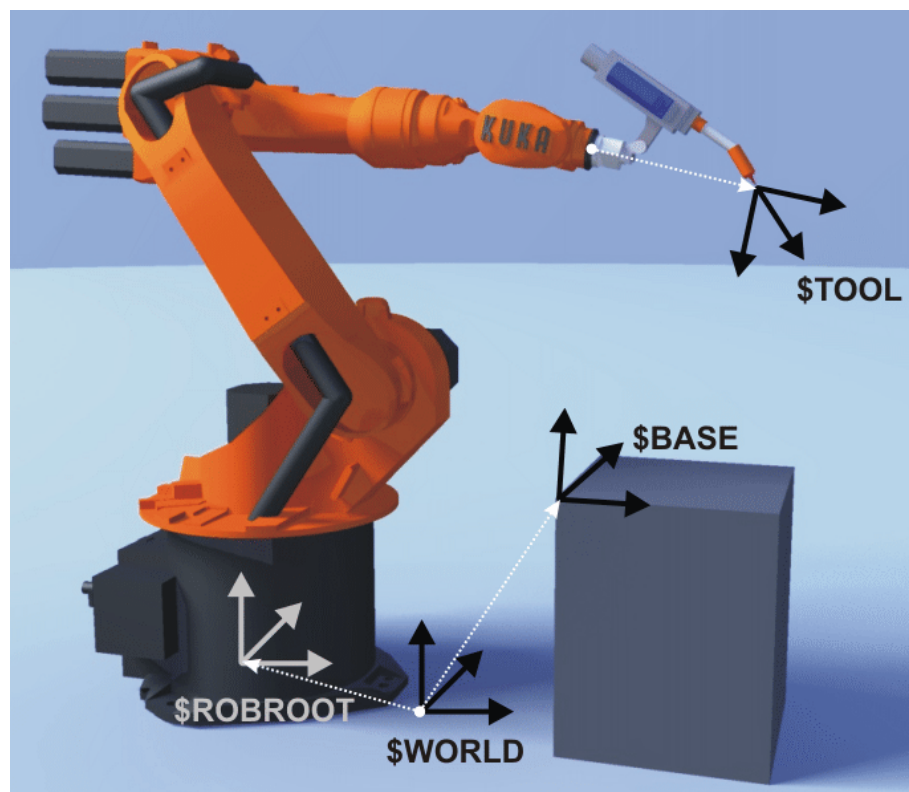


Fig. 4-11: Overview of coordinate systems

### Description

WORLD

The WORLD coordinate system is a permanently defined Cartesian coordinate system. It is the root coordinate system for the ROBROOT and BASE coordinate systems.

By default, the WORLD coordinate system is located at the robot base.

### ROBROOT

The ROBROOT coordinate system is a Cartesian coordinate system, which is always located at the robot base. It defines the position of the robot relative to the WORLD coordinate system.

By default, the ROBROOT coordinate system is identical to the WORLD coordinate system. \$ROBROOT allows the definition of an offset of the robot relative to the WORLD coordinate system.

### BASE

The BASE coordinate system is a Cartesian coordinate system that defines the position of the workpiece. It is relative to the WORLD coordinate system.

By default, the BASE coordinate system is identical to the WORLD coordinate system. It is offset to the workpiece by the user.

(>>> 5.7.2 "Base calibration" Page 106)

### TOOL

The TOOL coordinate system is a Cartesian coordinate system which is located at the tool center point.

By default, the origin of the TOOL coordinate system is located at the flange center point. (In this case it is called the FLANGE coordinate system.) The TOOL coordinate system is offset to the tool center point by the user.

(>>> 5.7.1 "Tool calibration" Page 99)

### Angles of rotation of the robot coordinate systems

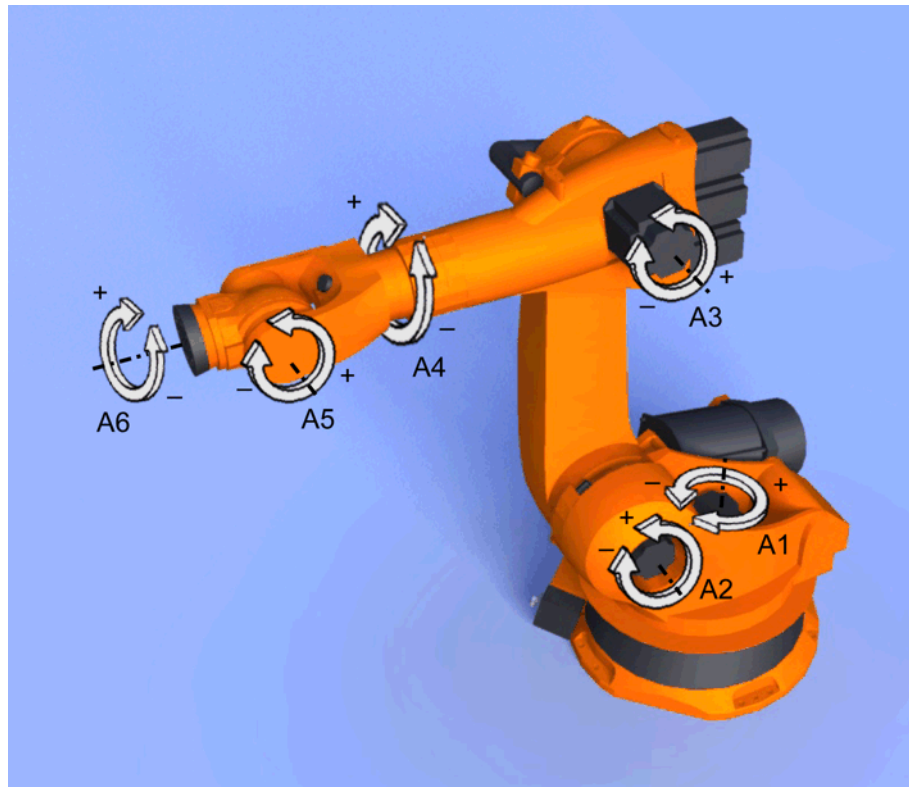
Angle	Rotation about axis
Angle A	Rotation about the Z axis
Angle B	Rotation about the Y axis
Angle C	Rotation about the X axis

## 4.12 Jogging the robot

### Description

There are 2 ways of jogging the robot:

- Cartesian jogging  
The TCP is jogged in the positive or negative direction along the axes of a coordinate system.
- Axis-specific jogging  
Each axis can be moved individually in a positive and negative direction.



**Fig. 4-12: Axis-specific jogging**

There are 2 operator control elements that can be used for jogging the robot:

- Jog keys
- Space Mouse

#### Overview

	Cartesian jogging	Axis-specific jogging
Jog keys	(>>> 4.12.6 "Cartesian jogging with the jog keys" Page 60)	(>>> 4.12.5 "Axis-specific jogging with the jog keys" Page 60)
Space Mouse	(>>> 4.12.9 "Cartesian jogging with the Space Mouse" Page 63)	Axis-specific jogging with the Space Mouse is possible, but is not described here.

#### 4.12.1 "Jog options" window

**Description** All parameters for jogging the robot can be set in the **Jogging Options** window.

**Procedure** Open the **Jogging Options** window:

1. Open a status indicator on the smartHMI, e.g. the **POV** status indicator. (Not possible for the **Submit interpreter**, **Drives** and **Robot interpreter** status indicators.)  
A window opens.
2. Press **Options**. The **Jogging Options** window is opened.

For most parameters, it is not necessary to open the **Jogging Options** window. They can be set directly via the smartHMI status indicators.

4.12.1.1 "General" tab

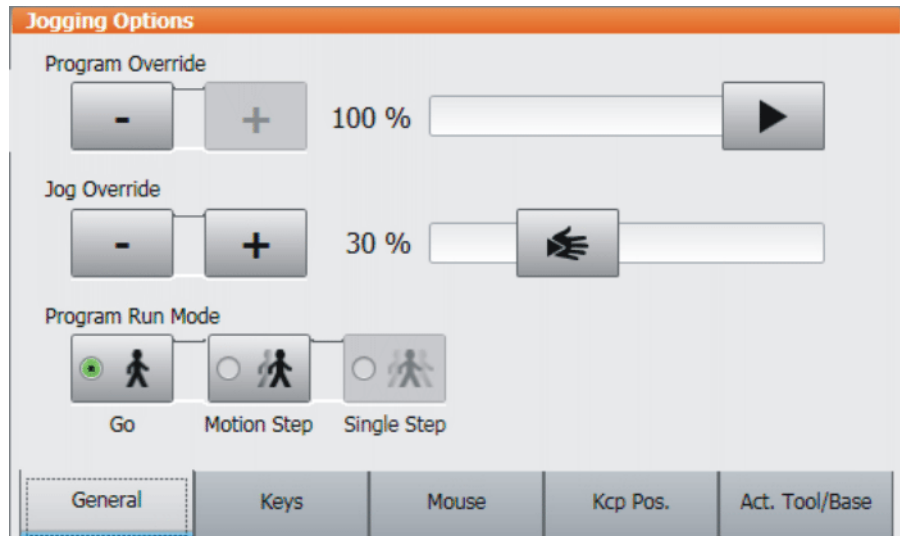


Fig. 4-13: General tab

Description

Item	Description
1	Set program override (>>> 6.5.4 "Setting the program override (POV)" Page 139)
2	Set jog override (>>> 4.12.3 "Setting the jog override (HOV)" Page 59)
3	Select the program run mode (>>> 6.5.2 "Program run modes" Page 138)

4.12.1.2 "Keys" tab

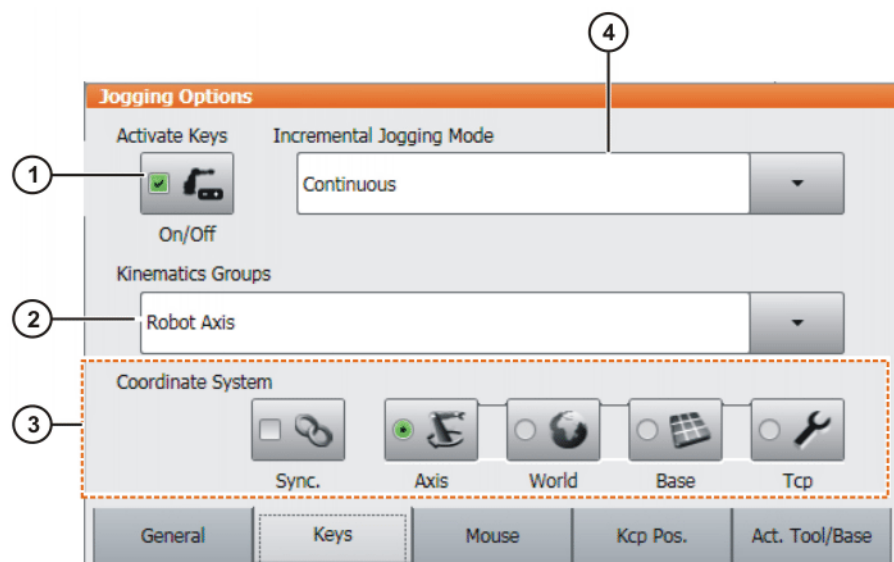


Fig. 4-14: Keys tab

## Description

Item	Description
1	Activate jog mode "Jog keys" (>>> 4.12.2 "Activating the jog mode" Page 59)
2	Select a kinematics group. The kinematics group defines the axes to which the jog keys refer. Default: <b>Robot axes</b> (= A1 to A6) Depending on the system configuration, other kinematics groups may be available. (>>> 4.13 "Jogging external axes" Page 65)
3	Select the coordinate system for jogging with the jog keys
4	Incremental jogging (>>> 4.12.10 "Incremental jogging" Page 64)

## 4.12.1.3 "Mouse" tab

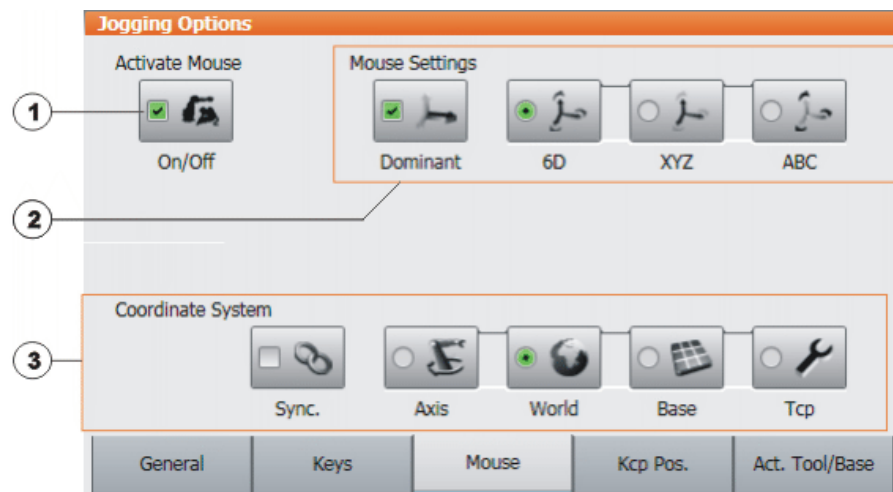


Fig. 4-15: Mouse tab

## Description

Item	Description
1	Activate jog mode "Space Mouse" (>>> 4.12.2 "Activating the jog mode" Page 59)
2	Configure the Space Mouse (>>> 4.12.7 "Configuring the Space Mouse" Page 60)
3	Select the coordinate system for jogging with the Space Mouse

4.12.1.4 “KCP pos.” tab

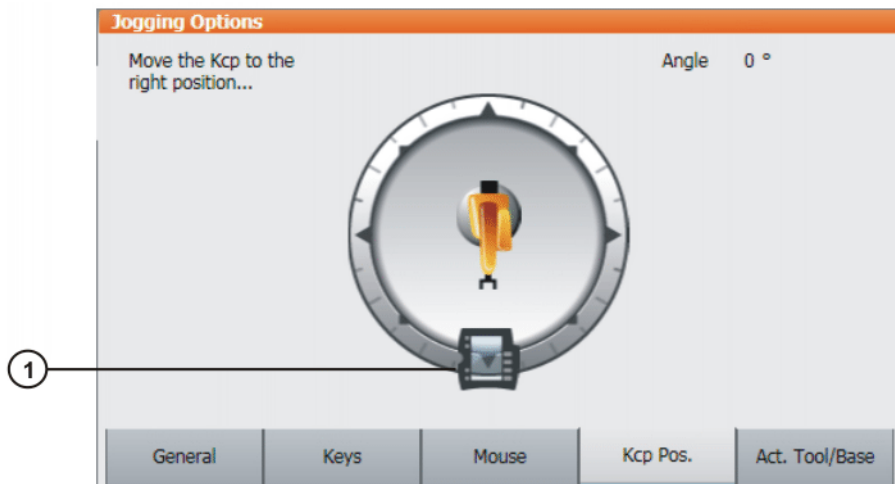


Fig. 4-16: Kcp Pos. tab

Description

Item	Description
1	(>>> 4.12.8 "Defining the alignment of the Space Mouse" Page 62)

4.12.1.5 “Cur. tool/base” tab

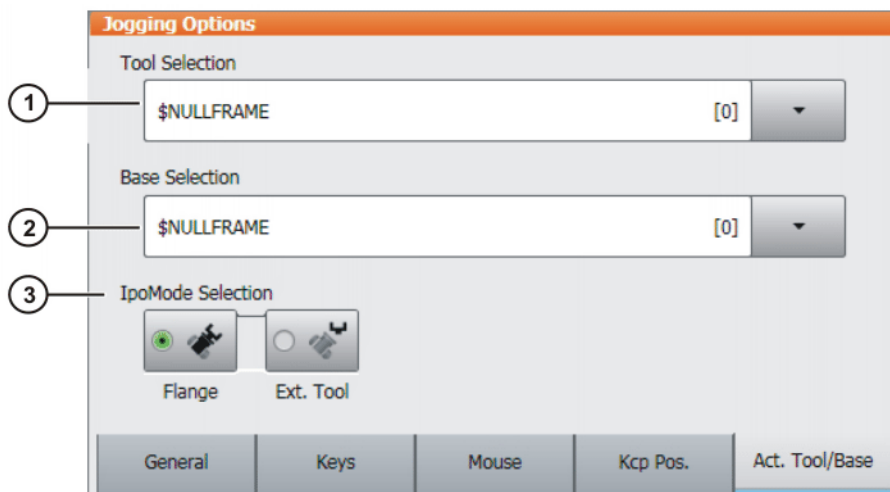


Fig. 4-17: Act. Tool/Base tab

Description

Item	Description
1	The current tool is displayed here. A different tool can be selected. (>>> 4.12.4 "Selecting the tool and base" Page 59) The display <b>Unknown [?]</b> means that no tool has yet been calibrated.

Item	Description
2	<p>The current base is displayed here. A different base can be selected.</p> <p>(&gt;&gt;&gt; 4.12.4 "Selecting the tool and base" Page 59)</p> <p>The display <b>Unknown [?]</b> means that no base has yet been calibrated.</p>
3	<p>Select the interpolation mode:</p> <ul style="list-style-type: none"> <li>■ <b>Flange:</b> The tool is mounted on the mounting flange.</li> <li>■ <b>ext. Tool:</b> The tool is a fixed tool.</li> </ul>

#### 4.12.2 Activating the jog mode

##### Procedure

1. Open the **Jogging Options** window.  
(>>> 4.12.1 "Jog options" window" Page 55)
2. To activate the jog mode "Jog keys":  
On the **Keys** tab, activate the **Activate Keys** check box.  
To activate the jog mode "Space Mouse":  
On the **Mouse** tab, activate the **Activate Mouse** check box.

##### Description

Both jog modes "Jog keys" and "Space Mouse" can be activated simultaneously. If the robot is jogged using the keys, the Space Mouse is disabled until the robot comes to a standstill. If the Space Mouse is actuated, the keys are disabled.

#### 4.12.3 Setting the jog override (HOV)

##### Description

Jog override determines the velocity of the robot during jogging. The velocity actually achieved by the robot with a jog override setting of 100% depends on various factors, including the robot type. The velocity cannot exceed 250 mm/s however.

##### Procedure

1. Touch the **POV/HOV** status indicator. The **Overrides** window is opened.
2. Set the desired jog override. It can be set using either the plus/minus keys or by means of the slide controller.
  - Plus/minus keys: The value can be set to 100%, 75%, 50%, 30%, 10%, 3%, 1%
  - Slide controller: The override can be adjusted in 1% steps.
3. Touch the **POV/HOV** status indicator again. (Or touch the area outside the window.)  
The window closes and the selected override value is applied.



The **Jog options** window can be opened via **Options** in the **Overrides** window.

##### Alternative procedure

Alternatively, the override can be set using the plus/minus key on the right-hand side of the KCP.

The value can be set to 100%, 75%, 50%, 30%, 10%, 3%, 1%.

#### 4.12.4 Selecting the tool and base

##### Description


A maximum of 16 TOOL and 32 BASE coordinate systems can be saved in the robot controller. One tool (TOOL coordinate system) and one base (BASE coordinate system) must be selected for Cartesian jogging.

- Procedure**
1. Touch the **Tool/base** status indicator. The **Act. Tool/Base** window is opened.
  2. Select the desired tool and base.
  3. The window closes and the selection is applied.

#### 4.12.5 Axis-specific jogging with the jog keys

- Precondition**
- The jog mode "Jog keys" is active.
  - Operating mode T1


- Procedure**
1. Select **Axes** as the coordinate system for the jog keys.
  2. Set jog override.
  3. Hold down the enabling switch.  
Axes A1 to A6 are displayed next to the jog keys.
  4. Press the Plus or Minus jog key to move an axis in the positive or negative direction.

 The position of the robot during jogging can be displayed: select **Display > Actual position** in the main menu.

#### 4.12.6 Cartesian jogging with the jog keys

- Precondition**
- The jog mode "Jog keys" is active.
  - Operating mode T1
  - Tool and base have been selected.  
(>>> 4.12.4 "Selecting the tool and base" Page 59)

- Procedure**
1. Select **World, Base or Tool** as the coordinate system for the jog keys.
  2. Set jog override.
  3. Hold down the enabling switch.  
The following designations are displayed next to the jog keys:
    - **X, Y, Z**: for the linear motions along the axes of the selected coordinate system
    - **A, B, C**: for the rotational motions about the axes of the selected coordinate system
  4. Press the Plus or Minus jog key to move the robot in the positive or negative direction.

 The position of the robot during jogging can be displayed: select **Display > Actual position** in the main menu.

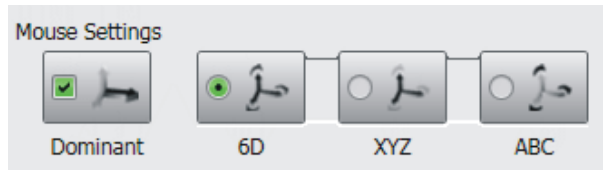
#### 4.12.7 Configuring the Space Mouse

- Procedure**
1. Open the **Jogging Options** window and select the **Mouse** tab.  
(>>> 4.12.1 ""Jog options" window" Page 55)
  2. **Mouse Settings** group:
    - **Dominant** check box:  
Activate or deactivate dominant mode as desired.
    - **6D/XYZ/ABC** option box:  
Select whether the TCP is to be moved using translational motions, rotational motions, or both.



3. Close the **Jogging Options** window.

## Description



**Fig. 4-18: Mouse settings**

**Dominant** check box:

Depending on the dominant mode, the Space Mouse can be used to move just one axis or several axes simultaneously.

Check box	Description
Active	Dominant mode is activated. Only the coordinate axis with the greatest deflection of the Space Mouse is moved.
Inactive	Dominant mode is deactivated. Depending on the axis selection, either 3 or 6 axes can be moved simultaneously.

Option	Description
<b>6D</b>	<p>The robot can be moved by pulling, pushing, rotating or tilting the Space Mouse.</p> <p>The following motions are possible with Cartesian jogging:</p> <ul style="list-style-type: none"> <li>■ Translational motions in the X, Y and Z directions</li> <li>■ Rotational motions about the X, Y and Z axes</li> </ul>
<b>XYZ</b>	<p>The robot can only be moved by pulling or pushing the Space Mouse.</p> <p>The following motions are possible with Cartesian jogging:</p> <ul style="list-style-type: none"> <li>■ Translational motions in the X, Y and Z directions</li> </ul>
<b>ABC</b>	<p>The robot can only be moved by rotating or tilting the Space Mouse.</p> <p>The following motions are possible with Cartesian jogging:</p> <ul style="list-style-type: none"> <li>■ Rotational motions about the X, Y and Z axes</li> </ul>

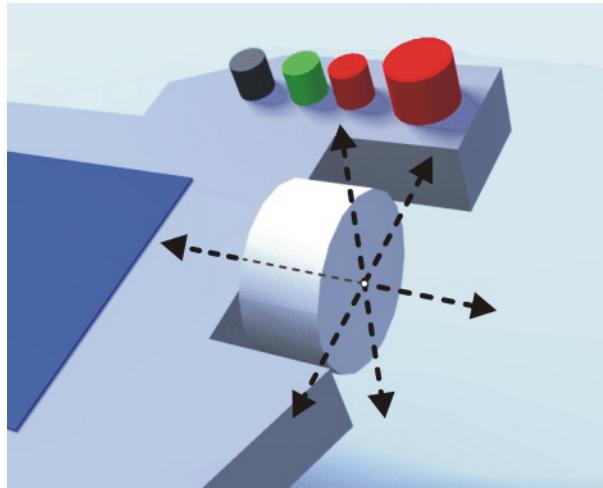


Fig. 4-19: Pushing and pulling the Space Mouse

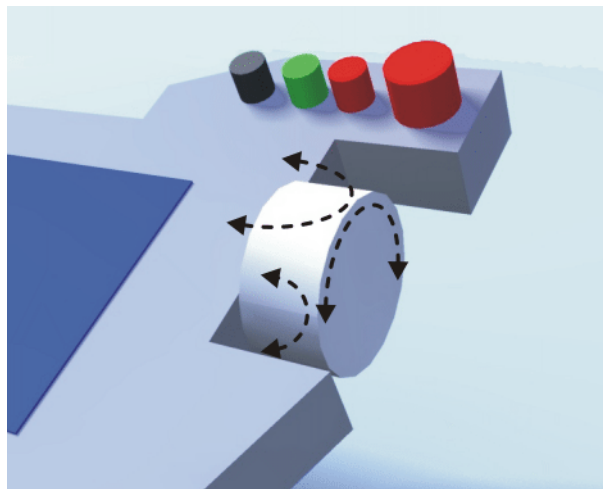


Fig. 4-20: Rotating and tilting the Space Mouse

#### 4.12.8 Defining the alignment of the Space Mouse

##### Description

The functioning of the Space Mouse can be adapted to the location of the user so that the motion direction of the TCP corresponds to the deflection of the Space Mouse.

The location of the user is specified in degrees. The reference point for the specification in degrees is the junction box on the base frame. The position of the robot arm or axes is irrelevant.

Default setting: 0°. This corresponds to a user standing opposite the junction box.

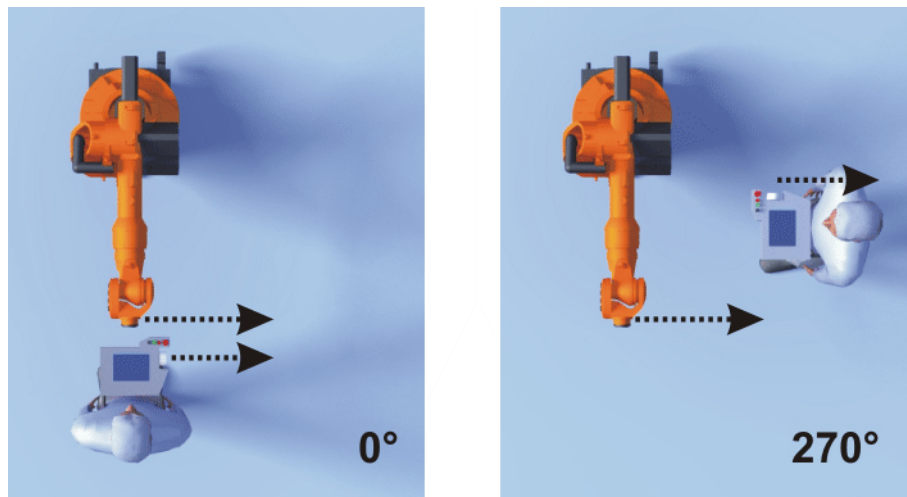


Fig. 4-21: Space Mouse: 0° and 270°

**Precondition** ■ Operating mode T1

**Procedure** 1. Open the **Jog options** window and select the **KCP pos.** tab.



Fig. 4-22: Defining the alignment of the Space Mouse

2. Drag the KCP to the position corresponding to the location of the user (in 45° steps).
3. Close the **Jog options** window.



Switching to Automatic External mode automatically resets the alignment of the Space Mouse to 0°.


#### 4.12.9 Cartesian jogging with the Space Mouse

- Precondition**
- The jog mode "Space Mouse" is active.
  - Operating mode T1
  - Tool and base have been selected.  
(>>> 4.12.4 "Selecting the tool and base" Page 59)
  - The Space Mouse is configured.  
(>>> 4.12.7 "Configuring the Space Mouse" Page 60)

- The alignment of the Space Mouse has been defined.  
(>>> 4.12.8 "Defining the alignment of the Space Mouse" Page 62)

**Procedure**

1. Select **World**, **Base** or **Tool** as the coordinate system for the Space Mouse.
2. Set jog override.
3. Hold down the enabling switch.
4. Move the robot in the desired direction using the Space Mouse.

 The position of the robot during jogging can be displayed: select **Display > Actual position** in the main menu.

**4.12.10 Incremental jogging****Description**

Incremental jogging makes it possible to move the robot a defined distance, e.g. 10 mm or 3°. The robot then stops by itself.

Incremental jogging can be activated for jogging with the jog keys. Incremental jogging is not possible in the case of jogging with the Space Mouse.

Areas of application:

- Positioning of equidistant points
- Moving a defined distance away from a position, e.g. in the event of a fault
- Mastering with the dial gauge

The following options are available:

Setting	Description
<b>Continuous</b>	Incremental jogging is deactivated.
<b>100 mm / 10°</b>	1 increment = 100 mm or 10°
<b>10 mm / 3°</b>	1 increment = 10 mm or 3°
<b>1 mm / 1°</b>	1 increment = 1 mm or 1°
<b>0.1 mm / 0.005°</b>	1 increment = 0.1 mm or 0.005°

Increments in mm:

- Valid for Cartesian jogging in the X, Y or Z direction.

Increments in degrees:


- Valid for Cartesian jogging in the A, B or C direction.
- Valid for axis-specific jogging.

**Precondition**

- The jog mode "Jog keys" is active.
- Operating mode T1

**Procedure**

1. Select the size of the increment in the status bar.
2. Jog the robot using the jog keys. Jogging can be Cartesian or axis-specific.  
Once the set increment has been reached, the robot stops.

 If the robot motion is interrupted, e.g. by releasing the enabling switch, the interrupted increment is not resumed with the next motion; a new increment is started instead.

### 4.13 Jogging external axes

External axes cannot be moved using the Space Mouse. If “Space Mouse” mode is selected, only the robot can be jogged with the Space Mouse. The external axes, on the other hand, must be jogged using the jog keys.

- Precondition**
- The jog mode “Jog keys” is active.
  - Operating mode T1

- Procedure**
1. Select the desired kinematics group, e.g. **External axes**, on the **Keys** tab in the **Jog options** window.  
The type and number of kinematics groups available depend on the system configuration.
  2. Set jog override.
  3. Hold down the enabling switch.  
The axes of the selected kinematics group are displayed next to the jog keys.
  4. Press the Plus or Minus jog key to move an axis in the positive or negative direction.

**Description** Depending on the system configuration, the following kinematics groups may be available.

Kinematics group	Description
<b>Robot Axes</b>	The robot axes can be moved using the jog keys. The external axes cannot be jogged.
<b>External Axes</b>	All configured external axes (e.g. external axes E1 to E5) can be moved using the jog keys.
<i>NAME /</i> <b>External Kinematics Group<sub>n</sub></b>	The axes of an external kinematics group can be moved using the jog keys.  The name is taken from the system variable \$ET <sub>n</sub> _NAME ( <i>n</i> = number of the external kinematic system). If \$ET <sub>n</sub> _NAME is empty, the default name <b>External Kinematics Group<sub>n</sub></b> is displayed.
[User-defined kinematics group]	The axes of a user-defined kinematics group can be moved using the jog keys.  The name corresponds to the name of the user-defined kinematics group.

### 4.14 Bypassing workspace monitoring

**Description** Workspaces can be configured for a robot. Workspaces serve to protect the system.

There are 2 types of workspace:

- The workspace is an exclusion zone.  
The robot may only move outside the workspace.
- Only the workspace is a permitted zone.  
The robot may not move outside the workspace.

Exactly what reactions occur when the robot violates a workspace depends on the configuration.

One possible reaction, for example, is that the robot stops and an error message is generated. The workspace monitoring must be bypassed in such a case. The robot can then move back out of the prohibited workspace.

- Precondition**
- User group "Expert"
  - Operating mode T1
- Procedure**
1. In the main menu, select **Configuration > Miscellaneous > Workspace monitoring > Override**.
  2. Move the robot manually out of the prohibited workspace.  
Once the robot has left the prohibited workspace, the workspace monitoring is automatically active again.

## 4.15 Monitor functions

### 4.15.1 Displaying the actual position

- Procedure**
1. In the main menu, select **Display > Actual position**. The Cartesian actual position is displayed.
  2. To display the axis-specific actual position, press **Axis-specific**.
  3. To display the Cartesian actual position again, press **Cartesian**.

**Description**

**Actual position, Cartesian:**

The current position (X, Y, Z) and orientation (A, B, C) of the TCP are displayed. In addition to this, the current TOOL and BASE coordinate systems and the Status and Turn are displayed.

**Actual position, axis-specific:**

The current position of axes A1 to A6 is indicated. If external axes are being used, the position of the external axes is also displayed.

The actual position can also be displayed while the robot is moving.

Robot Position (Cartesian)			
Name	Value	Unit	
<b>Position</b>			
X	2930.00	mm	
Y	0.00	mm	
Z	695.00	mm	
<b>Orientation</b>			
A	0.00	deg	
B	90.00	deg	
C	0.00	deg	
<b>Robot Position</b>			
S	010	bin	
T	000000	bin	

Fig. 4-23: Actual position, Cartesian

Robot Position (Axis Specific)			
Axis	Pos. [deg, mm]	Motor [deg]	
A1	0.00	0.00	Cartesian
A2	-90.00	22530.00	
A3	90.00	-24228.95	
A4	0.00	0.00	
A5	0.00	0.00	
A6	0.00	0.00	
E1	0.00	0.00	

Fig. 4-24: Actual position, axis-specific

#### 4.15.2 Displaying digital inputs/outputs

##### Procedure

1. In the main menu, select **Display > Inputs/outputs > Digital I/O**.
2. To display a specific input/output:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.
 The display jumps to the input/output with this number.

##### Description

No.	Value	State	Name
139	<input type="radio"/>		Eingang
140	<input type="radio"/>	SYS	Eingang
141	<input type="radio"/>		Eingang
142	<input checked="" type="radio"/>	SIM	Eingang
143	<input type="radio"/>		Eingang
144	<input type="radio"/>		Eingang

Inputs    Outputs

-100  
+100  
Go to  
Value  
Name

Fig. 4-25: Digital inputs

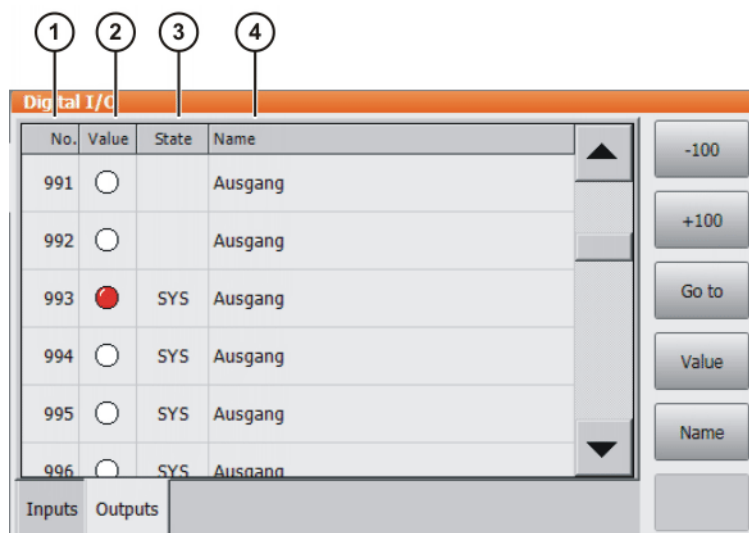


Fig. 4-26: Digital outputs

Item	Description
1	Input/output number
2	Value of the input/output. The icon is red if the input or output is TRUE.
3	SIM entry: The input/output is simulated. SYS entry: The value of the input/output is saved in a system variable. This input/output is write-protected.
4	Name of the input/output

The following buttons are available:

Button	Description
<b>-100</b>	Toggles back 100 inputs or outputs in the display.
<b>+100</b>	Toggles forward 100 inputs or outputs in the display.
<b>Go to</b>	The number of the input or output being searched for can be entered.
<b>Value</b>	Toggles the selected input/output between TRUE and FALSE. Precondition: The enabling switch is pressed.  This button is not available in AUT EXT mode, and is only available for inputs if simulation is activated.
<b>Name</b>	The name of the selected input or output can be changed.

#### 4.15.3 Displaying analog inputs/outputs

##### Procedure

- In the main menu, select **Display > Inputs/outputs > Analog I/O**.
- To display a specific input/output:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.  
The display jumps to the input/output with this number.

The following buttons are available:



Button	Description
<b>Go to</b>	The number of the input or output being searched for can be entered.
<b>Voltage</b>	A voltage can be entered for the selected output. <ul style="list-style-type: none"> <li>■ <b>-10 ... 10 V</b></li> </ul> This button is only available for outputs.
<b>Name</b>	The name of the selected input or output can be changed.

#### 4.15.4 Displaying inputs/outputs for Automatic External

##### Procedure

- In the main menu, select **Display > Inputs/outputs > Automatic External**.

##### Description

	St.	Term	Type	Name	Value
1	0	current programno.	Prog	PGNO	0
2	<input type="radio"/>	Type programno.	AND	PGNO_TYPE	1
3	<input type="radio"/>	Bitwidth programno.	AND	PGNO_LENGTH	8
4	<input type="radio"/>	First bit programno.	AND	PGNO_FBIT	33
5	<input type="radio"/>	Parity bit	AND	PGNO_PARITY	41
6	<input type="radio"/>	Programno. valid	AND	PGNO_VALID	42
7	<input type="radio"/>	Programstart	AND	\$EXT_START	1026
8	<input checked="" type="radio"/>	Move enable	AND	\$MOVE_ENABLE	1025
9	<input type="radio"/>	Error confirmation	AND	\$CONF_MESS	1026
10	<input checked="" type="radio"/>	Drives off (invers)	AND	\$DRIVES_OFF	1025
11	<input type="radio"/>	Drives on	AND	\$DRIVES_ON	140
12	<input checked="" type="radio"/>	Activate interface	AND	\$I_O_ACT	1025

Fig. 4-27: Automatic External inputs (detail view)

	St.	Term	Type	Name	Value
1	<input checked="" type="radio"/>	Control ready	AND	\$RC_RDY1	137
2	<input checked="" type="radio"/>	Alarm stop active	AND	\$ALARM_STOP	1013
3	<input checked="" type="radio"/>	User safety switch closed	AND	\$USER_SAF	1011
4	<input checked="" type="radio"/>	Drives ready	AND	\$PERI_RDY	1012
5	<input checked="" type="radio"/>	Robot calibrated	AND	\$ROB_CAL	1001
6	<input type="radio"/>	Interface active	AND	\$I_O_ACTCONF	140
7	<input type="radio"/>	Error collection	AND	\$STOPMESS	1010
8	<input checked="" type="radio"/>	Internal emergency stop	AND	IntEstop	1002

Fig. 4-28: Automatic External outputs (detail view)

Item	Description
1	Number
2	Status <ul style="list-style-type: none"> <li>■ <b>Gray</b>: inactive (FALSE)</li> <li>■ <b>Red</b>: active (TRUE)</li> </ul>
3	Long text name of the input/output

Item	Description
4	Type <ul style="list-style-type: none"> <li>■ <b>Green:</b> input/output</li> <li>■ <b>Yellow:</b> variable or system variable (\$...)</li> </ul>
5	Name of the signal or variable
6	Input/output number or channel number

Columns 4, 5 and 6 are only displayed if **Details** has been pressed.

The following buttons are available:

Button	Description
<b>Config.</b>	Switches to the configuration of the Automatic External interface.
<b>Inputs/Outputs</b>	Toggles between the windows for inputs and outputs.
<b>Details/Normal</b>	Toggles between the <b>Details</b> and <b>Normal</b> views.

#### 4.15.5 Displaying cyclical flags

##### Procedure

1. In the main menu, select **Display > Variable > Cyclical flags**. The **Cyclical flags** window is opened.
2. To display a specific flag:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.
 The display jumps to the flag with this number.

##### Description

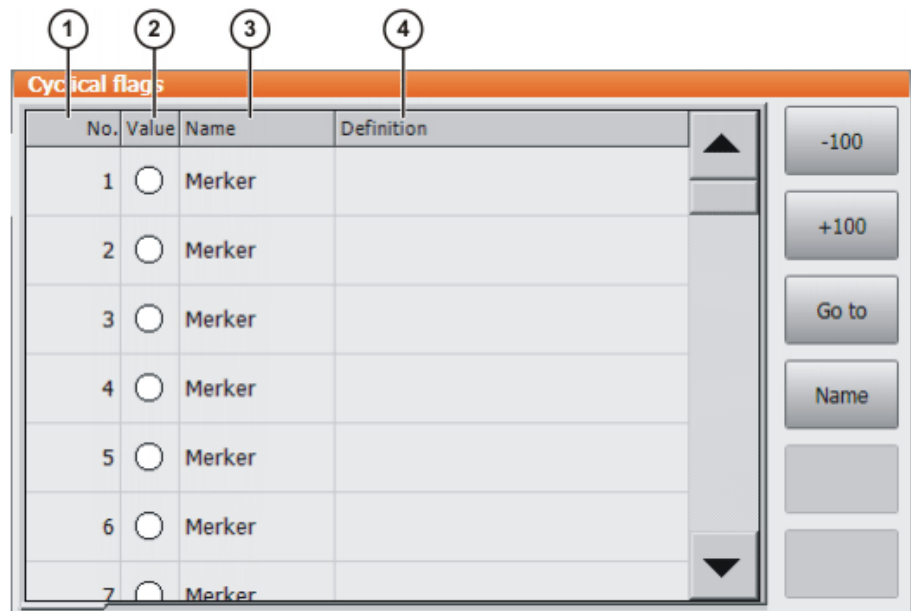


Fig. 4-29: Cyclical flags

Item	Description
1	Number of the flag
2	Value of the flag. The icon is red if a flag is set.
3	Name of the flag
4	The conditions linked to the setting of a cyclical flag are indicated here.

The following buttons are available:

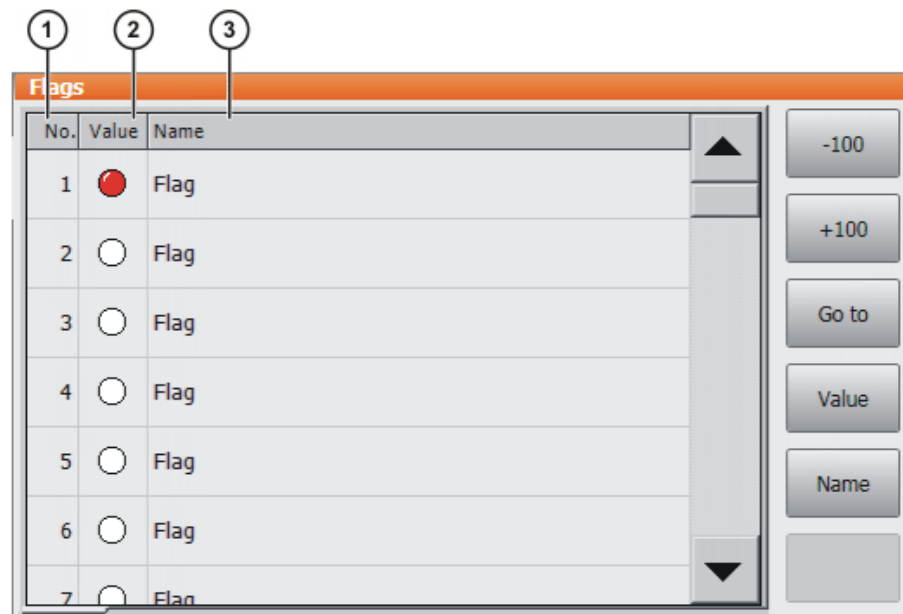
Button	Description
<b>-100</b>	Toggles back 100 flags in the display.
<b>+100</b>	Toggles forward 100 flags in the display.
<b>Go to</b>	The number of the flag being searched for can be entered.
<b>Name</b>	The name of the selected flag can be modified.

#### 4.15.6 Displaying flags

##### Procedure

1. In the main menu, select **Display > Variable > Flags**. The **Flags** window is opened.
2. To display a specific flag:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.
 The display jumps to the flag with this number.

##### Description



**Fig. 4-30: Flags**

Item	Description
1	Number of the flag
2	Value of the flag. The icon is red if a flag is set.
3	Name of the flag

The following buttons are available:

Button	Description
<b>-100</b>	Toggles back 100 flags in the display.
<b>+100</b>	Toggles forward 100 flags in the display.
<b>Go to</b>	The number of the flag being searched for can be entered.

Button	Description
<b>Value</b>	Toggles the selected flag between TRUE and FALSE. Precondition: The enabling switch is pressed.  This button is not available in AUT EXT mode.
<b>Name</b>	The name of the selected flag can be modified.

#### 4.15.7 Displaying counters

##### Procedure

- In the main menu, select **Display > Variable > Counter**. The **Counter** window is opened.
- To display a specific counter:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.
 The display jumps to the counter with this number.

##### Description

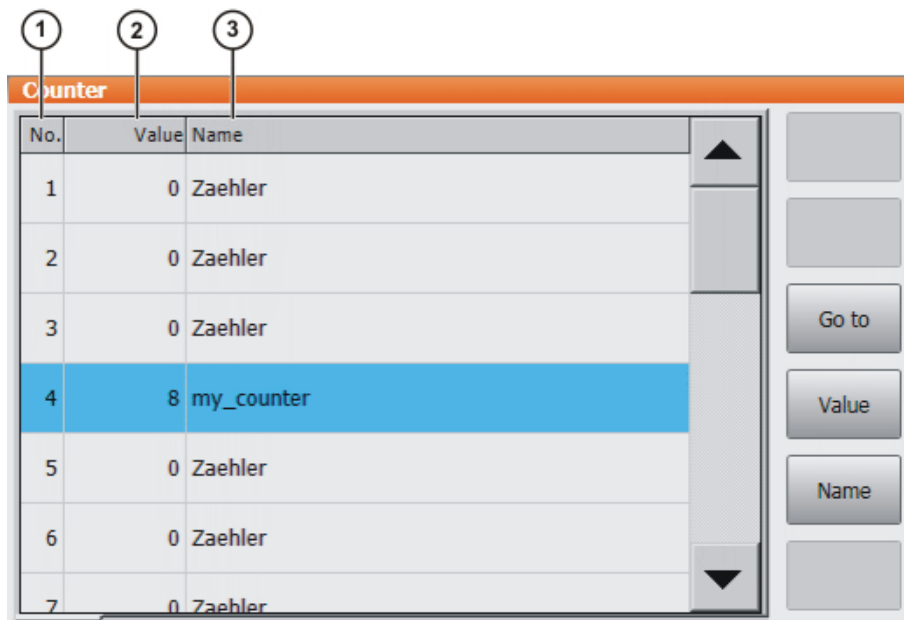


Fig. 4-31: Counter

Item	Description
1	Counter number
4	Value of the counter.
5	Name of counter

The following buttons are available:

Button	Description
<b>Go to</b>	The number of the counter being searched for can be entered.
<b>Value</b>	A value can be entered for the selected counter.
<b>Name</b>	The name of the selected counter can be modified.

### 4.15.8 Displaying timers

#### Procedure

1. In the main menu, select **Display > Variable > Timer**. The **Timer** window is opened.
2. To display a specific timer:
  - Click on the **Go to** button. The **Go to:** box is displayed.
  - Enter the number and confirm with the Enter key.
 The display jumps to the timer with this number.

#### Description

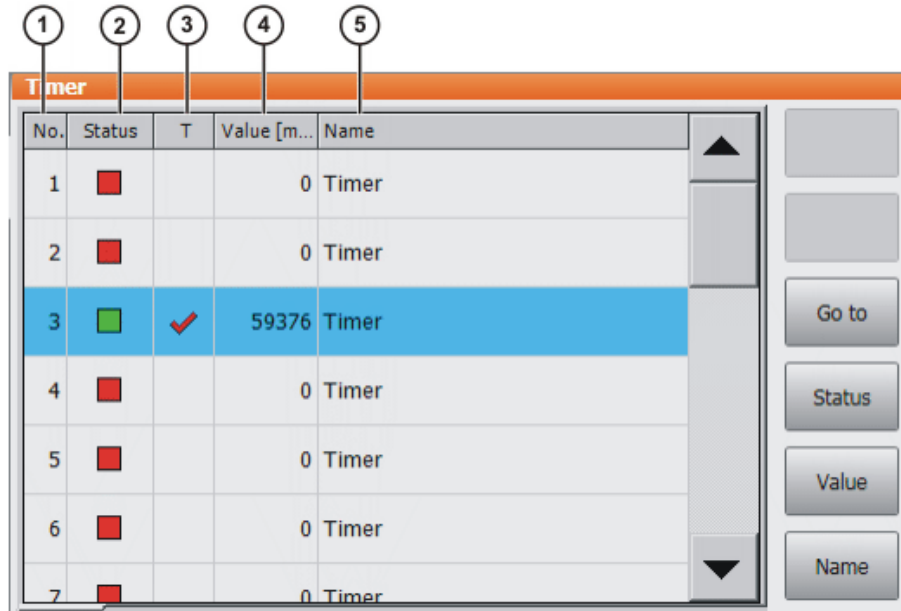


Fig. 4-32: Timer

Item	Description
1	Number of the timer
2	Status of the timer <ul style="list-style-type: none"> <li>■ If the timer is activated, this is indicated in green.</li> <li>■ If the timer is deactivated, this is indicated in red.</li> </ul>
3	State of the timer <ul style="list-style-type: none"> <li>■ If the value of the timer is &gt; 0, the timer flag is set (red check mark).</li> <li>■ If the value of the timer is ≤ 0, no timer flag is set.</li> </ul>
4	Value of the timer (unit: ms)
5	Name of timer

The following buttons are available:

Button	Description
<b>Go to</b>	The number of the timer being searched for can be entered.
<b>State</b>	Toggles the selected timer between TRUE and FALSE. Precondition: The enabling switch is pressed.
<b>Value</b>	A value can be entered for the selected timer.
<b>Name</b>	The name of the selected timer can be modified.

#### 4.15.9 Displaying calibration data

- Procedure**
1. In the main menu, select **Start-up > Calibrate > Calibration points** and the desired menu item:
    - **Tool type**
    - **Base type**
    - **External axis**
  2. Enter the number of the tool, base or external kinematic system.  
The calibration method and the calibration data are displayed.

#### 4.15.10 Displaying information about the robot and robot controller

- Procedure**
- Select **Help > Info** in the main menu.

**Description** The information is required, for example, when requesting help from KUKA Customer Support.

The tabs contain the following information:

Tab	Description
<b>Info</b>	<ul style="list-style-type: none"> <li>■ Robot controller type</li> <li>■ Robot controller version</li> <li>■ User interface version</li> <li>■ Kernel system version</li> </ul>
<b>Robot</b>	<ul style="list-style-type: none"> <li>■ Robot name</li> <li>■ Robot type and configuration</li> <li>■ Service life The operating hours meter is running as long as the drives are switched on. Alternatively, the operating hours can also be displayed via the variable \$ROB-RUNTIME.</li> <li>■ Number of axes</li> <li>■ List of external axes</li> <li>■ Machine data version</li> </ul>
<b>System</b>	<ul style="list-style-type: none"> <li>■ Control PC name</li> <li>■ Operating system versions</li> <li>■ Storage capacities</li> </ul>
<b>Options</b>	Additionally installed options and technology packages
<b>Comments</b>	Additional comments
<b>Modules</b>	Names and versions of important system files  The <b>Save</b> button exports the contents of the <b>Modules</b> tab to the file C:\KRC\ROBOTER\LOG\OCXVER.TXT.

#### 4.15.11 Displaying/editing robot data

- Precondition**
- T1 or T2 operating mode
  - No program is selected.

- Procedure**
- In the main menu, select **Start-up > Robot data**.

## Description

The screenshot shows a 'Robot data' window with the following fields and values:

- Serial number: 0
- Runtime [Hours]: 0.00
- Machine data: #KR2210\_2 S C4 FLR ZH210
- Robot name: my\_rob
- Network archive path: \\rnts01\transfer\test
- Domain/user: (empty)
- User password: (empty)
- Archive name: my\_archives

At the bottom, there is a checkbox labeled 'Incorporate robot name into archive name.' which is currently unchecked. Below the checkbox are several buttons: 'Import PID>RDC', 'Transfer MAM>RDC', 'Transfer CAL>RDC', and 'Save RDC data'. There are also three empty buttons to the right of 'Save RDC data'.

Fig. 4-33: Robot data window

Item	Description
1	Serial number
2	Operating hours. The operating hours meter is running as long as the drives are switched on. Alternatively, the operating hours can also be displayed via the variable \$ROBRUNTIME.
3	Machine data name
4	Robot name. The robot name can be changed.
5	Robot controller data can be archived to a network path. (>>> 6.8.3 "Archiving on the network" Page 147) The archive path is defined here.
6	If archiving to the network requires a user name and password, these can be entered here. It is then no longer necessary to enter them every time for archiving.
7	
8	This box is only displayed if the check box <b>Incorporate robot name into archive name.</b> is not activated. A name for the archive file can be defined here.
9	<ul style="list-style-type: none"> <li>■ <b>Check box active:</b> The robot name is used as the name for the archive file. If no robot name is defined, the name <i>archive</i> is used.</li> <li>■ <b>Check box not active:</b> A separate name can be defined for the archive file.</li> </ul>

The buttons are not available in the user group "User".





## 5 Start-up and recommissioning

### 5.1 Start-up wizard

<b>Description</b>	Start-up can be carried out using the Start-up wizard. This guides the user through the basic start-up steps.
<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ No program is selected.</li> <li>■ Operating mode T1</li> </ul>
<b>Procedure</b>	<ul style="list-style-type: none"> <li>■ Select <b>Start-up &gt; Start-up wizard</b> in the main menu.</li> </ul>

### 5.2 Checking the machine data

<b>Description</b>	<p>The correct machine data must be loaded. This must be checked by comparing the loaded machine data with the machine data on the rating plate.</p> <p>If machine data are reloaded, the version of the machine data must correspond exactly to the KSS version. This is ensured if the machine data supplied together with the KSS release are used.</p>
--------------------	--

**⚠ DANGER** The industrial robot must not be moved if incorrect machine data are loaded. Death, severe injuries or considerable damage to property may otherwise result. The correct machine data must be loaded.



KUKA Roboter GmbH Augsburg Germany			
Typ	Type	Type	KR XXX LXXX Xx-2 K-W-F XxxXYZ
Artikel-Nr.	Article-No.	No.d'article	XXXXXXXXXX
Serie-Nr.	Serial-No.	No.Série	XXXXXX
Hergestellt	Manufactured	Fabriqué	2004-02
Gewicht	Weight	Poids	1200 kg
\$TRAFONAME[]="#....."			TRAF01513321654984649352841
...MADA\			MADA15133216549846493554861

Fig. 5-1: Rating plate

<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ T1 or T2 operating mode</li> <li>■ No program is selected.</li> </ul>
<b>Procedure</b>	<ol style="list-style-type: none"> <li>1. In the main menu, select <b>Start-up &gt; Robot data</b>. The <b>Robot Data</b> window is opened.</li> <li>2. Compare the following entries: <ul style="list-style-type: none"> <li>■ In the <b>Robot data</b> window: the entry in the <b>Machine data</b> box</li> <li>■ On the rating plate on the base of the robot: the entry in the line <b>\$TRAFONAME()="# .....</b></li> </ul> </li> </ol>


 The file path of the machine data on the CD is specified on the rating plate in the line ...\\MADA\.

### 5.3 Jogging the robot without a higher-level safety controller

#### Description

To jog the robot without a higher-level safety controller, Start-up mode must first be activated. The robot can then be jogged in T1 mode. If SafeOperation is used, the robot can also be jogged in CRR.

If the RoboTeam option is used, it is only possible to activate Start-up mode and jog the robot using the local smartPAD.

 **DANGER** External safeguards are disabled in Start-up mode. Observe the safety instructions relating to Start-up mode. (>>> 3.8.3.1 "Start-up mode" Page 30)


The robot controller automatically deactivates Start-up mode in the following cases:

- If no operator action has been carried out within 30 min of activation.
- If the smartPAD is switched to passive mode or disconnected from the robot controller.
- If the PROFIsafe interface is used: when a connection to a higher-level safety controller is established.
- If the X11 interface is used: when some input signals no longer have the state "logic zero".

In Start-up mode, the system switches to the following simulated input image:

- The external EMERGENCY STOP is not active.
- The safety gate is open.
- No safety stop 1 has been requested.
- No safety stop 2 has been requested.
- No safe operational stop has been requested.
- Only for VKR C4: E2 is closed.

If SafeOperation or SafeRangeMonitoring is used, Start-up mode also influences other signals.


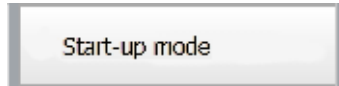
 Information about the effects of Start-up mode in conjunction with SafeOperation or SafeRangeMonitoring can be found in the documentation **SafeOperation** and **SafeRangeMonitoring**.

#### Precondition

- If the PROFIsafe interface is used: no connection to a higher-level safety controller
- If the X11 interface is used: all input signals have the state "logic zero".
- Operating mode T1 or CRR
- In the case of VKR C4: no E2/E7 signals are activated via a USB stick or retrofit interface.
- In the case of RoboTeam: the local smartPAD is used.

#### Procedure

- In the main menu, select **Start-up > Service > Start-up mode**.

Menu	Description
	Start-up mode is active. Touching the menu item deactivates the mode.
	Start-up mode is not active. Touching the menu item activates the mode.

## 5.4 Checking the activation of the positionally accurate robot model

**Description** If a positionally accurate robot is used, it must be checked that the positionally accurate robot model is activated.

In the case of positionally accurate robots, position deviations resulting from workpiece tolerances and elastic effects of the individual robots are compensated for. The positionally accurate robot positions the programmed TCP anywhere in the Cartesian workspace within the tolerance limits. The model parameters of the positionally accurate robot are determined at a calibration station and permanently saved on the robot (RDC).



The positionally accurate robot model is only valid for the robot as delivered.

Following conversion or retrofitting of the robot, e.g. with an arm extension or a new wrist, the robot must be recalibrated.

### Functions

A positionally accurate robot has the following functions:

- Increased positioning accuracy, approximately by the factor 10
- Increased path accuracy



A precondition for the increased positioning and path accuracy is the correct input of the load data into the robot controller.

- Simplified transfer of programs if the robot is exchanged (no reteaching)
- Simplified transfer of programs after offline programming with WorkVisual (no reteaching)

### Procedure

1. In the main menu, select **Help > Info**.
2. Check on the **Robot** tab that the positionally accurate robot model is activated. (= specification **Positionally accurate robot**).

## 5.5 Mastering

### Overview

Every robot must be mastered. Only if the robot has been mastered can it move to programmed positions and be moved using Cartesian coordinates. During mastering, the mechanical position and the electronic position of the robot are aligned. For this purpose, the robot is moved to a defined mechanical position, the mastering position. The encoder value for each axis is then saved.

The mastering position is similar, but not identical, for all robots. The exact positions may even vary between individual robots of a single robot type.



**Fig. 5-2: Mastering position – approximate position**

A robot must be mastered in the following cases:

Case	Comments
During commissioning	- - -
After maintenance work during which the robot loses its mastering, e.g. exchange of motor or RDC	(>>> 5.5.6 "Reference mastering" Page 89)
When the robot has been moved without the robot controller (e.g. with the release device)	- - -
After exchanging a gear unit	Before carrying out a new mastering procedure, the old mastering data must first be deleted! Mastering data are deleted by manually unmastering the axes.  (>>> 5.5.8 "Manually unmastering axes" Page 97)
After an impact with an end stop at more than 250 mm/s	
After a collision.	

### 5.5.1 Mastering methods

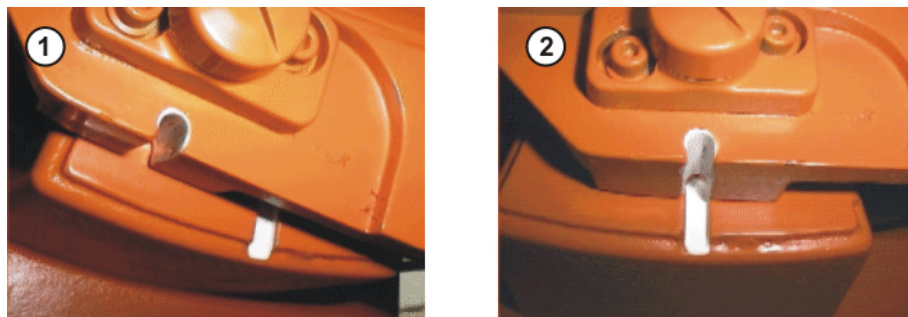
The mastering methods that can be used for a robot depend on the type of gauge cartridge with which it is equipped. The types differ visually in terms of the size of their protective caps.

Type of gauge cartridge	Mastering methods
Gauge cartridge for EMD (Electronic Mastering Device) Protective cap with fine thread, M20	Mastering with the EMD (>>> 5.5.3 "Mastering with the EMD" Page 82)
	Mastering with the dial gauge (>>> 5.5.4 "Mastering with the dial gauge" Page 87)
	Reference mastering  In the case of robots with EMD gauge cartridges, reference mastering is only used for mastering after certain maintenance work.  (>>> 5.5.6 "Reference mastering" Page 89)
Gauge cartridge for MEMD (Micro Electronic Mastering Device) Protective cap with fine thread, M8	For A1 to A5: mastering with the MEMD  For A6: mastering to the mark  (>>> 5.5.7 "Mastering with the MEMD and mark" Page 90)

## 5.5.2 Moving axes to the pre-mastering position

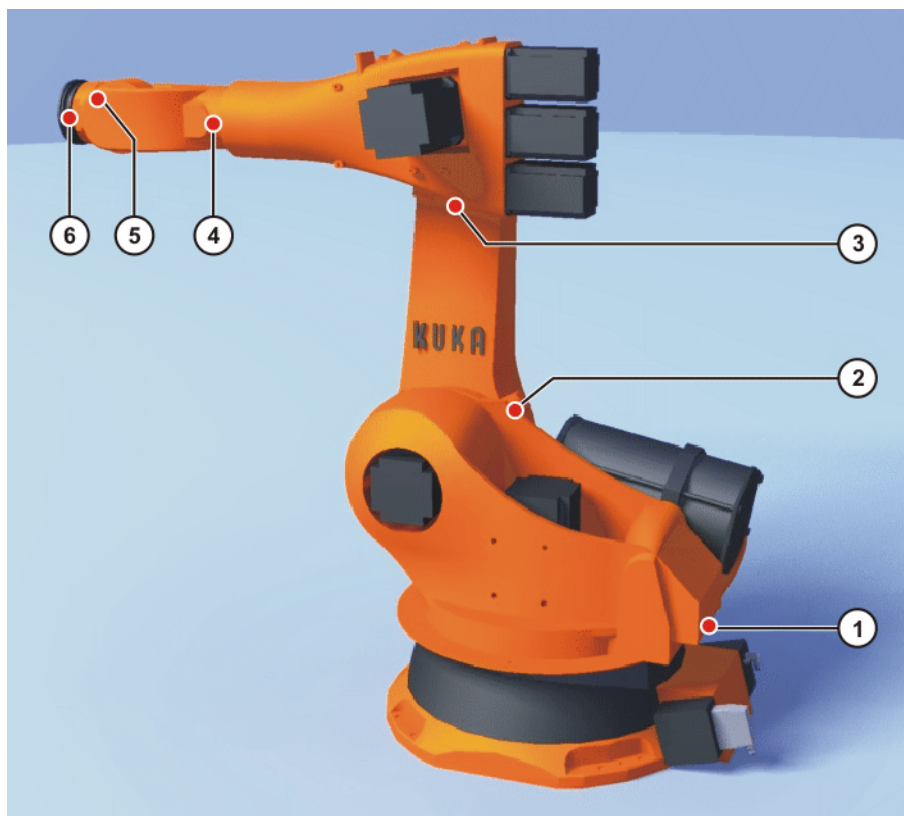
### Description

The axes must be moved to the pre-mastering position before every mastering operation. To do so, each axis is moved so that the mastering marks line up.



**Fig. 5-3: Moving an axis to the pre-mastering position**

The following figure shows where on the robot the mastering marks are situated. Depending on the specific robot model, the positions may deviate slightly from those illustrated.



**Fig. 5-4: Mastering marks on the robot**

#### Precondition

- The jog mode “Jog keys” is active.
- Operating mode T1

#### NOTICE

If A4 and A6 are moved to the pre-mastering position, ensure that the energy supply system – if present – is in its correct position and not rotated through 360°.



Robots that are mastered with the MEMD have no pre-mastering position for A6. Only A1 to A5 have to be moved to the pre-mastering position.

#### Procedure

1. Select **Axes** as the coordinate system for the jog keys.
2. Hold down the enabling switch.  
Axes A1 to A6 are displayed next to the jog keys.
3. Press the Plus or Minus jog key to move an axis in the positive or negative direction.
4. Move each axis, starting from A1 and working upwards, so that the mastering marks line up.

#### 5.5.3 Mastering with the EMD

##### Overview

In EMD mastering, the axis is automatically moved by the robot controller to the mastering position. Mastering is carried out first without and then with a load. It is possible to save mastering data for different loads.

Step	Description
1	<p><b>First mastering</b></p> <p>(&gt;&gt;&gt; 5.5.3.1 "First mastering (with EMD)" Page 83)</p> <p>First mastering is carried out without a load.</p>
2	<p><b>Teach offset</b></p> <p>(&gt;&gt;&gt; 5.5.3.2 "Teach offset (with EMD)" Page 85)</p> <p>"Teach offset" is carried out with a load. The difference from the first mastering is saved.</p>
3	<p>If required: <b>Master load with offset</b></p> <p>(&gt;&gt;&gt; 5.5.3.3 "Check load mastering with offset (with EMD)" Page 86)</p> <p>"Load mastering with offset" is carried out with a load for which an offset has already been taught.</p> <p>Area of application:</p> <ul style="list-style-type: none"> <li>■ Checking first mastering</li> <li>■ Restoring first mastering if it has been lost (e.g. following exchange of motor or collision). Since an offset that has been taught is retained, even if mastering is lost, the robot controller can calculate the first mastering.</li> </ul>

### 5.5.3.1 First mastering (with EMD)

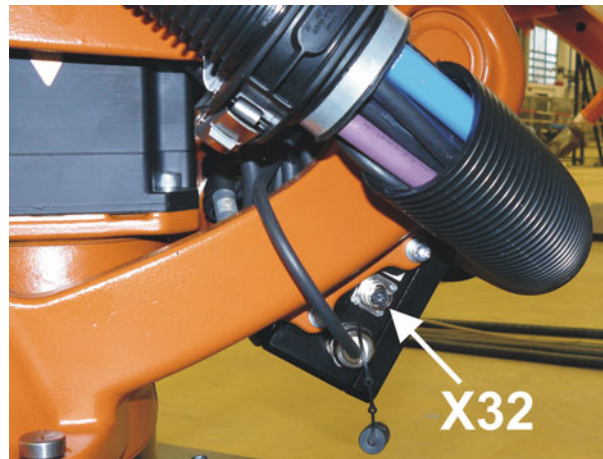
- Precondition**
- There is no load on the robot; i.e. there is no tool, workpiece or supplementary load mounted.
  - All axes are in the pre-mastering position.
  - No program is selected.
  - Operating mode T1

#### Procedure

<b>NOTICE</b>	<p>The EMD must always be screwed onto the gauge cartridge without the signal cable attached. Only then may the signal cable be attached to the EMD. Otherwise, the signal cable could be damaged.</p> <p>Similarly, when removing the EMD, the signal cable must always be removed from the EMD first. Only then may the EMD be removed from the gauge cartridge.</p> <p>After mastering, remove the signal cable from connection X32. Failure to do so may result in interference signals or damage.</p>
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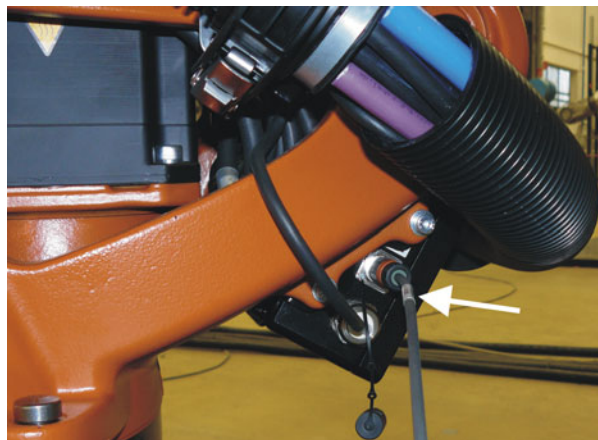
1. Select **Start-up > Master > EMD > With load correction > First mastering** in the main menu.  
A window opens. All axes to be mastered are displayed. The axis with the lowest number is highlighted.
2. Remove the cover from connection X32.





**Fig. 5-5: Removing cover from X32**

3. Connect the signal cable to X32.



**Fig. 5-6: Connecting signal cable to X32**

4. Remove the protective cap of the gauge cartridge on the axis highlighted in the window. (Turned around, the EMD can be used as a screwdriver.)



**Fig. 5-7: Removing protective cap from gauge cartridge**

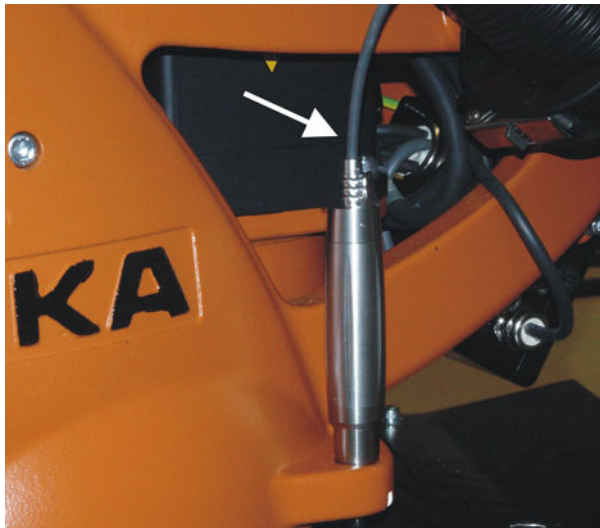
5. Screw the EMD onto the gauge cartridge.





**Fig. 5-8: Screwing EMD onto gauge cartridge**

6. Attach the signal cable to the EMD, aligning the red dot on the connector with the groove in the EMD.



**Fig. 5-9: Attaching signal cable to EMD**

7. Press **Master**.
8. Press an enabling switch and the Start key.  
When the EMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. The values are saved. The axis is no longer displayed in the window.
9. Remove the signal cable from the EMD. Then remove the EMD from the gauge cartridge and replace the protective cap.
10. Repeat steps 4 to 9 for all axes to be mastered.
11. Close the window.
12. Remove signal cable from connection X32.

### 5.5.3.2 Teach offset (with EMD)

#### Description

**Teach offset** is carried out with a load. The difference from the first mastering is saved.

If the robot is operated with different loads, **Teach offset** must be carried out for every load. In the case of grippers used for picking up heavy workpieces, **Teach offset** must be carried out for the gripper both with and without the workpiece.

**Precondition**

- Same ambient conditions (temperature, etc.) as for first mastering.
- The load is mounted on the robot.
- All axes are in the pre-mastering position.
- No program is selected.
- Operating mode T1

**Procedure****NOTICE**

The EMD must always be screwed onto the gauge cartridge without the signal cable attached. Only then may the signal cable be attached to the EMD. Otherwise, the signal cable could be damaged.

Similarly, when removing the EMD, the signal cable must always be removed from the EMD first. Only then may the EMD be removed from the gauge cartridge.

After mastering, remove the signal cable from connection X32. Failure to do so may result in interference signals or damage.

1. Select **Start-up > Master > EMD > With load correction > Teach offset** in the main menu.
2. Enter tool number. Confirm with **Tool OK**.  
A window opens. All axes for which the tool has not yet been taught are displayed. The axis with the lowest number is highlighted.
3. Remove the cover from connection X32 and connect the signal cable.
4. Remove the protective cap of the gauge cartridge on the axis highlighted in the window. (Turned around, the EMD can be used as a screwdriver.)
5. Screw the EMD onto the gauge cartridge.
6. Attach the signal cable to the EMD, aligning the red dot on the connector with the groove in the EMD.
7. Press **Learn**.
8. Press an enabling switch and the Start key.  
When the EMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. A window opens. The deviation of this axis from the first mastering is indicated in degrees and increments.
9. Click on **OK** to confirm. The axis is no longer displayed in the window.
10. Remove the signal cable from the EMD. Then remove the EMD from the gauge cartridge and replace the protective cap.
11. Repeat steps 4 to 10 for all axes to be mastered.
12. Close the window.
13. Remove signal cable from connection X32.

**5.5.3.3 Check load mastering with offset (with EMD)****Description**

Area of application:

- Checking first mastering
- Restoring first mastering if it has been lost (e.g. following exchange of motor or collision). Since an offset that has been taught is retained, even if mastering is lost, the robot controller can calculate the first mastering.



An axis can only be checked if all axes with lower numbers have been mastered.

**Precondition**

- Same ambient conditions (temperature, etc.) as for first mastering.
- A load for which **Teach offset** has been carried out is mounted on the robot.

- All axes are in the pre-mastering position.
- No program is selected.
- Operating mode T1


## Procedure

**NOTICE** The EMD must always be screwed onto the gauge cartridge without the signal cable attached. Only then may the signal cable be attached to the EMD. Otherwise, the signal cable could be damaged.

Similarly, when removing the EMD, the signal cable must always be removed from the EMD first. Only then may the EMD be removed from the gauge cartridge.

After mastering, remove the signal cable from connection X32. Failure to do so may result in interference signals or damage.

1. In the main menu, select **Start-up > Master > EMD > With load correction > Master load > With offset**.
2. Enter tool number. Confirm with **Tool OK**.  
A window opens. All axes for which an offset has been taught with this tool are displayed. The axis with the lowest number is highlighted.
3. Remove the cover from connection X32 and connect the signal cable.
4. Remove the protective cap of the gauge cartridge on the axis highlighted in the window. (Turned around, the EMD can be used as a screwdriver.)
5. Screw the EMD onto the gauge cartridge.
6. Attach the signal cable to the EMD, aligning the red dot on the connector with the groove in the EMD.
7. Press **Check**.
8. Hold down an enabling switch and press the Start key.  
When the EMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. The difference from "Teach offset" is displayed.
9. If required, press **Save** to save the values. The old mastering values are deleted.  
To restore a lost first mastering, always save the values.

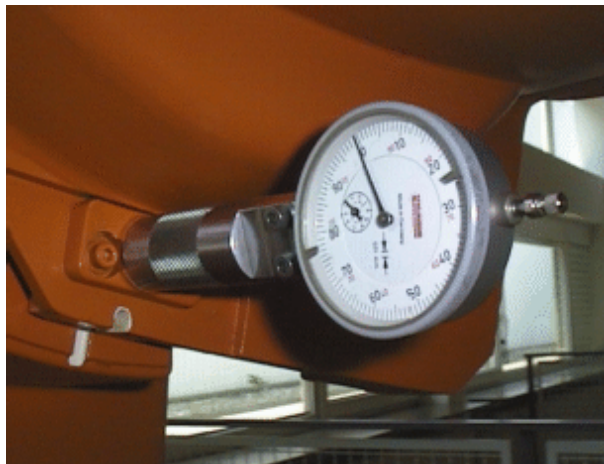
 Axes A4, A5 and A6 are mechanically coupled. This means:  
If the values for A4 are deleted, the values for A5 and A6 are also deleted.  
If the values for A5 are deleted, the values for A6 are also deleted.

10. Remove the signal cable from the EMD. Then remove the EMD from the gauge cartridge and replace the protective cap.
11. Repeat steps 4 to 10 for all axes to be mastered.
12. Close the window.
13. Remove signal cable from connection X32.

### 5.5.4 Mastering with the dial gauge

#### Description

In dial mastering, the axis is moved manually by the user to the mastering position. Mastering is always carried out with a load. It is not possible to save mastering data for different loads.



**Fig. 5-10: Dial gauge**

#### Precondition

- The load is mounted on the robot.
- All axes are in the pre-mastering position.
- The jog mode “Jog keys” is active and the coordinate system **Axis** has been selected.
- No program is selected.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Master > Dial**.  
A window opens. All axes that have not been mastered are displayed. The axis that must be mastered first is selected.
2. Remove the protective cap from the gauge cartridge on this axis and mount the dial gauge on the gauge cartridge.  
Using the Allen key, loosen the screws on the neck of the dial gauge. Turn the dial so that it can be viewed easily. Push the pin of the dial gauge in as far as the stop.  
Using the Allen key, tighten the screws on the neck of the dial gauge.
3. Reduce jog override to 1%.
4. Jog axis from “+” to “-”. At the lowest position of the reference notch, recognizable by the change in direction of the pointer, set the dial gauge to 0.  
If the axis inadvertently overshoots the lowest position, jog the axis backwards and forwards until the lowest position is reached. It is immaterial whether the axis is moved from “+” to “-” or from “-” to “+”.
5. Move the axis back to the pre-mastering position.
6. Move the axis from “+” to “-” until the pointer is about 5-10 scale divisions before zero.
7. Switch to incremental jogging.
8. Move the axis from “+” to “-” until zero is reached.

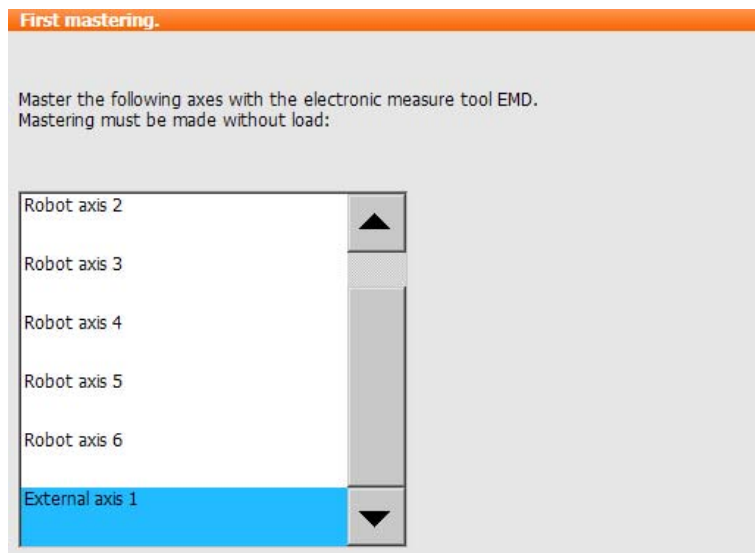


If the axis overshoots zero, repeat steps 5 to 8.

9. Press **Master**. The axis that has been mastered is removed from the window.
10. Remove the dial gauge from the gauge cartridge and replace the protective cap.
11. Switch back from incremental jogging to the normal jog mode.
12. Repeat steps 2 to 11 for all axes to be mastered.
13. Close the window.

### 5.5.5 Mastering external axes

- Description**
- KUKA external axes can be mastered using either the EMD or the dial gauge.
  - Non-KUKA external axes can be mastered using the dial gauge. If mastering with the EMD is desired, the external axis must be fitted with gauge cartridges.
- Procedure**
- The procedure for mastering external axes is the same as that for mastering robot axes. Alongside the robot axes, the configured external axes now also appear in the axis selection window.



**Fig. 5-11: Selection list of axes to be mastered**



Mastering in the case of industrial robots with more than 2 external axes: if the system contains more than 8 axes, it may be necessary to connect the signal cable of the EMD to the second RDC.

### 5.5.6 Reference mastering



The procedure described here must not be used when commissioning the robot.

**Description**

Reference mastering is suitable if maintenance work is due on a correctly mastered robot and it is to be expected that the robot will lose its mastering. Examples:


- Exchange of RDC
- Exchange of motor

The robot is moved to the \$MAMES position before the maintenance work is commenced. Afterwards, the axis values of this system variable are reassigned to the robot by means of reference mastering. The state of the robot is then the same as before the loss of mastering. Taught offsets are retained. No EMD or dial gauge is required.

In the case of reference mastering, it is irrelevant whether or not there is a load mounted on the robot. Reference mastering can also be used for external axes.

**Preparation**

- Move the robot to the \$MAMES position before commencing the maintenance work. To do so, program a point PTP \$MAMES and move the robot to it. This is only possible in the user group "Expert"!

 **WARNING** The robot must not move to the default HOME position instead of to \$MAMES. \$MAMES may be, but is not always, identical to the default HOME position. Only in the \$MAMES position will the robot be correctly mastered by means of reference mastering. If the robot is reference mastered at any position other than \$MAMES, this may result in injury and material damage.

**Precondition**

- No program is selected.
- Operating mode T1
- The position of the robot was not changed during the maintenance work.
- If the RDC has been exchanged: the robot data have been transferred from the hard drive to the RDC (this can only be done in the user group "Expert"!)

**Procedure**

1. In the main menu, select **Start-up > Master > Reference**.  
The option window **Reference mastering** is opened. All axes that have not been mastered are displayed. The axis that must be mastered first is selected.
2. Press **Master**. The selected axis is mastered and removed from the option window.
3. Repeat step 2 for all axes to be mastered.

**5.5.7 Mastering with the MEMD and mark**

**Overview**

In MEMD mastering, the axis is automatically moved by the robot controller to the mastering position. Mastering is carried out first without and then with a load. It is possible to save mastering data for different loads.

A6 is not mastered using the MEMD, but with the aid of a mark. The procedure is described in the sections describing MEMD mastering.

Step	Description
1	<p><b>First mastering</b></p> <p>(&gt;&gt;&gt; 5.5.7.1 "First mastering (with MEMD)" Page 91)</p> <p>First mastering is carried out without a load.</p>



Step	Description
2	<p><b>Teach offset</b></p> <p>(&gt;&gt;&gt; 5.5.7.2 "Teach offset (with MEMD)" Page 94)</p> <p>"Teach offset" is carried out with a load. The difference from the first mastering is saved.</p>
3	<p>If required: <b>Master load with offset</b></p> <p>(&gt;&gt;&gt; 5.5.7.3 "Check load mastering with offset (with MEMD)" Page 95)</p> <p>"Load mastering with offset" is carried out with a load for which an offset has already been taught.</p> <p>Area of application:</p> <ul style="list-style-type: none"> <li>■ Checking first mastering</li> <li>■ Restoring first mastering if it has been lost (e.g. following exchange of motor or collision). Since an offset that has been taught is retained, even if mastering is lost, the robot controller can calculate the first mastering.</li> </ul>

## MEMD

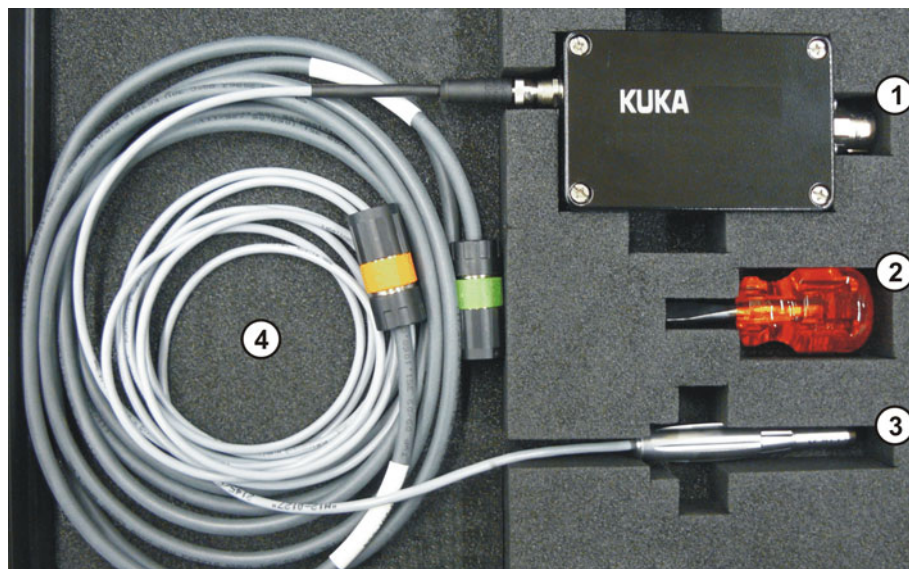


Fig. 5-12: MEMD case

- |   |             |   |        |
|---|-------------|---|--------|
| 1 | MEMD box    | 3 | MEMD   |
| 2 | Screwdriver | 4 | Cables |

The thinner cable is the signal cable. It connects the MEMD to the MEMD box.

The thicker cable is the EtherCAT cable. It is connected to the MEMD box and to the robot at X32.

**NOTICE** Leave the signal cable connected to the MEMD box and disconnect it as little as possible. The pluggability of the M8 sensor connector is limited. Frequent connection/disconnection can result in damage to the connector.

### 5.5.7.1 First mastering (with MEMD)

#### Precondition

- There is no load on the robot; i.e. there is no tool, workpiece or supplementary load mounted.
- A1 to A5 are in the pre-mastering position.

- No program is selected.
- Operating mode T1

### Procedure

1. In the main menu, select **Start-up > Master > EMD > With load correction > First mastering**.

A window opens. All axes to be mastered are displayed. The axis with the lowest number is highlighted.

2. Remove the cover from connection X32.

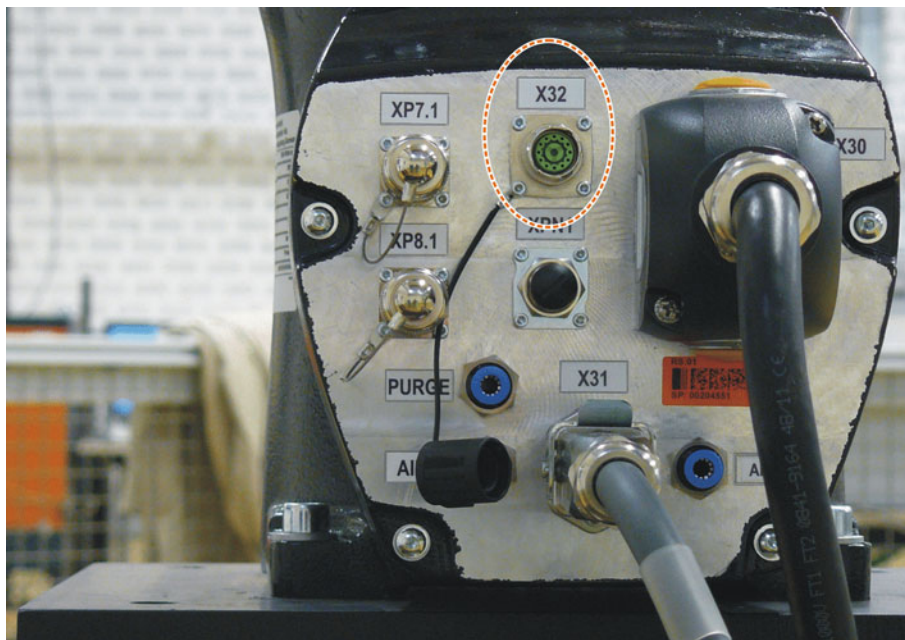


Fig. 5-13: X32 without cover

3. Connect the EtherCAT cable to X32 and to the MEMD box.

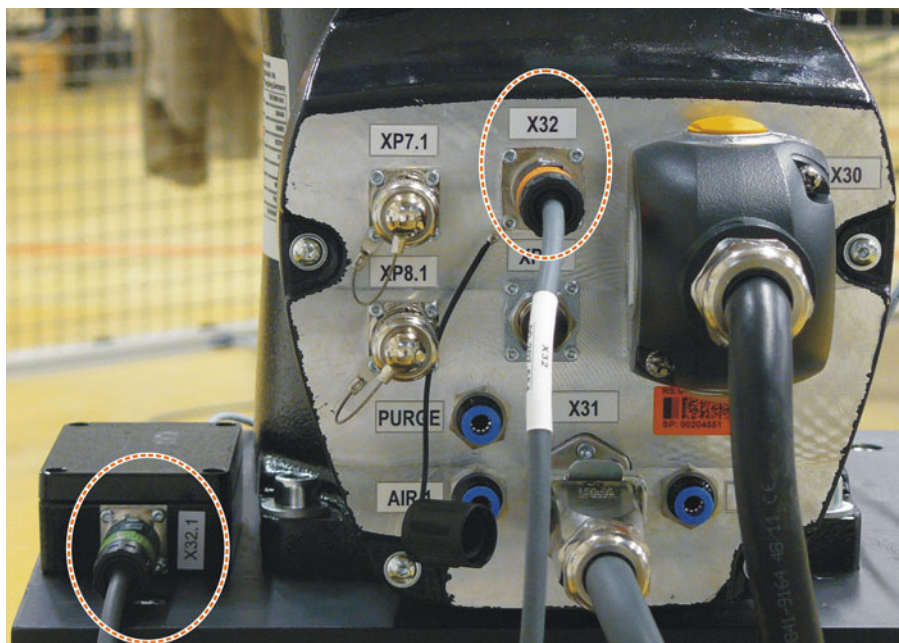


Fig. 5-14: EtherCAT cable at X32 and MEMD box

4. Remove the protective cap of the gauge cartridge on the axis highlighted in the window.





**Fig. 5-15: Removing protective cap from gauge cartridge**

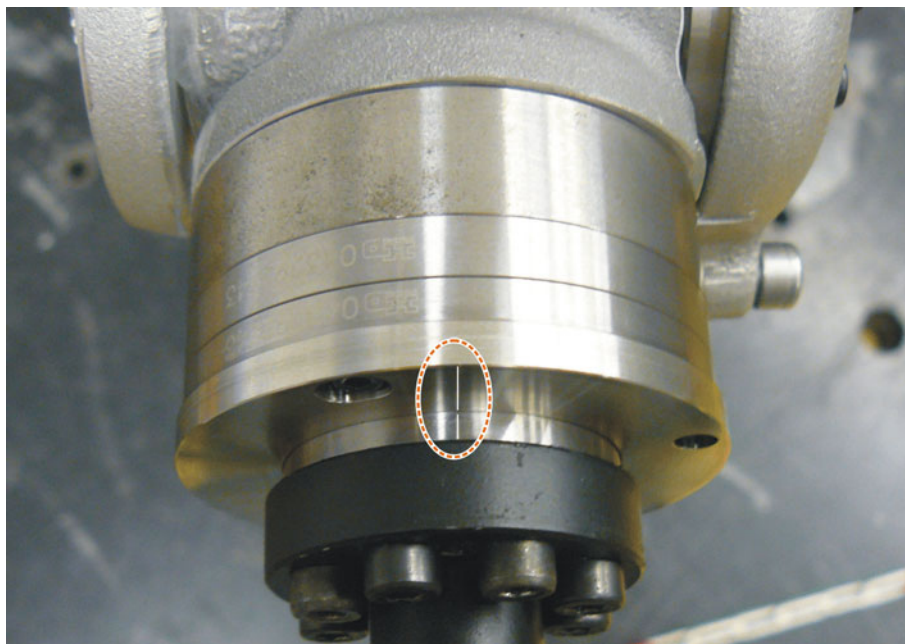
5. Screw the MEMD onto the gauge cartridge.



**Fig. 5-16: Screwing MEMD onto gauge cartridge**

6. Press **Master**.
7. Press an enabling switch and the Start key.  
When the MEMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. The values are saved. The axis is no longer displayed in the window.
8. Remove the MEMD from the gauge cartridge and replace the protective cap.
9. Repeat steps 4 to 8 for all axes to be mastered, except A6.
10. Close the window.
11. Move A6 to the mastering position:  
A6 has very fine marks in the metal. Align these marks exactly with one another.

**i** When moving to the mastering position, it is important to look at the fixed mark in a straight line from in front. If the mark is observed from the side, the movable mark cannot be aligned accurately enough. This results in incorrect mastering.



**Fig. 5-17: Mastering position A6 – view from above**

12. In the main menu, select **Start-up > Master > Reference**.  
The option window **Reference mastering** is opened. A6 is displayed and is selected.
13. Press **Master**. A6 is mastered and removed from the option window.
14. Close the window.
15. Disconnect the EtherCAT cable from X32 and the MEMD box.

**NOTICE** Leave the signal cable connected to the MEMD box and disconnect it as little as possible. The pluggability of the M8 sensor connector is limited. Frequent connection/disconnection can result in damage to the connector.

### 5.5.7.2 Teach offset (with MEMD)

<b>Description</b>	<p><b>Teach offset</b> is carried out with a load. The difference from the first mastering is saved.</p> <p>If the robot is operated with different loads, <b>Teach offset</b> must be carried out for every load. In the case of grippers used for picking up heavy workpieces, <b>Teach offset</b> must be carried out for the gripper both with and without the workpiece.</p>
<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ Same ambient conditions (temperature, etc.) as for first mastering.</li> <li>■ The load is mounted on the robot.</li> <li>■ A1 to A5 are in the pre-mastering position.</li> <li>■ No program is selected.</li> <li>■ Operating mode T1</li> </ul>
<b>Procedure</b>	<ol style="list-style-type: none"> <li>1. Select <b>Start-up &gt; Master &gt; EMD &gt; With load correction &gt; Teach offset</b> in the main menu.</li> <li>2. Enter tool number. Confirm with <b>Tool OK</b>.</li> </ol>

A window opens. All axes for which the tool has not yet been taught are displayed. The axis with the lowest number is highlighted.

3. Remove the cover from connection X32.
4. Connect the EtherCAT cable to X32 and to the MEMD box.
5. Remove the protective cap of the gauge cartridge on the axis highlighted in the window.
6. Screw the MEMD onto the gauge cartridge.
7. Press **Learn**.
8. Press an enabling switch and the Start key.

When the MEMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. A window opens. The deviation of this axis from the first mastering is indicated in degrees and increments.

9. Click on **OK** to confirm. The axis is no longer displayed in the window.
10. Remove the MEMD from the gauge cartridge and replace the protective cap.
11. Repeat steps 5 to 10 for all axes to be mastered, except A6.
12. Close the window.
13. Move A6 to the mastering position:
 

A6 has very fine marks in the metal. Align these marks exactly with one another.



When moving to the mastering position, it is important to look at the fixed mark in a straight line from in front. If the mark is observed from the side, the movable mark cannot be aligned accurately enough. This results in incorrect mastering.

14. In the main menu, select **Start-up > Master > Reference**.
 

The option window **Reference mastering** is opened. A6 is displayed and is selected.
15. Press **Master**. A6 is mastered and removed from the option window.
16. Close the window.
17. Disconnect the EtherCAT cable from X32 and the MEMD box.

#### **NOTICE**

Leave the signal cable connected to the MEMD box and disconnect it as little as possible. The pluggability of the M8 sensor connector is limited. Frequent connection/disconnection can result in damage to the connector.

### 5.5.7.3 Check load mastering with offset (with MEMD)

#### Description

Area of application:

- Checking first mastering
- Restoring first mastering if it has been lost (e.g. following exchange of motor or collision). Since an offset that has been taught is retained, even if mastering is lost, the robot controller can calculate the first mastering.



An axis can only be checked if all axes with lower numbers have been mastered.



**CAUTION** The value determined for A6 is not displayed, i.e. first mastering cannot be checked. It is possible to restore lost first mastering, however.


#### Precondition

- Same ambient conditions (temperature, etc.) as for first mastering.


- A load for which **Teach offset** has been carried out is mounted on the robot.
- A1 to A5 are in the pre-mastering position.
- No program is selected.
- Operating mode T1

## Procedure

1. In the main menu, select **Start-up > Master > EMD > With load correction > Master load > With offset**.
2. Enter tool number. Confirm with **Tool OK**.  
A window opens. All axes for which an offset has been taught with this tool are displayed. The axis with the lowest number is highlighted.
3. Remove the cover from connection X32.
4. Connect the EtherCAT cable to X32 and to the MEMD box.
5. Remove the protective cap of the gauge cartridge on the axis highlighted in the window.
6. Screw the MEMD onto the gauge cartridge.
7. Press **Check**.
8. Hold down an enabling switch and press the Start key.  
When the MEMD has passed through the reference notch, the mastering position is calculated. The robot stops automatically. The difference from "Teach offset" is displayed.
9. If required, press **Save** to save the values. The old mastering values are deleted.  
To restore a lost first mastering, always save the values.

 Axes A4, A5 and A6 are mechanically coupled. This means:  
If the values for A4 are deleted, the values for A5 and A6 are also deleted.  
If the values for A5 are deleted, the values for A6 are also deleted.

10. Remove the MEMD from the gauge cartridge and replace the protective cap.
11. Repeat steps 5 to 10 for all axes to be mastered, except A6.
12. Close the window.
13. Move A6 to the mastering position:  
A6 has very fine marks in the metal. Align these marks exactly with one another.

 When moving to the mastering position, it is important to look at the fixed mark in a straight line from in front. If the mark is observed from the side, the movable mark cannot be aligned accurately enough. This results in incorrect mastering.

14. In the main menu, select **Start-up > Master > Reference**.  
The option window **Reference mastering** is opened. A6 is displayed and is selected.
15. Press **Master** to restore lost first mastering. A6 is removed from the option window.
16. Close the window.
17. Disconnect the EtherCAT cable from X32 and the MEMD box.

**NOTICE** Leave the signal cable connected to the MEMD box and disconnect it as little as possible. The pluggability of the M8 sensor connector is limited. Frequent connection/disconnection can result in damage to the connector.

### 5.5.8 Manually unmastering axes

**Description** The mastering values of the individual axes can be deleted. The axes do not move during unmastering.



Axes A4, A5 and A6 are mechanically coupled. This means:  
If the values for A4 are deleted, the values for A5 and A6 are also deleted.  
If the values for A5 are deleted, the values for A6 are also deleted.

#### NOTICE

The software limit switches of an unmastered robot are deactivated. The robot can hit the end stop buffers, thus damaging the robot and making it necessary to exchange the buffers. An unmastered robot must not be jogged, if at all avoidable. If it must be jogged, the jog override must be reduced as far as possible.

**Precondition**

- No program is selected.
- Operating mode T1

**Procedure**

1. In the main menu, select **Start-up > Master > Unmaster**. A window opens.
2. Select the axis to be unmastered.
3. Press **Unmaster**. The mastering data of the axis are deleted.
4. Repeat steps 2 and 3 for all axes to be unmastered.
5. Close the window.

## 5.6 Modifying software limit switches

There are 2 ways of modifying the software limit switches:

- Enter the desired values manually.
- Or automatically adapt the limit switches to one or more programs.

The robot controller determines the minimum and maximum axis positions occurring in the program. These values can then be set as software limit switches.

**Precondition**

- "Expert" user group
- T1, T2 or AUT mode

**Procedure**

**Modifying software limit switches manually:**

1. In the main menu, select **Start-up > Service > Software limit switch**. The **Software limit switch** window is opened.
2. Modify the limit switches as required in the columns **Negative** and **Positive**.
3. Save the changes with **Save**.

#### Adapting software limit switches to a program:

1. In the main menu, select **Start-up > Service > Software limit switch**. The **Software limit switch** window is opened.
2. Click on **Auto detection**. The following message is displayed: *Auto detection is running*.
3. Start the program to which the limit switches are to be adapted. Execute the program completely and then cancel it.

The maximum and minimum position reached by each axis is displayed in the **Software limit switch** window.



4. Repeat step 3 for all programs to which the limit switches are to be adapted.  
The maximum and minimum position reached by each axis in all executed programs is displayed in the **Software limit switch** window.
5. Once all desired programs have been executed, press **End** in the **Software limit switch** window.
6. Press **Save** to save the determined values as software limit switches.
7. If required, modify the automatically determined values manually.

**i** Recommendation: Reduce the determined minimum values by 5°. Increase the determined maximum values by 5°. This margin prevents the axes from reaching the limit switches during program execution and thus triggering a stop.

8. Save the changes with **Save**.

**Description**

**Software limit switch** window:

Axis	Negative	Current position	Positive
A1 [°]	-185.00	0.00	185.00
A2 [°]	-146.00	0.00	0.00
A3 [°]	-119.00	0.00	155.00
A4 [°]	-350.00	0.00	350.00
A5 [°]	-125.00	0.00	125.00
A6 [°]	-350.00	0.00	350.00

**Fig. 5-18: Before automatic determination**

Item	Description
1	Current negative limit switch
2	Current position of the axis
3	Current positive limit switch

Axis	Minimum	Current position	Maximum
A1 [°]	0.00	0.00	0.00
A2 [°]	0.00	0.00	0.00
A3 [°]	0.00	0.00	0.00
A4 [°]	0.00	0.00	0.00
A5 [°]	0.00	0.00	0.00
A6 [°]	0.00	0.00	0.00

Fig. 5-19: During automatic determination

Item	Description
4	Minimum position of the axis since the start of determination
5	Maximum position of the axis since the start of determination

## Buttons

The following buttons are available (only in the “Expert” user group):

Button	Description
<b>Auto detection</b>	Starts the automatic determination:  The robot controller writes the minimum and maximum positions adopted by the axes from now on to the columns <b>Minimum</b> and <b>Maximum</b> in the <b>Software limit switch</b> window.
<b>End</b>	Ends the automatic determination. Transfers the calculated minimum/maximum positions to the columns <b>Negative</b> and <b>Positive</b> , but does not yet save them.
<b>Save</b>	Saves the values in the columns <b>Negative</b> and <b>Positive</b> as software limit switches.

## 5.7 Calibration

### 5.7.1 Tool calibration

#### Description

During tool calibration, the user assigns a Cartesian coordinate system (TOOL coordinate system) to the tool mounted on the mounting flange.

The TOOL coordinate system has its origin at a user-defined point. This is called the TCP (Tool Center Point). The TCP is generally situated at the working point of the tool.



In the case of a fixed tool, the type of calibration described here must not be used. A separate type of calibration must be used for fixed tools. (>>> 5.7.3 "Fixed tool calibration" Page 110)

Advantages of tool calibration:

- The tool can be moved in a straight line in the tool direction.
- The tool can be rotated about the TCP without changing the position of the TCP.
- In program mode: The programmed velocity is maintained at the TCP along the path.

A maximum of 16 TOOL coordinate systems can be saved. Variable: TOOL\_DATA[1...16].

The following data are saved:

- X, Y, Z:  
Origin of the TOOL coordinate system relative to the FLANGE coordinate system
- A, B, C:  
Orientation of the TOOL coordinate system relative to the FLANGE coordinate system

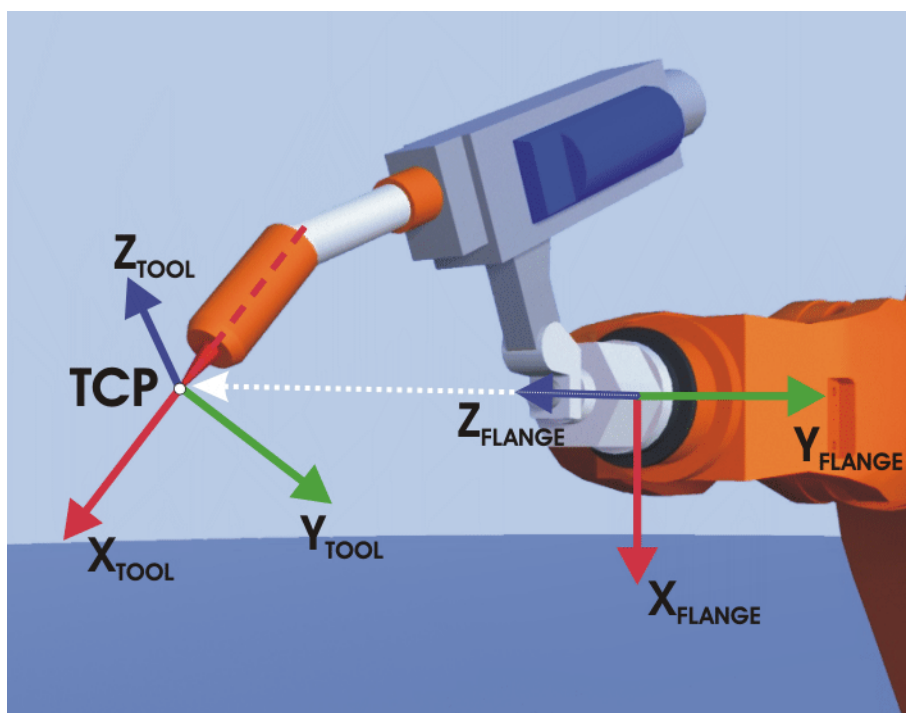


Fig. 5-20: TCP calibration principle

#### Overview

Tool calibration consists of 2 steps:



Step	Description
1	<p><b>Definition of the origin of the TOOL coordinate system</b></p> <p>The following methods are available:</p> <ul style="list-style-type: none"> <li>■ XYZ 4-point (&gt;&gt;&gt; 5.7.1.1 "TCP calibration: XYZ 4-point method" Page 101)</li> <li>■ XYZ Reference (&gt;&gt;&gt; 5.7.1.2 "TCP calibration: XYZ Reference method" Page 103)</li> </ul>
2	<p><b>Definition of the orientation of the TOOL coordinate system</b></p> <p>The following methods are available:</p> <ul style="list-style-type: none"> <li>■ ABC 2-point (&gt;&gt;&gt; 5.7.1.4 "Defining the orientation: ABC 2-point method" Page 104)</li> <li>■ ABC World (&gt;&gt;&gt; 5.7.1.3 "Defining the orientation: ABC World method" Page 104)</li> </ul>

If the calibration data are already known, they can be entered directly.  
(>>> 5.7.1.5 "Numeric input" Page 106)

#### 5.7.1.1 TCP calibration: XYZ 4-point method



The XYZ 4-point method cannot be used for palletizing robots.

#### Description

The TCP of the tool to be calibrated is moved to a reference point from 4 different directions. The reference point can be freely selected. The robot controller calculates the TCP from the different flange positions.



The 4 flange positions at the reference point must be sufficiently different from one another.

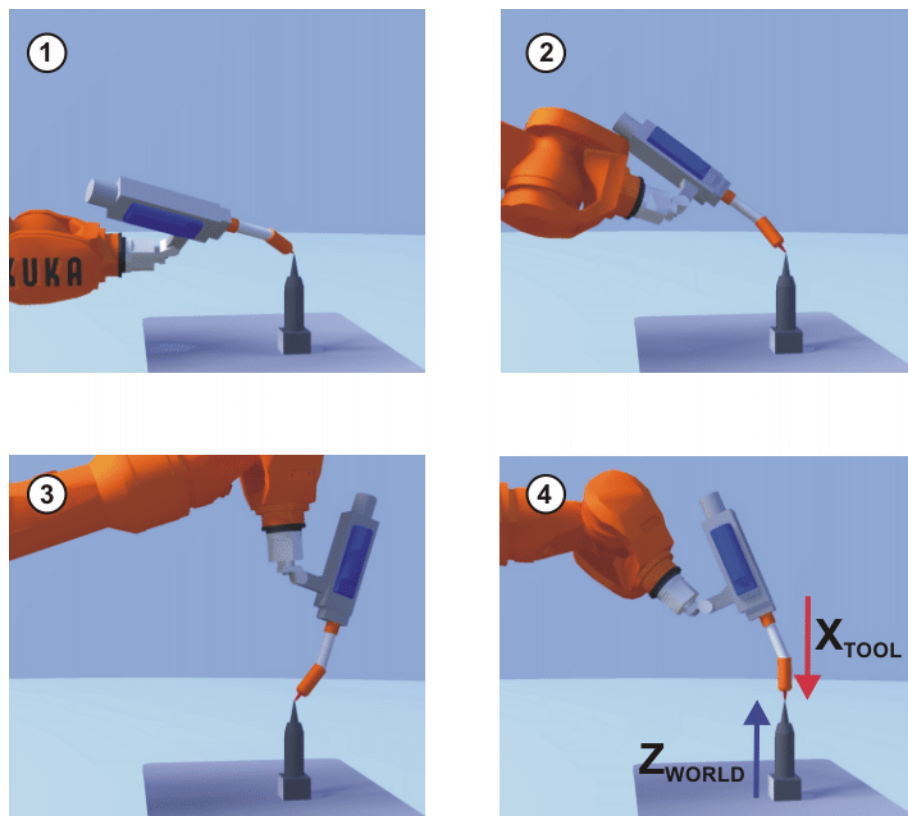


Fig. 5-21: XYZ 4-Point method

#### Precondition

- The tool to be calibrated is mounted on the mounting flange.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool > XYZ 4-point**.
2. Assign a number and a name for the tool to be calibrated. Confirm with **Next**.
3. Move the TCP to a reference point. Press **Calibrate**. Answer the request for confirmation with **Yes**.
4. Move the TCP to the reference point from a different direction. Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Repeat step 4 twice.
6. Enter the payload data. (This step can be skipped if the payload data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
7. Confirm with **Next**.
8. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
9. Either: press **Save** and then close the window via the **Close** icon.  
Or: press **ABC 2-point** or **ABC World**. The previous data are automatically saved and a window is opened in which the orientation of the TOOL coordinate system can be defined.  
(>>> 5.7.1.4 "Defining the orientation: ABC 2-point method" Page 104)  
(>>> 5.7.1.3 "Defining the orientation: ABC World method" Page 104)

### 5.7.1.2 TCP calibration: XYZ Reference method

#### Description

In the case of the XYZ Reference method, a new tool is calibrated with a tool that has already been calibrated. The robot controller compares the flange positions and calculates the TCP of the new tool.

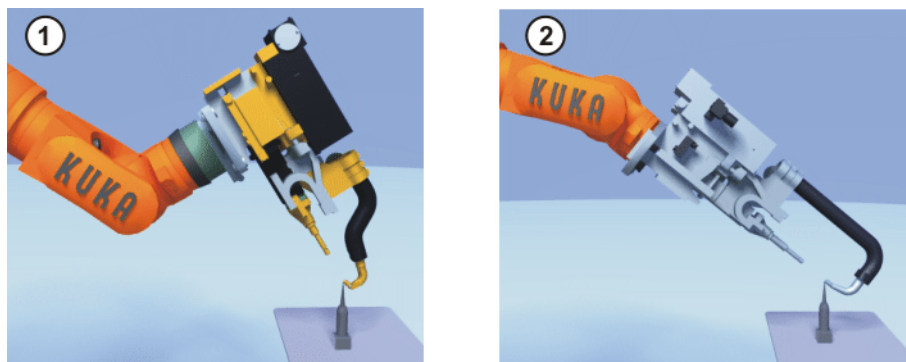


Fig. 5-22: XYZ Reference method

#### Precondition

- A previously calibrated tool is mounted on the mounting flange.
- Operating mode T1

#### Preparation

Calculate the TCP data of the calibrated tool:

1. In the main menu, select **Start-up > Calibrate > Tool > XYZ Reference**.
2. Enter the number of the calibrated tool.
3. The tool data are displayed. Note the X, Y and Z values.
4. Close the window.

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool > XYZ Reference**.
2. Assign a number and a name for the new tool. Confirm with **Next**.
3. Enter the TCP data of the calibrated tool. Confirm with **Next**.
4. Move the TCP to a reference point. Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Move the tool away and remove it. Mount the new tool.
6. Move the TCP of the new tool to the reference point. Press **Calibrate**. Answer the request for confirmation with **Yes**.
7. Enter the payload data. (This step can be skipped if the payload data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
8. Confirm with **Next**.
9. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
10. Either: press **Save** and then close the window via the **Close** icon.  
Or: press **ABC 2-point** or **ABC World**. The previous data are automatically saved and a window is opened in which the orientation of the TOOL coordinate system can be defined.  
(>>> 5.7.1.4 "Defining the orientation: ABC 2-point method" Page 104)  
(>>> 5.7.1.3 "Defining the orientation: ABC World method" Page 104)

### 5.7.1.3 Defining the orientation: ABC World method

#### Description

The axes of the TOOL coordinate system are aligned parallel to the axes of the WORLD coordinate system. This communicates the orientation of the TOOL coordinate system to the robot controller.

There are 2 variants of this method:

- **5D**: Only the tool direction is communicated to the robot controller. By default, the tool direction is the X axis. The directions of the other axes are defined by the system and cannot be detected easily by the user.  
Area of application: e.g. MIG/MAG welding, laser cutting or waterjet cutting
- **6D**: The directions of all 3 axes are communicated to the robot controller.  
Area of application: e.g. for weld guns, grippers or adhesive nozzles

#### Precondition

- The tool to be calibrated is mounted on the mounting flange.
- The TCP of the tool has already been measured.
- Operating mode T1



The following procedure applies if the tool direction is the default tool direction (= X axis). If the tool direction has been changed to Y or Z, the procedure must also be changed accordingly.

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool > ABC World**.
2. Enter the number of the tool. Confirm with **Next**.
3. Select a variant in the box **5D/6D**. Confirm with **Next**.
4. If **5D** is selected:  
Align  $+X_{TOOL}$  parallel to  $-Z_{WORLD}$ . ( $+X_{TOOL}$  = tool direction)
- If **6D** is selected:  
Align the axes of the TOOL coordinate system as follows.
  - $+X_{TOOL}$  parallel to  $-Z_{WORLD}$ . ( $+X_{TOOL}$  = tool direction)
  - $+Y_{TOOL}$  parallel to  $+Y_{WORLD}$
  - $+Z_{TOOL}$  parallel to  $+X_{WORLD}$
5. Press **Calibrate**. Answer the request for confirmation with **Yes**.



The following two steps are eliminated if the procedure is not called via the main menu, but by means of the **ABC World** button after TCP calibration.

6. Enter the payload data. (This step can be skipped if the payload data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
7. Confirm with **Next**.
8. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
9. Press **Save**.

### 5.7.1.4 Defining the orientation: ABC 2-point method

#### Description

The axes of the TOOL coordinate system are communicated to the robot controller by moving to a point on the X axis and a point in the XY plane.

This method is used if it is necessary to define the axis directions with particular precision.

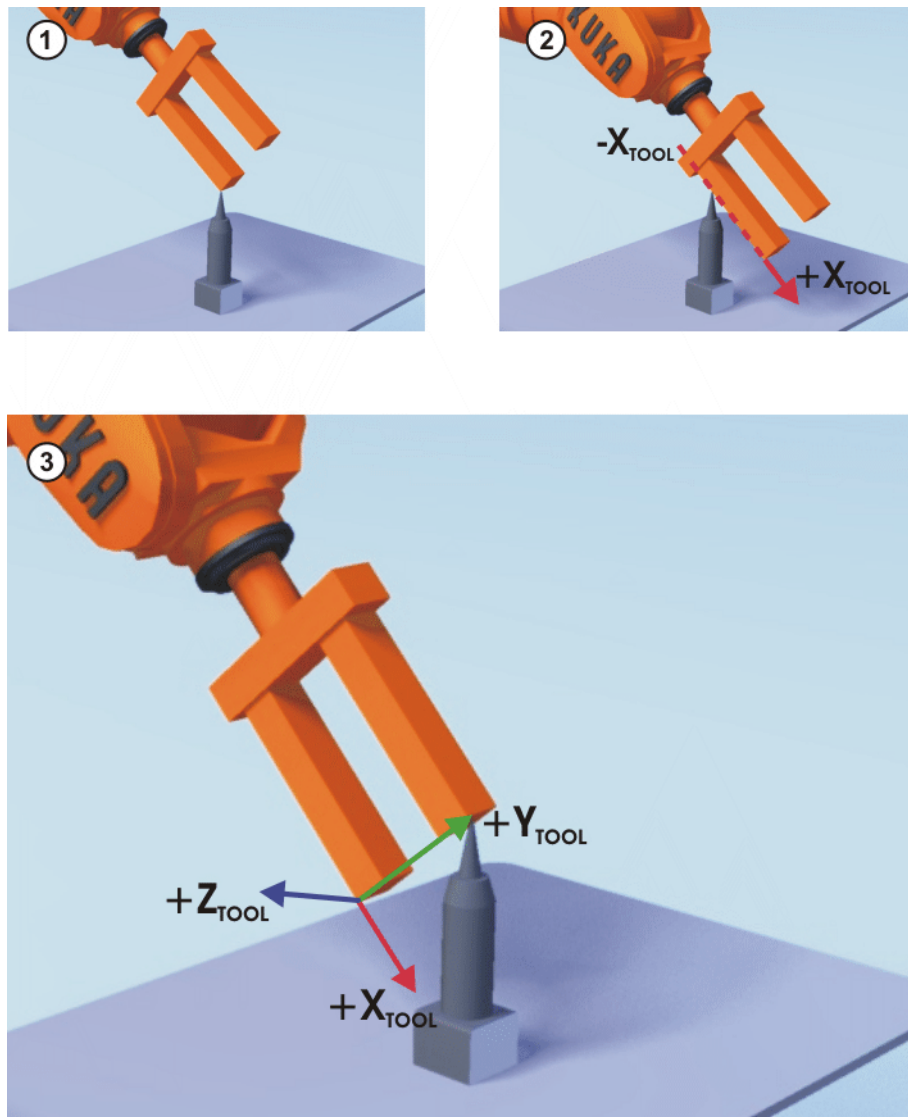


Fig. 5-23: ABC 2-Point method

#### Precondition

- The tool to be calibrated is mounted on the mounting flange.
- The TCP of the tool has already been measured.
- Operating mode T1

**i** The following procedure applies if the tool direction is the default tool direction (= X axis). If the tool direction has been changed to Y or Z, the procedure must also be changed accordingly.

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool > ABC 2-point**.
2. Enter the number of the mounted tool. Confirm with **Next**.
3. Move the TCP to any reference point. Press **Calibrate**. Answer the request for confirmation with **Yes**.
4. Move the tool so that the reference point on the X axis has a negative X value (i.e. move against the tool direction). Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Move the tool so that the reference point in the XY plane has a negative Y value. Press **Calibrate**. Answer the request for confirmation with **Yes**.

**i** The following two steps are eliminated if the procedure is not called via the main menu, but by means of the **ABC 2-point** button after TCP calibration.

6. Enter the payload data. (This step can be skipped if the payload data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
7. Confirm with **Next**.
8. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
9. Press **Save**.

### 5.7.1.5 Numeric input

#### Description

The tool data can be entered manually.

Possible sources of data:

- CAD
- Externally calibrated tool
- Tool manufacturer specifications



In the case of palletizing robots with 4 axes, e.g. KR 180 PA, the tool data must be entered numerically. The XYZ and ABC methods cannot be used as reorientation of these robots is highly restricted.

#### Precondition

- The following values are known:
  - X, Y and Z relative to the FLANGE coordinate system
  - A, B and C relative to the FLANGE coordinate system
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool > Numeric input**.
2. Assign a number and a name for the tool to be calibrated. Confirm with **Next**.
3. Enter the tool data. Confirm with **Next**.
4. Enter the payload data. (This step can be skipped if the payload data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
5. If online load data verification is available (this depends on the robot type): configure as required.  
(>>> 5.8.5 "Online load data check" Page 125)
6. Confirm with **Next**.
7. Press **Save**.

### 5.7.2 Base calibration

#### Description

During base calibration, the user assigns a Cartesian coordinate system (BASE coordinate system) to a work surface or the workpiece. The BASE coordinate system has its origin at a user-defined point.



If the workpiece is mounted on the mounting flange, the type of calibration described here must not be used. A separate type of calibration must be used for workpieces mounted on the mounting flange.  
(>>> 5.7.3 "Fixed tool calibration" Page 110)

Advantages of base calibration:

- The TCP can be jogged along the edges of the work surface or workpiece.

- Points can be taught relative to the base. If it is necessary to offset the base, e.g. because the work surface has been offset, the points move with it and do not need to be retaught.

A maximum of 32 BASE coordinate systems can be saved. Variable: BASE\_DATA[1...32].

### Overview

There are 2 ways of calibrating a base:

- 3-point method (>>> 5.7.2.1 "3-point method" Page 107)
- Indirect method (>>> 5.7.2.3 "Indirect method" Page 109)  
(>>> 5.7.2.2 "Indirect method" Page 108)

If the calibration data are already known, they can be entered directly.

### 5.7.2.1 3-point method

#### Description

The robot moves to the origin and 2 further points of the new base. These 3 points define the new base.

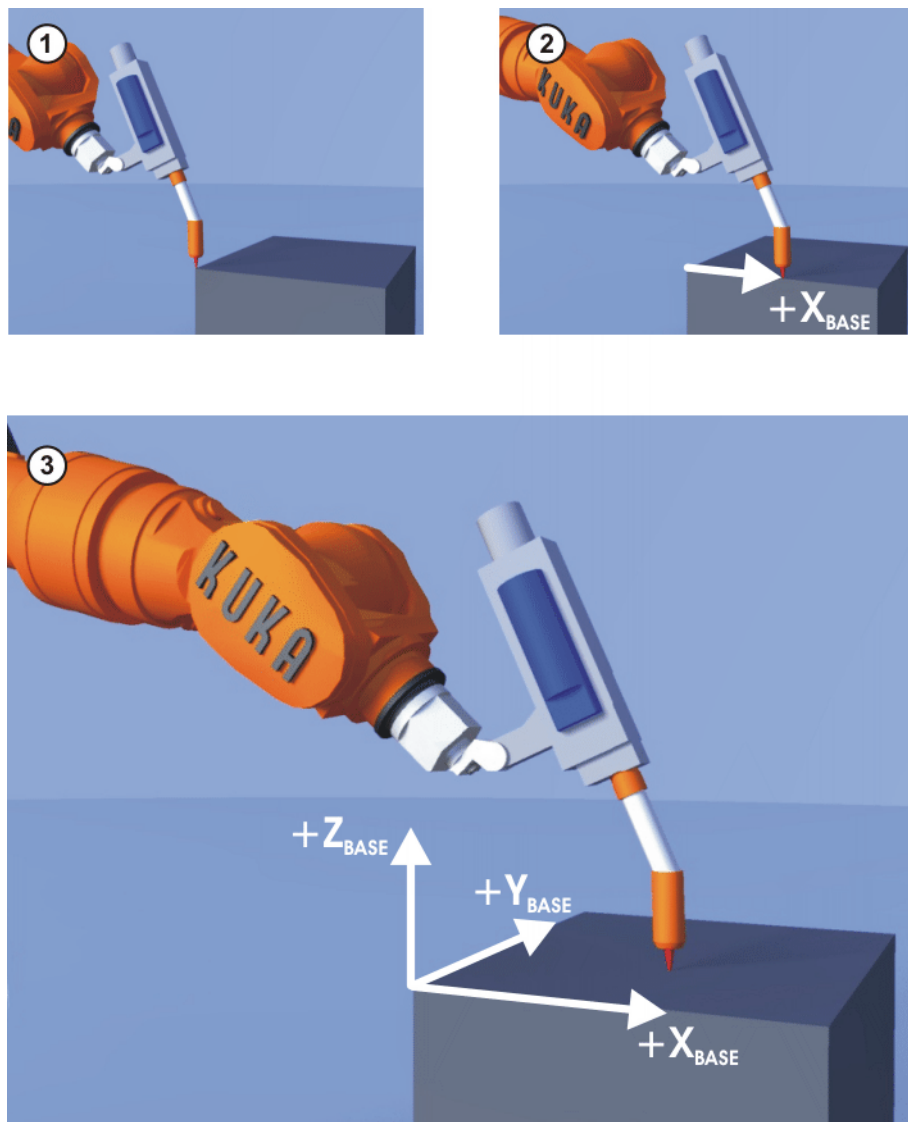


Fig. 5-24: 3-point method

#### Precondition

- A previously calibrated tool is mounted on the mounting flange.
- Operating mode T1

#### Procedure

- In the main menu, select **Start-up > Calibrate > Base > ABC 3-point**.



2. Assign a number and a name for the base. Confirm with **Next**.
3. Enter the number of the mounted tool. Confirm with **Next**.
4. Move the TCP to the origin of the new base. Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Move the TCP to a point on the positive X axis of the new base. Press **Calibrate**. Answer the request for confirmation with **Yes**.
6. Move the TCP to a point in the XY plane with a positive Y value. Press **Calibrate**. Answer the request for confirmation with **Yes**.
7. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
8. Press **Save**.

### 5.7.2.2 Indirect method

#### Description

The indirect method is used if it is not possible to move to the origin of the base, e.g. because it is inside a workpiece or outside the workspace of the robot.

The TCP is moved to 4 points in the base, the coordinates of which must be known. The robot controller calculates the base from these points.

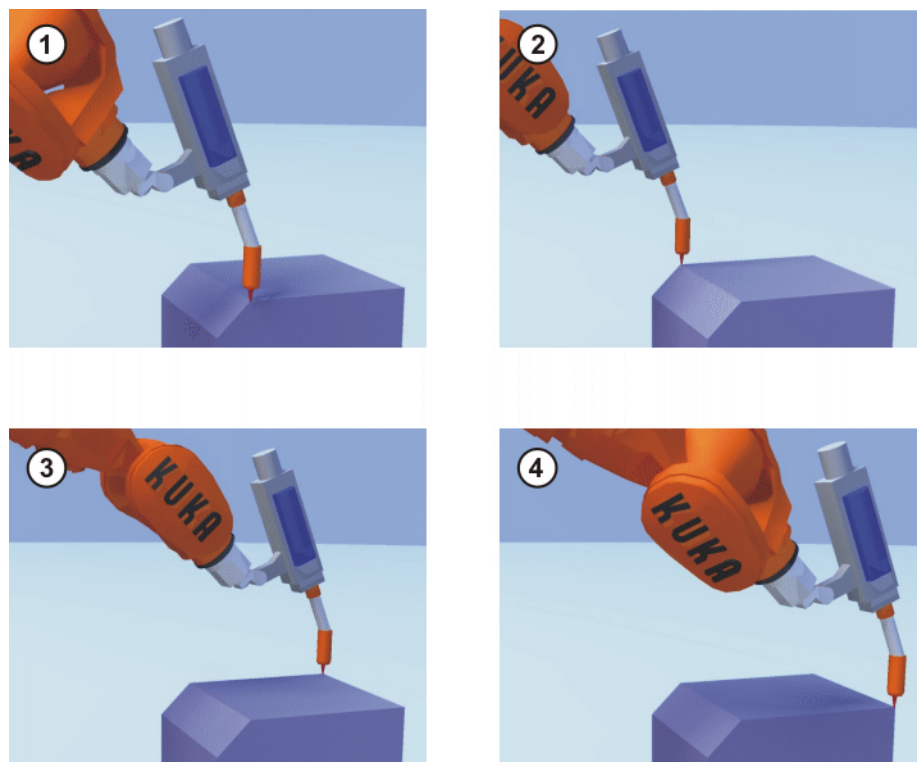


Fig. 5-25: Indirect method

#### Precondition

- A calibrated tool is mounted on the mounting flange.
- The coordinates of 4 points in the new base are known, e.g. from CAD data. The 4 points are accessible to the TCP.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Base > Indirect**.
2. Assign a number and a name for the base. Confirm with **Next**.
3. Enter the number of the mounted tool. Confirm with **Next**.



4. Enter the coordinates of a known point in the new base and move the TCP to this point. Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Repeat step 4 three times.
6. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
7. Press **Save**.

### 5.7.2.3 Indirect method

#### Description

The indirect method is used if it is not possible to move to the origin of the base, e.g. because it is inside a workpiece or outside the workspace of the robot.

The TCP is moved to 4 points in the base, the coordinates of which must be known. The robot controller calculates the base from these points.

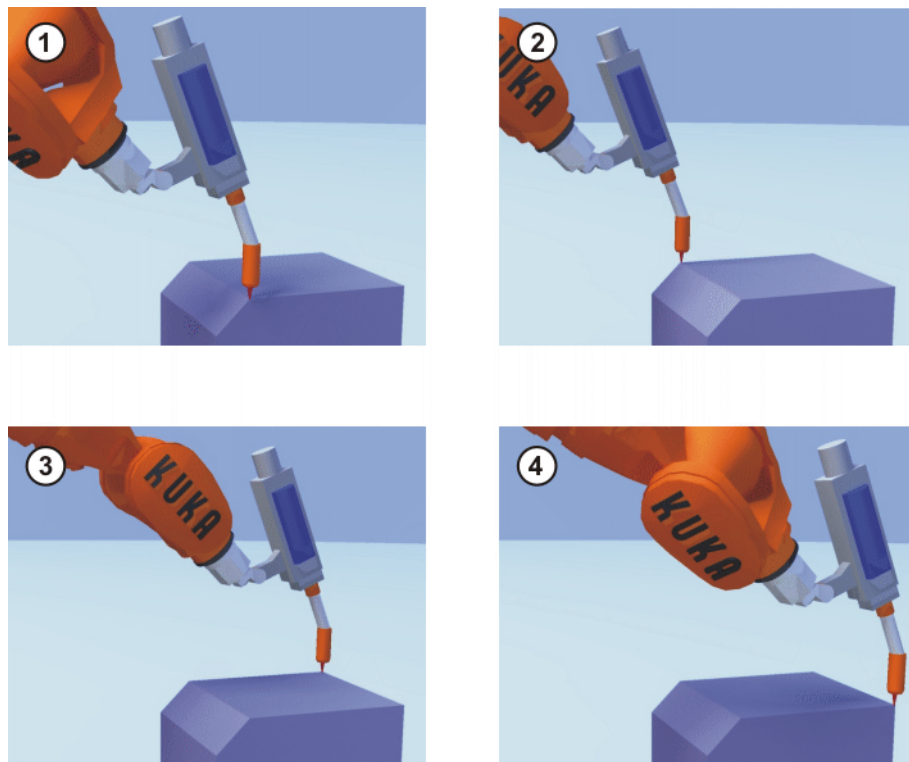


Fig. 5-26: Indirect method

#### Precondition

- A calibrated tool is mounted on the mounting flange.
- The coordinates of 4 points in the new base are known, e.g. from CAD data. The 4 points are accessible to the TCP.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Base > Indirect**.
2. Assign a number and a name for the base. Confirm with **Next**.
3. Enter the number of the mounted tool. Confirm with **Next**.
4. Enter the coordinates of a known point in the new base and move the TCP to this point. Press **Calibrate**. Confirm with **Next**.
5. Repeat step 4 three times.
6. Press **Save**.

### 5.7.3 Fixed tool calibration

#### Overview

Calibration of a fixed tool consists of 2 steps:

Step	Description
1	<p><b>Calibration of the TCP of the fixed tool</b></p> <p>The TCP of a fixed tool is called an external TCP.</p> <p>(&gt;&gt;&gt; 5.7.3.1 "Calibrating an external TCP" Page 110)</p> <p>If the calibration data are already known, they can be entered directly.</p> <p>(&gt;&gt;&gt; 5.7.3.2 "Entering the external TCP numerically" Page 112)</p>
2	<p><b>Calibration of the workpiece</b></p> <p>The following methods are available:</p> <ul style="list-style-type: none"> <li>■ Direct method           <ul style="list-style-type: none"> <li>(&gt;&gt;&gt; 5.7.3.3 "Workpiece calibration: direct method" Page 112)</li> </ul> </li> <li>■ Indirect method           <ul style="list-style-type: none"> <li>(&gt;&gt;&gt; 5.7.3.4 "Workpiece calibration: indirect method" Page 113)</li> </ul> </li> </ul>

The robot controller saves the external TCP as the BASE coordinate system and the workpiece as the TOOL coordinate system. A maximum of 32 BASE coordinate systems and 16 TOOL coordinate systems can be saved.

#### 5.7.3.1 Calibrating an external TCP

##### Description

First of all, the TCP of the fixed tool is communicated to the robot controller. This is done by moving a calibrated tool to it.

Then, the orientation of the coordinate system of the fixed tool is communicated to the robot controller. For this purpose, the coordinate system of the calibrated tool is aligned parallel to the new coordinate system. There are 2 variants:

- **5D:** Only the tool direction of the fixed tool is communicated to the robot controller. By default, the tool direction is the X axis. The orientation of the other axes is defined by the system and cannot be detected easily by the user.
- **6D:** The orientation of all 3 axes is communicated to the robot controller.

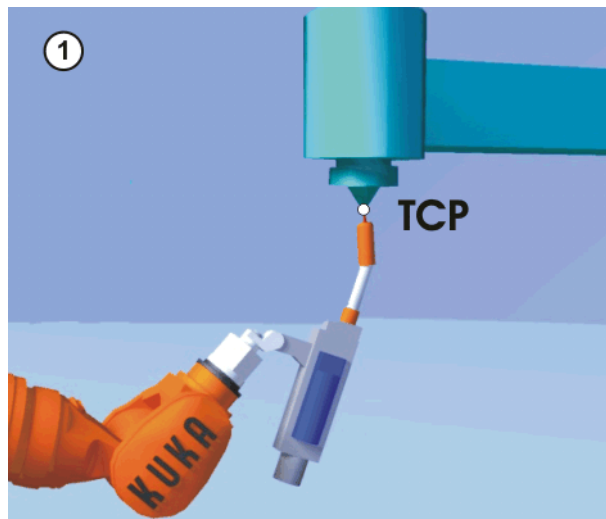


Fig. 5-27: Moving to the external TCP

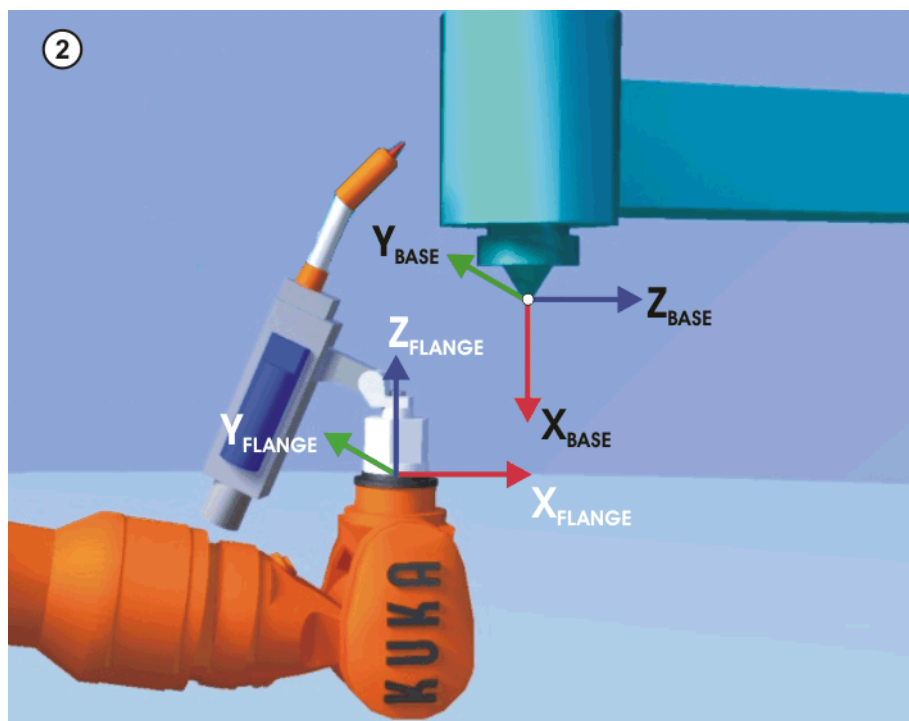


Fig. 5-28: Aligning the coordinate systems parallel to one another

#### Precondition

- A previously calibrated tool is mounted on the mounting flange.
- Operating mode T1



The following procedure applies if the tool direction is the default tool direction (= X axis). If the tool direction has been changed to Y or Z, the procedure must also be changed accordingly.

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Fixed tool > Tool**.
2. Assign a number and a name for the fixed tool. Confirm with **Next**.
3. Enter the number of the calibrated tool. Confirm with **Next**.
4. Select a variant in the box **5D/6D**. Confirm with **Next**.
5. Move the TCP of the calibrated tool to the TCP of the fixed tool. Press **Calibrate**. Answer the request for confirmation with **Yes**.
6. If **5D** is selected:

Align  $+X_{BASE}$  parallel to  $-Z_{FLANGE}$ .

(i.e. align the mounting flange perpendicular to the tool direction of the fixed tool.)

If **6D** is selected:

Align the mounting flange so that its axes are parallel to the axes of the fixed tool:

- $+X_{BASE}$  parallel to  $-Z_{FLANGE}$   
(i.e. align the mounting flange perpendicular to the tool direction.)
- $+Y_{BASE}$  parallel to  $+Y_{FLANGE}$
- $+Z_{BASE}$  parallel to  $+X_{FLANGE}$

7. Press **Calibrate**. Answer the request for confirmation with **Yes**.
8. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
9. Press **Save**.

### 5.7.3.2 Entering the external TCP numerically

#### Precondition

- The following numerical values are known, e.g. from CAD data:
  - Distance between the TCP of the fixed tool and the origin of the WORLD coordinate system (X, Y, Z)
  - Rotation of the axes of the fixed tool relative to the WORLD coordinate system (A, B, C)
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Fixed tool > Numeric input**.
2. Assign a number and a name for the fixed tool. Confirm with **Next**.
3. Enter data. Confirm with **Next**.
4. Press **Save**.

### 5.7.3.3 Workpiece calibration: direct method

#### Description

The origin and 2 further points of the workpiece are communicated to the robot controller. These 3 points uniquely define the workpiece.

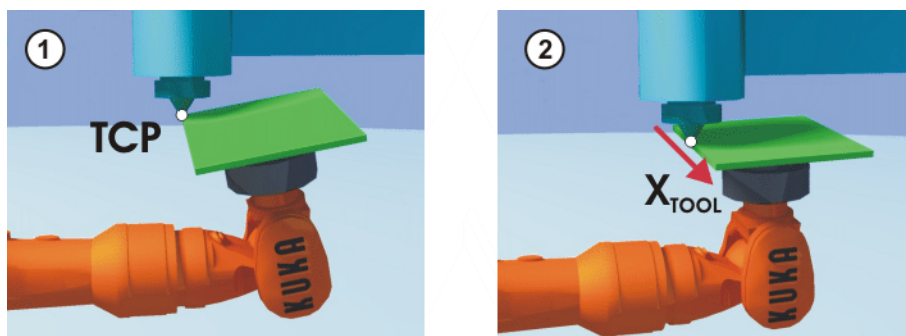


Fig. 5-29

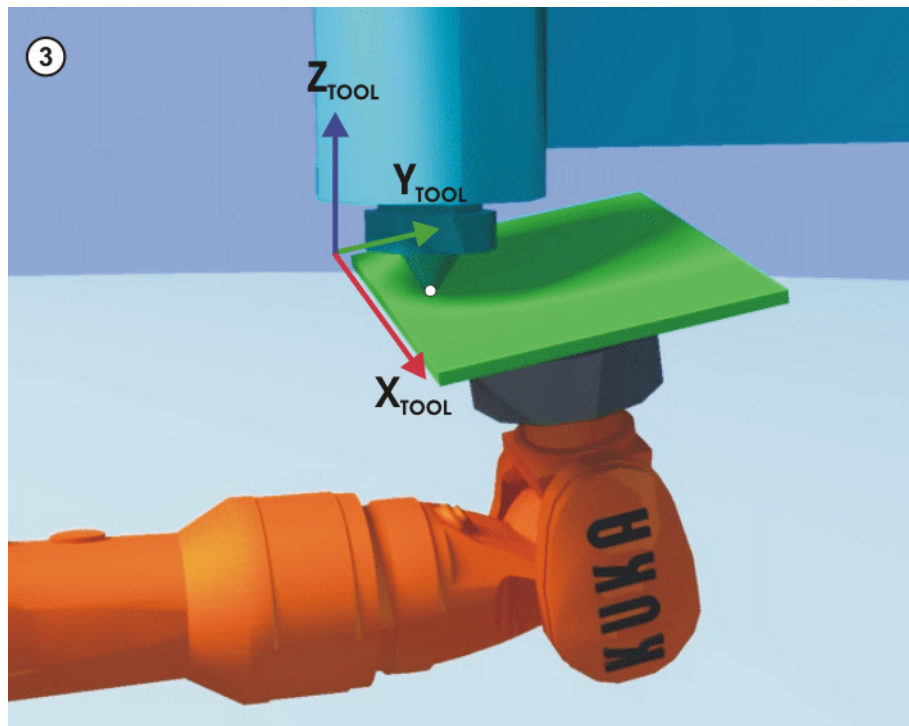


Fig. 5-30: Workpiece calibration: direct method

- Precondition**
- The workpiece is mounted on the mounting flange.
  - A previously calibrated fixed tool is mounted.
  - Operating mode T1
- Procedure**
1. In the main menu, select **Start-up > Calibrate > Fixed tool > Workpiece > Direct calibration**.
  2. Assign a number and a name for the workpiece. Confirm with **Next**.
  3. Enter the number of the fixed tool. Confirm with **Next**.
  4. Move the origin of the workpiece coordinate system to the TCP of the fixed tool. Press **Calibrate**. Answer the request for confirmation with **Yes**.
  5. Move a point on the positive X axis of the workpiece coordinate system to the TCP of the fixed tool. Press **Calibrate**. Answer the request for confirmation with **Yes**.
  6. Move a point with a positive Y value in the XY plane of the workpiece coordinate system to the TCP of the fixed tool. Press **Calibrate**. Answer the request for confirmation with **Yes**.
  7. Enter the load data of the workpiece. (This step can be skipped if the load data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
  8. Confirm with **Next**.
  9. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
  10. Press **Save**.

#### 5.7.3.4 Workpiece calibration: indirect method

- Description**
- The robot controller calculates the workpiece on the basis of 4 points whose coordinates must be known. The robot does not move to the origin of the workpiece.

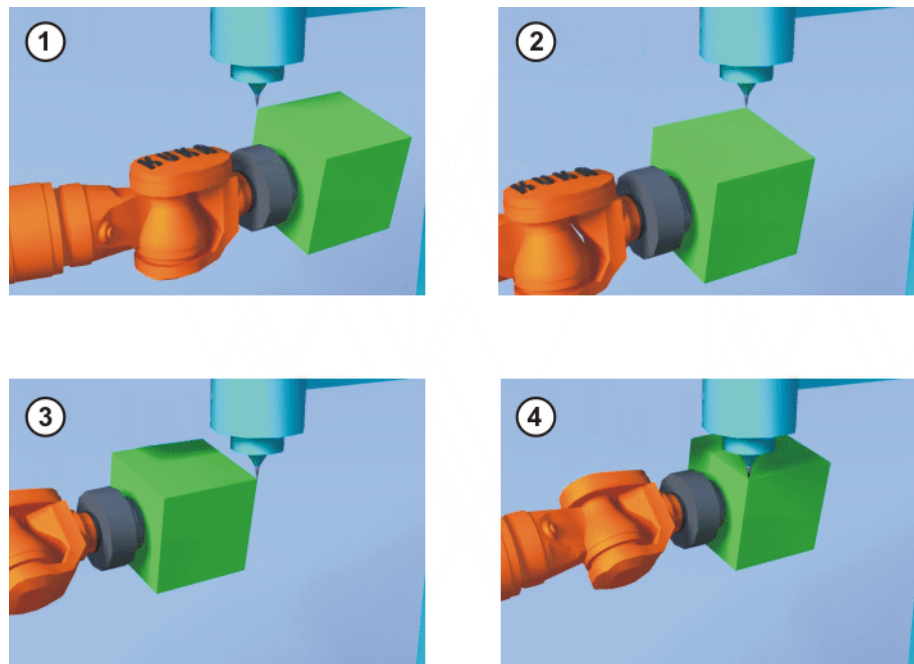


Fig. 5-31: Workpiece calibration: indirect method

#### Precondition

- A previously calibrated fixed tool is mounted.
- The workpiece to be calibrated is mounted on the mounting flange.
- The coordinates of 4 points of the new workpiece are known, e.g. from CAD data. The 4 points are accessible to the TCP.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > Fixed tool > Workpiece > Indirect calibration**.
2. Assign a number and a name for the workpiece. Confirm with **Next**.
3. Enter the number of the fixed tool. Confirm with **Next**.
4. Enter the coordinates of a known point on the workpiece and move this point to the TCP of the fixed tool. Press **Calibrate**. Answer the request for confirmation with **Yes**.
5. Repeat step 4 three times.
6. Enter the load data of the workpiece. (This step can be skipped if the load data are entered separately instead.)  
(>>> 5.8.3 "Entering payload data" Page 124)
7. Confirm with **Next**.
8. If required, coordinates and orientation of the calibrated points can be displayed in increments and degrees (relative to the FLANGE coordinate system). For this, press **Meas. points**. Then return to the previous view by pressing **Back**.
9. Press **Save**.

#### 5.7.4 Renaming the tool/base

##### Precondition

- Operating mode T1

##### Procedure

1. In the main menu, select **Start-up > Calibrate > Tool or Base > Change name**.
2. Select the tool or base and press **Name**.
3. Enter the new name and confirm with **Save**.



### 5.7.5 Linear unit

The KUKA linear unit is a self-contained, one-axis linear unit mounted on the floor or ceiling. It is used for linear traversing of the robot and is controlled by the robot controller as an external axis.

The linear unit is a ROBROOT kinematic system. When the linear unit is moved, the position of the robot in the WORLD coordinate system changes. The current position of the robot in the WORLD coordinate system is defined by the vector \$ROBROOT\_C.

\$ROBROOT\_C consists of:

- \$ERSYSROOT (static component)  
Root point of the linear unit relative to \$WORLD. The root point is situated by default at the zero position of the linear unit and is not dependent on \$MAMES.
- #ERSYS (dynamic component)  
Current position of the robot on the linear unit relative to the \$ERSYS-ROOT

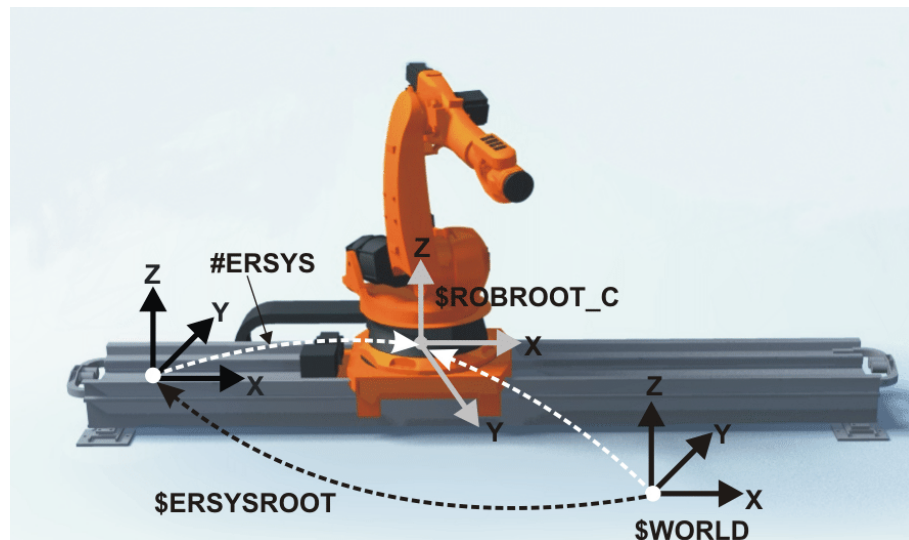


Fig. 5-32: ROBROOT kinematic system – linear unit

#### 5.7.5.1 Checking whether the linear unit needs to be calibrated

**Description** The robot is standing on the flange of the linear unit. Ideally, the ROBROOT coordinate system of the robot should be identical to the FLANGE coordinate system of the linear unit. In reality, there are often slight discrepancies which mean that positions cannot be moved to correctly. Calibration allows mathematical correction of these discrepancies. (Rotations about the direction of motion of the linear unit cannot be corrected. They do not, however, cause errors when moving to positions.)

If there are no discrepancies, the linear unit does not need to be calibrated. The following procedure can be used to determine whether calibration is required.

- Precondition**
- The machine data of the linear unit have been configured and loaded into the robot controller.
  - A previously calibrated tool is mounted on the mounting flange.
  - No program is open or selected.
  - Operating mode T1

**Procedure**

1. Align the TCP against a freely selected point and observe it.



2. Execute a Cartesian (not axis-specific!) motion with the linear unit.
  - If the TCP stops: the linear unit does not require calibration.
  - If the TCP moves: the linear unit does require calibration.

(>>> 5.7.5.2 "Calibrating the linear unit" Page 116)

If the calibration data are already known (e.g. from CAD), they can be entered directly. (>>> 5.7.5.3 "Entering the linear unit numerically" Page 117)

### 5.7.5.2 Calibrating the linear unit

<b>Description</b>	<p>During calibration, the TCP of a tool that has already been calibrated is moved to a reference point 3 times.</p> <ul style="list-style-type: none"> <li>■ The reference point can be freely selected.</li> <li>■ The position of the robot on the linear unit from which the reference point is approached must be different all 3 times. The 3 positions must be far enough apart.</li> </ul> <p>The correction values determined by the calibration are factored into the system variable \$ETx_TFLA3.</p>
<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ The machine data of the linear unit have been configured and loaded into the robot controller.</li> <li>■ A previously calibrated tool is mounted on the mounting flange.</li> <li>■ No program is open or selected.</li> <li>■ Operating mode T1</li> </ul>
<b>Procedure</b>	<ol style="list-style-type: none"> <li>1. In the main menu, select <b>Start-up &gt; Calibrate &gt; External kinematic system &gt; Linear unit</b>. The robot controller detects the linear unit automatically and displays the following data:           <ul style="list-style-type: none"> <li>■ <b>Ext. kinematic system no.:</b> number of the external kinematic system (1 ... 6) (\$EX_KIN)</li> <li>■ <b>Axis:</b> number of the external axis (1 ... 6) (\$ETx_AX)</li> <li>■ <b>Name of the external kinematic system</b> (\$ETx_NAME)</li> </ul> <p>(If the robot controller is unable to determine these values, e.g. because the linear unit has not yet been configured, calibration cannot be continued.)</p> </li> <li>2. Move the linear unit with the jog key "+".</li> <li>3. Specify whether the linear unit is moving to "+" or "-". Confirm with <b>Next</b>.</li> <li>4. Move the TCP to the reference point.</li> <li>5. Press <b>Calibrate</b>.</li> <li>6. Repeat steps 4 and 5 twice, but move the linear unit first each time in order to address the reference point from different positions.</li> <li>7. Press <b>Save</b>. The calibration data are saved.</li> <li>8. The system asks whether the positions that have already been taught are to be corrected.           <ul style="list-style-type: none"> <li>■ If no positions have been taught prior to the calibration, it makes no difference whether the question is answered with <b>Yes</b> or <b>No</b>.</li> <li>■ If positions have been taught prior to the calibration: Answering <b>Yes</b> will cause positions with base 0 to be corrected automatically. Other positions will not be corrected! Answering <b>No</b> will cause no positions to be corrected.</li> </ul> </li> </ol>

**NOTICE**

After calibration of a linear unit, the following safety measures must be carried out:

1. Check the software limit switches of the linear unit and adapt them if required.
  2. Test programs in T1.
- Damage to property may otherwise result.

### 5.7.5.3 Entering the linear unit numerically

#### Precondition

- The machine data of the linear unit have been configured and loaded into the robot controller.
- No program is open or selected.
- The following numerical values are known, e.g. from CAD data:
  - Distance between the robot base flange and the origin of the ERSYS-ROOT coordinate system (X, Y, Z)
  - Orientation of the robot base flange relative to the ERSYSROOT coordinate system (A, B, C)
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > External kinematic system > Linear unit (numeric)**.

The robot controller detects the linear unit automatically and displays the following data:

- **Ext. kinematic system no.:** number of the external kinematic system (1 ... 6)
- **Axis:** number of the external axis (1 ... 6)
- **Name of the kinematic system**

(If the robot controller is unable to determine these values, e.g. because the linear unit has not yet been configured, calibration cannot be continued.)

2. Move the linear unit with the jog key "+".
3. Specify whether the linear unit is moving to "+" or "-". Confirm with **Next**.
4. Enter data. Confirm with **Next**.
5. Press **Save**. The calibration data are saved.
6. The system asks whether the positions that have already been taught are to be corrected.
  - If no positions have been taught prior to the calibration, it makes no difference whether the question is answered with **Yes** or **No**.
  - If positions have been taught prior to the calibration:  
 Answering **Yes** will cause positions with base 0 to be corrected automatically. Other positions will not be corrected!  
 Answering **No** will cause no positions to be corrected.

**NOTICE**

After calibration of a linear unit, the following safety measures must be carried out:

1. Check the software limit switches of the linear unit and adapt them if required.
  2. Test programs in T1.
- Damage to property may otherwise result.

## 5.7.6 Calibrating an external kinematic system

### Description

Calibration of the external kinematic system is necessary to enable the motion of the axes of the kinematic system to be synchronized and mathematically coupled with the robot axes. An external kinematic system can be a turn-tilt table or positioner, for example.



For linear units, the type of calibration described here must not be used. A separate type of calibration must be used for linear units. (>>> 5.7.5 "Linear unit" Page 115)

### Overview

Calibration of an external kinematic system consists of 2 steps:

Step	Description
1	<p>Calibrate the root point of the external kinematic system.</p> <p>(&gt;&gt;&gt; 5.7.6.1 "Calibrating the root point" Page 118)</p> <p>If the calibration data are already known, they can be entered directly.</p> <p>(&gt;&gt;&gt; 5.7.6.2 "Entering the root point numerically" Page 119)</p>
2	<p>If there is a workpiece on the external kinematic system: calibrate the base of the workpiece.</p> <p>(&gt;&gt;&gt; 5.7.6.3 "Workpiece base calibration" Page 120)</p> <p>If the calibration data are already known, they can be entered directly.</p> <p>(&gt;&gt;&gt; 5.7.6.4 "Entering the workpiece base numerically" Page 122)</p> <p>If there is a tool mounted on the external kinematic system: calibrate the external tool.</p> <p>(&gt;&gt;&gt; 5.7.6.5 "Calibrating an external tool" Page 122)</p> <p>If the calibration data are already known, they can be entered directly.</p> <p>(&gt;&gt;&gt; 5.7.6.6 "Entering the external tool numerically" Page 123)</p>

### 5.7.6.1 Calibrating the root point

#### Description

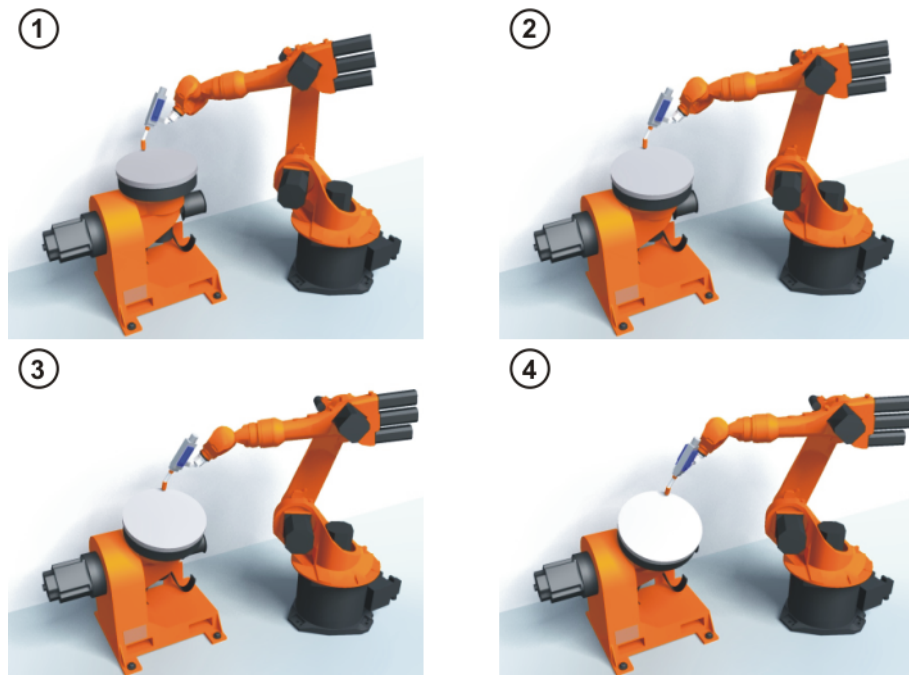
In order to be able to move the robot with a mathematical coupling to a kinematic system, the robot must know the precise location of the kinematic system. This location is determined by means of root point calibration.

The TCP of a tool that has already been calibrated is moved to a reference point on the kinematic system 4 times. The position of the reference point must be different each time. This is achieved by moving the axes of the kinematic system. The robot controller uses the different positions of the reference point to calculate the root point of the kinematic system.

In the case of external kinematic systems from KUKA, the reference point is configured in the system variable  $\$ET_x\_TPINFL$  in the machine data. This contains the position of the reference point relative to the FLANGE coordinate system of the kinematic system. ( $x$  = number of the kinematic system.) The reference point is also marked on the kinematic system. During calibration, this reference point must be addressed.

In the case of non-KUKA external kinematic systems, the reference point must be configured in the machine data.

The robot controller saves the coordinates of the root point as the BASE coordinate system.



**Fig. 5-33: Root point calibration principle**

- Precondition**
- The machine data of the kinematic system have been configured and loaded into the robot controller.
  - The number of the external kinematic system is known.
  - A previously calibrated tool is mounted on the mounting flange.
  - If  $\$ET_x\_TPINFL$  is to be modified: user group "Expert"
  - Operating mode T1
- Procedure**
1. In the main menu, select **Start-up > Calibrate > External kinematic system > Root point**.
  2. Select the number of the BASE coordinate system the root point is to be saved as. Confirm with **Next**.
  3. Enter the number of the external kinematic system.
  4. Assign a name for the external kinematic system. Confirm with **Next**.
  5. Enter the number of the reference tool. Confirm with **Next**.
  6. The value of  $\$ET_x\_TPINFL$  is displayed.
    - If the value is not correct: the value can be modified here in the user group "Expert".
    - If the value is correct: confirm with **Next**.
  7. Move the TCP to the reference point.
  8. Press **Calibrate**. Confirm with **Next**.
  9. Repeat steps 7 and 8 three times. Each time, move the kinematic system first so that the reference point is approached from different positions.
  10. Press **Save**.

### 5.7.6.2 Entering the root point numerically

- Precondition**
- The following numerical values are known, e.g. from CAD data:
    - Distance between the origin of the ROOT coordinate system and the origin of the WORLD coordinate system (X, Y, Z)

- Orientation of the ROOT coordinate system relative to the WORLD coordinate system (A, B, C)
- The number of the external kinematic system is known.
- Operating mode T1

**Procedure**

1. In the main menu, select **Start-up > Calibrate > External kinematic system > Root point (numeric)**.
2. Select the number of the BASE coordinate system the root point is to be saved as. Confirm with **Next**.
3. Enter the number of the external kinematic system.
4. Assign a name for the external kinematic system. Confirm with **Next**.  
(The name is automatically also assigned to the BASE coordinate system.)
5. Enter the data of the ROOT coordinate system. Confirm with **Next**.
6. Press **Save**.

**5.7.6.3 Workpiece base calibration****Description**

During this calibration, the user assigns a BASE coordinate system to a workpiece located on the kinematic system. This BASE coordinate system is relative to the FLANGE coordinate system of the kinematic system. The base is thus a moving base that moves in the same way as the kinematic system.

It is not strictly necessary to calibrate a base. If none is calibrated, the FLANGE coordinate system of the kinematic system is taken as the base.

During calibration, the TCP of a calibrated tool is moved to the origin and 2 other points of the desired base. These 3 points define the base. Only one base can be calibrated per kinematic system.

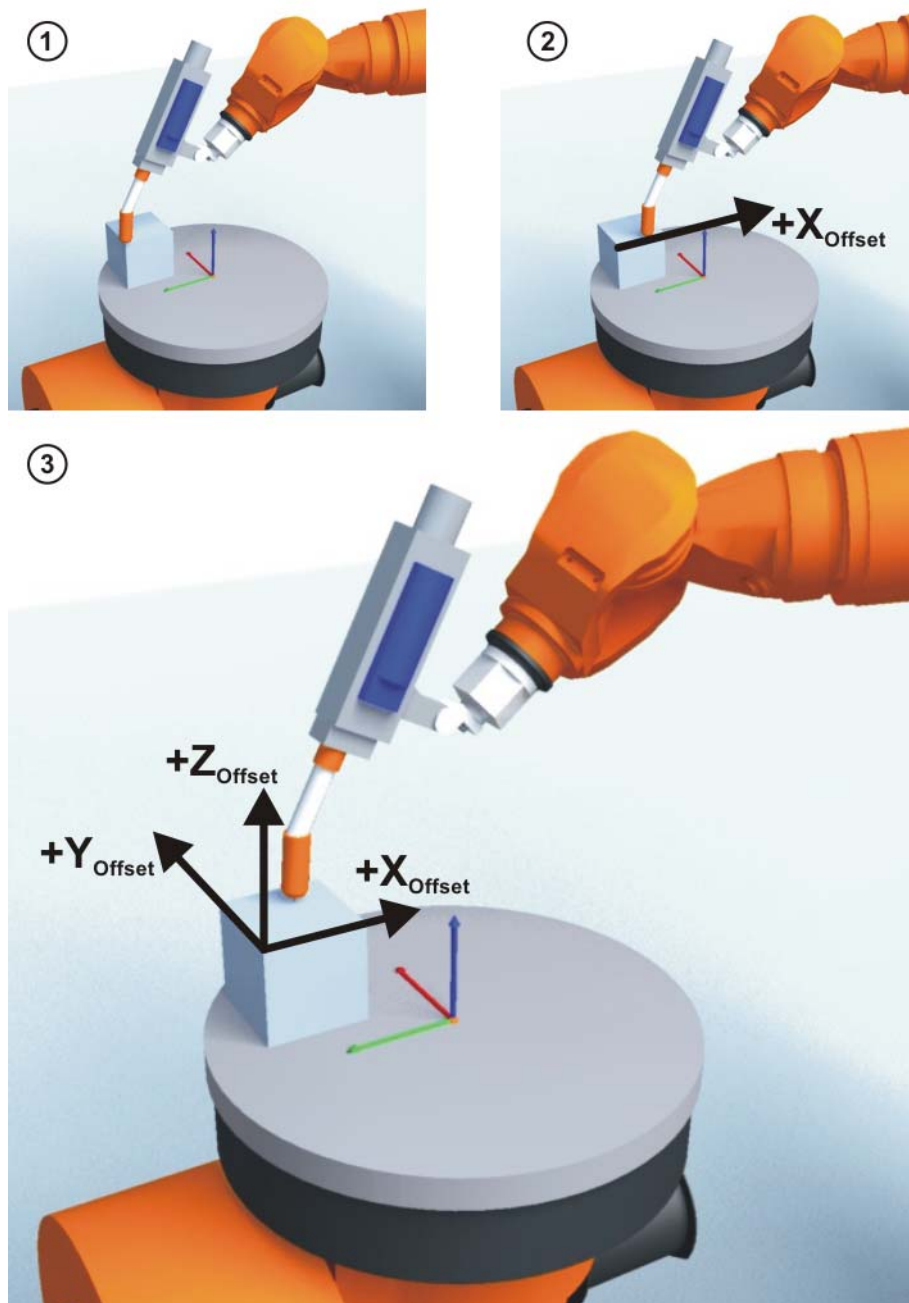


Fig. 5-34: Base calibration principle

#### Precondition

- The machine data of the kinematic system have been configured and loaded into the robot controller.
- A previously calibrated tool is mounted on the mounting flange.
- The root point of the external kinematic system has been calibrated.
- The number of the external kinematic system is known.
- Operating mode T1

#### Procedure

1. In the main menu, select **Start-up > Calibrate > External kinematic system > Offset**.
2. Enter the number of the BASE coordinate system the root point was saved as. The name of the BASE coordinate system is displayed.  
Confirm with **Next**.
3. Enter the number of the external kinematic system. The name of the external kinematic system is displayed.  
Confirm with **Next**.

4. Enter the number of the reference tool. Confirm with **Next**.
5. Move the TCP to the origin of the workpiece base. Press **Calibrate** and confirm with **Next**.
6. Move the TCP to a point on the positive X axis of the workpiece base. Press **Calibrate** and confirm with **Next**.
7. Move the TCP to a point in the XY plane with a positive Y value. Press **Calibrate** and confirm with **Next**.
8. Press **Save**.

#### 5.7.6.4 Entering the workpiece base numerically

##### Precondition

- The following numerical values are known, e.g. from CAD data:
  - Distance between the origin of the workpiece base and the origin of the FLANGE coordinate system of the kinematic system (X, Y, Z)
  - Rotation of the axes of the workpiece base relative to the FLANGE coordinate system of the kinematic system (A, B, C)
- The root point of the external kinematic system has been calibrated.
- The number of the external kinematic system is known.
- Operating mode T1

##### Procedure

1. In the main menu, select **Start-up > Calibrate > External kinematic system > Offset (numeric)**.
2. Enter the number of the BASE coordinate system the root point was saved as. The name of the BASE coordinate system is displayed.  
Confirm with **Next**.
3. Enter the number of the external kinematic system. The name of the external kinematic system is displayed.  
Confirm with **Next**.
4. Enter data. Confirm with **Next**.
5. Press **Save**.

#### 5.7.6.5 Calibrating an external tool

##### Description


During calibration of the external tool, the user assigns a coordinate system to the tool mounted on the kinematic system. This coordinate system has its origin in the TCP of the external tool and is relative to the FLANGE coordinate system of the kinematic system.

First of all, the user communicates to the robot controller the TCP of the tool mounted on the kinematic system. This is done by moving a calibrated tool to the TCP.

Then, the orientation of the coordinate system of the tool is communicated to the robot controller. For this purpose, the user aligns the coordinate system of the calibrated tool parallel to the new coordinate system. There are 2 variants:


- **5D:** The user communicates the tool direction to the robot controller. By default, the tool direction is the X axis. The orientation of the other axes is defined by the system and cannot be influenced by the user.  
The system always defines the orientation of the other axes in the same way. If the tool subsequently has to be calibrated again, e.g. after a crash, it is therefore sufficient to define the tool direction again. Rotation about the tool direction need not be taken into consideration.
- **6D:** The user communicates the direction of all 3 axes to the robot controller.



 If **6D** is selected: it is advisable to document the alignment of all axes. If the tool subsequently has to be calibrated again, e.g. after a crash, the axes must be aligned the same way as the first time in order to be able to continue moving to existing points correctly.

The robot controller saves the coordinates of the external tool as the BASE coordinate system.

- Precondition**
- The machine data of the kinematic system have been configured and loaded into the robot controller.
  - A previously calibrated tool is mounted on the mounting flange.
  - The root point of the external kinematic system has been calibrated.
  - The number of the external kinematic system is known.
  - Operating mode T1

 The following procedure applies if the tool direction is the default tool direction (= X axis). If the tool direction has been changed to Y or Z, the procedure must also be changed accordingly.

- Procedure**
1. In the main menu, select **Start-up > Calibrate > Fixed tool > External kinematic offset**.
  2. Enter the number of the BASE coordinate system the root point was saved as. The name of the BASE coordinate system is displayed.  
Confirm with **Next**.
  3. Enter the number of the external kinematic system. The name of the external kinematic system is displayed.  
Confirm with **Next**.
  4. Enter the number of the reference tool. Confirm with **Next**.
  5. Select a variant in the box **5D/6D**. Confirm with **Next**.
  6. Move the TCP of the calibrated tool to the TCP of the external tool. Press **Calibrate** and confirm with **Next**.
  7. If **5D** is selected:  
Align  $+X_{BASE}$  parallel to  $-Z_{FLANGE}$ .  
(i.e. align the mounting flange perpendicular to the tool direction of the external tool.)  
If **6D** is selected:  
Align the mounting flange so that its axes are parallel to the axes of the external tool:
    - $+X_{BASE}$  parallel to  $-Z_{FLANGE}$   
(i.e. align the mounting flange perpendicular to the tool direction of the external tool.)
    - $+Y_{BASE}$  parallel to  $+Y_{FLANGE}$
    - $+Z_{BASE}$  parallel to  $+X_{FLANGE}$
  8. Press **Calibrate** and confirm with **Next**.
  9. Press **Save**.

#### 5.7.6.6 Entering the external tool numerically

- Precondition**
- The following numerical values are known, e.g. from CAD data:
    - Distance between the TCP of the external tool and the origin of the FLANGE coordinate system of the kinematic system (X, Y, Z)
    - Rotation of the axes of the external tool relative to the FLANGE coordinate system of the kinematic system (A, B, C)

- Operating mode T1

- Procedure**
1. In the main menu, select **Start-up > Calibrate > Fixed tool > Numeric input**.
  2. Assign a number and a name for the external tool. Confirm with **Next**.
  3. Enter data. Confirm with **Next**.
  4. Press **Save**.

## 5.8 Load data

The load data are factored into the calculation of the paths and accelerations and help to optimize the cycle times. The load data must be entered in the robot controller.

### Sources

Load data can be obtained from the following sources:

- Software option KUKA.LoadDataDetermination (only for payloads on the flange)
- Manufacturer information
- Manual calculation
- CAD programs

### 5.8.1 Checking loads with KUKA.Load

All load data (payload and supplementary loads) must be checked with the KUKA.Load software. Exception: If the payload is checked with KUKA.LoadDataDetermination, it is not necessary to check it with KUKA.Load.

A sign-off sheet can be generated for the loads with KUKA.Load. KUKA.Load can be downloaded free of charge, complete with the documentation, from the KUKA website [www.kuka.com](http://www.kuka.com).



More information is contained in the **KUKA.Load** documentation.

### 5.8.2 Calculating payloads with KUKA.LoadDataDetermination

**Description** KUKA.LoadDataDetermination can be used to calculate payloads exactly and transfer them to the robot controller.

- Precondition**
- T1 or T2 operating mode
  - No program is selected.

- Procedure**
- In the main menu, select **Start-up > Service > Load data determination**.



More information is contained in the **KUKA.LoadDataDetermination** documentation.

### 5.8.3 Entering payload data

**Description** The payload data must be entered in the robot controller and assigned to the correct tool.

Exception: If the payload data have already been transferred to the robot controller by KUKA.LoadDataDetermination, no manual entry is required.

- Precondition**
- The payload data have been checked with KUKA.Load or KUKA.Load-DataDetermination and the robot is suitable for these payloads.
- Procedure**
1. In the main menu, select **Start-up > Calibrate > Tool > Payload data**.
  2. Enter the number of the tool in the box **Tool no.**. Confirm with **Next**.
  3. Enter the payload data:
    - Box **M**: Mass
    - Boxes **X, Y, Z**: Position of the center of gravity relative to the flange
    - Boxes **A, B, C**: Orientation of the principal inertia axes relative to the flange
    - Boxes **JX, JY, JZ**: Mass moments of inertia  
(JX is the inertia about the X axis of the coordinate system that is rotated relative to the flange by A, B and C. JY and JZ are the analogous inertia about the Y and Z axes.)

Or, if the default values for this robot type are to be used: press **Default**.
  4. If online load data verification is available (this depends on the robot type): configure as required.  
(>>> 5.8.5 "Online load data check" Page 125)
  5. Confirm with **Next**.
  6. Press **Save**.

#### 5.8.4 Entering supplementary load data

- Description**
- The supplementary load data must be entered in the robot controller.  
Reference systems of the X, Y and Z values for each supplementary load:

Load	Reference system
Supplementary load A1	ROBROOT coordinate system A1 = 0°
Supplementary load A2	ROBROOT coordinate system A2 = -90°
Supplementary load A3	FLANGE coordinate system A4 = 0°, A5 = 0°, A6 = 0°

- Precondition**
- The supplementary loads have been verified with KUKA.Load and are suitable for this robot type.
- Procedure**
1. In the main menu, select **Setup > Measure > Supplementary load data**.
  2. Enter the number of the axis on which the supplementary load is to be mounted. Confirm with **Continue**.
  3. Enter the load data. Confirm with **Continue**.
  4. Press **Save**.

#### 5.8.5 Online load data check

- Configuration**
- OLDC can be configured as follows:
- During manual entry of the tool data  
(>>> 5.7.1.5 "Numeric input" Page 106)
  - During separate entry of the payload data  
(>>> 5.8.3 "Entering payload data" Page 124)

The following boxes are displayed in the same window in which the payload data are also entered:

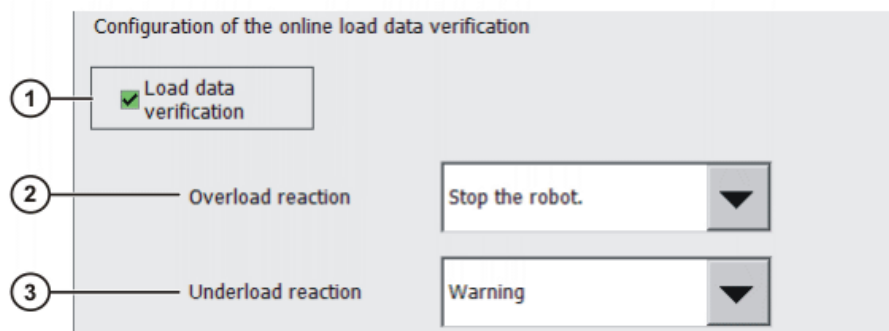


Fig. 5-35: Online load data check

Item	Description
1	<p><b>TRUE:</b> OLDC is activated for the tool displayed in the same window. The defined reactions are carried out in the case of an overload or underload.</p> <p><b>FALSE:</b> OLDC is deactivated for the tool displayed in the same window. There is no reaction in the case of an overload or underload.</p>
2	<p>The overload reaction can be defined here.</p> <ul style="list-style-type: none"> <li>■ <b>None:</b> No reaction.</li> <li>■ <b>Warning:</b> The robot controller generates the following status message: <i>Check of robot load (Tool {No.}) calculated overload.</i></li> <li>■ <b>Stop robot:</b> The robot controller generates an acknowledgement message with the same content as that generated under <b>Warning</b>. The robot stops with a STOP 2.</li> </ul>
3	<p>The underload reaction can be defined here. The possible reactions are analogous to those for an overload.</p>

The reactions can be modified in the KRL program using the system variable \$LDC\_CONFIG.


## 5.9 Maintenance handbook

The **Maintenance handbook** functionality is available in the KUKA System Software. The maintenance handbook enables logging of the maintenance work. The logged maintenance work can be displayed in an overview.

The robot controller uses messages to indicate when maintenance is due:

- A message is generated one month before the maintenance work is due. This message can be acknowledged.
- At the end of the month, the robot controller generates a message indicating that the maintenance is now due. This message cannot be acknowledged. Additionally, LED4 on the Controller System Panel flashes (= first LED from the left in the bottom row).


Only when the corresponding maintenance work has been logged does the robot controller reset the message and the LED stops flashing.

 The controller variant "KR C4 compact" has no Controller System Panel and no flashing lights to indicate when maintenance work is due.

The due dates are determined by the maintenance intervals specified in the KUKA maintenance agreements. The intervals are counted from the initial start-up of the robot controller. The operating hours of the robot are counted.

### 5.9.1 Logging maintenance

**Description** It is not possible to log multiple maintenance activities of the same kind on one day.

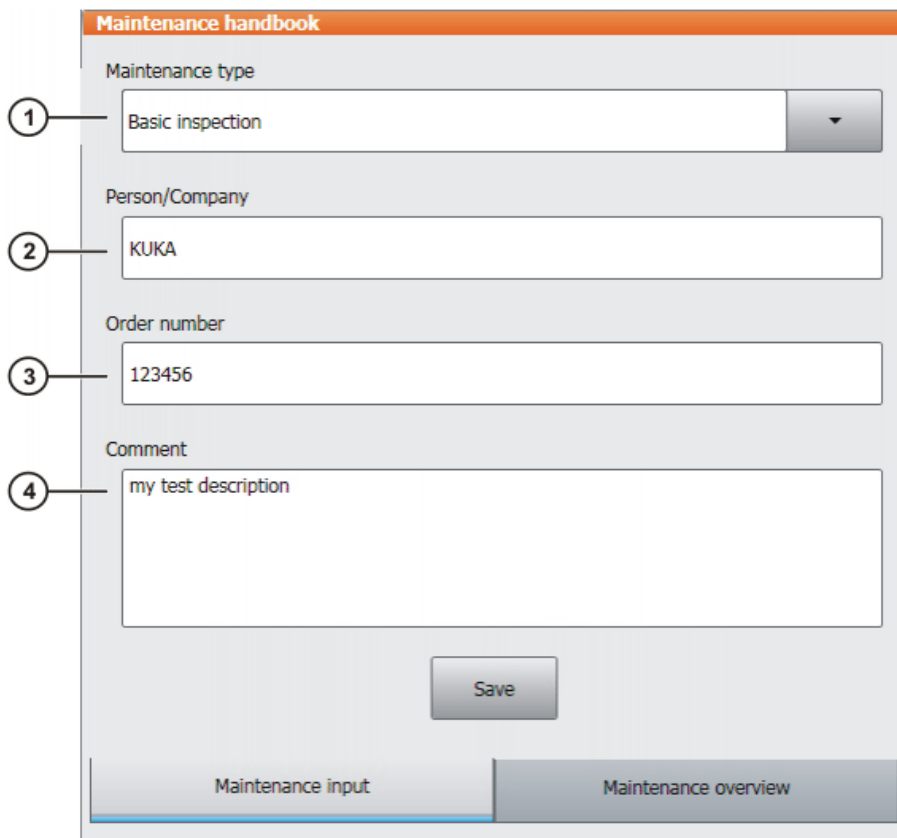
 Once saved, changes can no longer be made.

**Precondition** ■ “Expert” user group

**Procedure**

1. In the main menu, select **Start-up > Service > Maintenance handbook**. The **Maintenance handbook** window is opened.
2. Select the **Maintenance input** tab and enter the maintenance details. Entries must be made in all boxes.
3. Press **Save**. A request for confirmation is displayed.
4. If all entries are correct, answer the request for confirmation with **Yes**.

The entries are now saved. Switching to the **Maintenance overview** tab causes the maintenance to be displayed there.



**Fig. 5-36: Maintenance input**

Item	Description
1	Select which type of maintenance has been carried out.
2	Enter who performed the maintenance.

Item	Description
3	For maintenance carried out and logged by KUKA employees: enter the order number. For other maintenance: enter any number.
4	Enter a comment.

### Maintenance types

By default, the following maintenance types can be selected:

- **Basic inspection**
- **In-line wrist maintenance**
- **Main axis maintenance**
- **Gear backlash measurement**
- **Minor electrical maintenance**
- **Major electrical maintenance**
- **Data backup with spare hard drive**
- **Repair**

These maintenance types correspond to those in the KUKA maintenance agreements. Depending on the options used (e.g. linear axis or technology packages), other maintenance types may be available for selection.

### 5.9.2 Displaying a maintenance log

#### Description

The logged maintenance work can be displayed in an overview.

If the KUKA System Software is updated (e.g. from KSS 8.2.3 to KSS 8.2.4), this overview is retained.

When archiving is carried out, the maintenance logs are also archived. If, when the data are restored, other maintenance work has been logged on the robot controller in the meantime, these logs are not overwritten; instead, the restored logs are added to the overview.

#### Procedure

1. In the main menu, select **Start-up > Service > Maintenance handbook**. The **Maintenance handbook** window is opened.
2. Select the **Maintenance overview** tab.

Maintenance handbook				
Basic inspection				
Date	Person/Company	Operating hol.	Order no.	Comment
10/7/2011	KUKA	0	123456	my test description
3/7/2011	KUKA Germany	0	1122778	Part xyz changed by reason of a defect
Minor electrical maintenance				
Date	Person/Company	Operating hol.	Order no.	Comment
3/7/2011	KUKA Robotics	0	11223344	Batteries changed
Maintenance input				
Maintenance overview				

**Fig. 5-37: Maintenance overview**

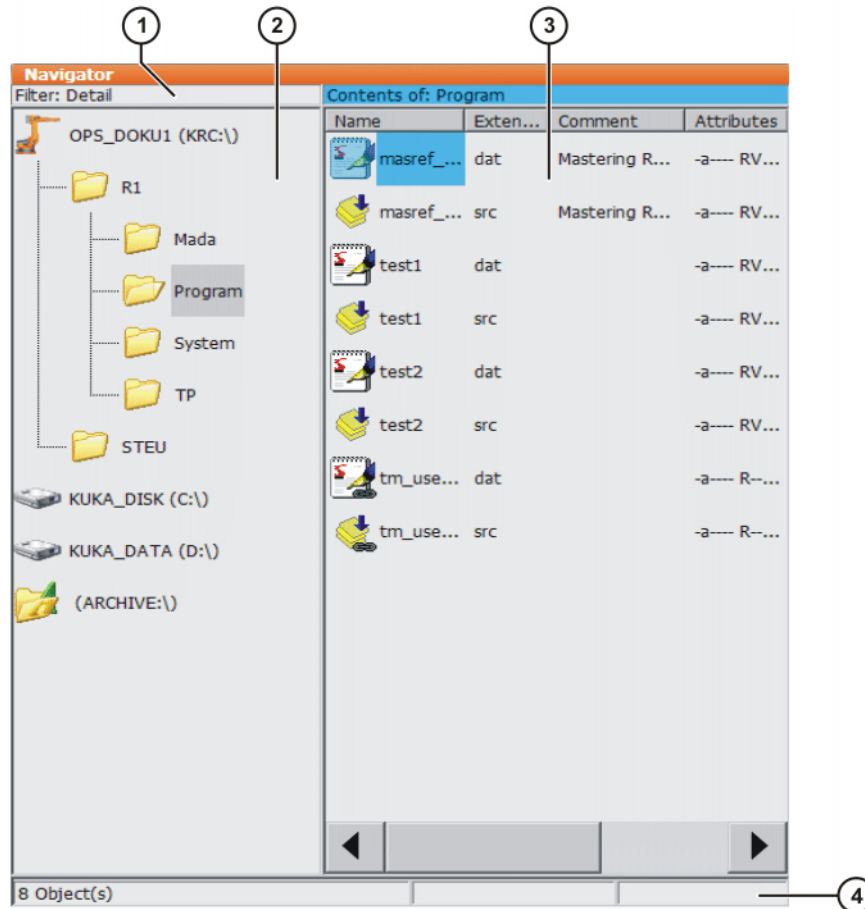




## 6 Program management

### 6.1 Navigator file manager

#### Overview



**Fig. 6-1: Navigator**

- |                       |              |
|-----------------------|--------------|
| 1 Header              | 3 File list  |
| 2 Directory structure | 4 Status bar |

#### Description

In the Navigator, the user manages programs and system-specific files.

##### Header

- Left-hand area: the selected filter is displayed.  
(>>> 6.1.1 "Selecting filters" Page 132)
- Right-hand area: the directory or drive selected in the directory structure is displayed.

##### Directory structure

Overview of directories and drives. Exactly which directories and drives are displayed depends on the user group and configuration.

##### File list

The contents of the directory or drive selected in the directory structure are displayed. The manner in which programs are displayed depends on the selected filter.

The file list has the following columns:

Column	Description
Name	Directory or file name
Extension	File extension This column is not displayed in the user group "User".
Comment	Comment
Attributes	Attributes of the operating system and kernel system This column is not displayed in the user group "User".
Size	File size in kilobytes This column is not displayed in the user group "User".
#	Number of changes made to the file
Changed	Date and time of the last change
Created	Date and time of file creation This column is not displayed in the user group "User".

### Status bar

The status bar can display the following information:

- Selected objects
- Action in progress
- User dialogs
- User entry prompts
- Requests for confirmation

#### 6.1.1 Selecting filters

##### Description

This function is not available in the user group "User".

The filter defines how programs are displayed in the file list. The following filters are available:

- **Detail**  
Programs are displayed as SRC and DAT files. (Default setting)
- **Modules**  
Programs are displayed as modules.

##### Precondition

- "Expert" user group

##### Procedure

1. Select the menu sequence **Edit > Filter**.
2. Select the desired filter in the left-hand section of the Navigator.
3. Confirm with **OK**.

#### 6.1.2 Creating a new folder

##### Precondition

- The Navigator is displayed.

##### Procedure


1. In the directory structure, select the folder in which the new folder is to be created, e.g. the folder **R1**.  
Not all folders allow the creation of new folders within them. In the user groups "Operator" and "User", new folders can only be created in the folder **R1**.
2. Press **New**.
3. Enter a name for the folder and confirm it with **OK**.

### 6.1.3 Creating a new program

**Precondition** ■ The Navigator is displayed.

**Procedure**

1. In the directory structure, select the folder in which the program is to be created, e.g. the folder **Program**. (Not all folders allow the creation of programs within them.)
2. Press **New**.
3. Only in the user group "Expert":  
The **Template selection** window is opened. Select the desired template and confirm with **OK**.
4. Enter a name for the program and confirm it with **OK**.

	It is not possible to select a template in the user group "User". By default, a program of type "Module" is created.
---	--

### 6.1.4 Renaming a file

**Precondition** ■ The Navigator is displayed.

**Procedure**

1. In the directory structure, select the folder in which the file is located.
2. Select the file in the file list.
3. Select **Edit > Rename**.
4. Overwrite the file name with the new name and confirm with **OK**.

## 6.2 Selecting or opening a program

**Overview** A program can be selected or opened. Instead of the Navigator, an editor is then displayed with the program.

(>>> 6.2.1 "Selecting and deselecting a program" Page 134)

(>>> 6.2.2 "Opening a program" Page 135)

It is possible to toggle backwards and forwards between the program display and the Navigator.

(>>> 6.2.3 "Toggling between the Navigator and the program" Page 135)

**Differences** **Program is selected:**

- The block pointer is displayed.
- The program can be started.
- The program can be edited to a certain extent.  
Selected programs are particularly suitable for editing in the user group "User".  
Example: KRL instructions covering several lines (e.g. LOOP ... END-LOOP) are not permissible.
- When the program is deselected, modifications are accepted without a request for confirmation. If impermissible modifications are programmed, an error message is displayed.

**Program is opened:**

- The program cannot be started.
- The program can be edited.  
Opened programs are particularly suitable for editing in the user group "Expert".

- A request for confirmation is generated when the program is closed. Modifications can be accepted or rejected.

### 6.2.1 Selecting and deselecting a program



If a selected program is edited in the user group "Expert", the cursor must then be removed from the edited line and positioned in any other line!

Only in this way is it certain that the editing will be applied when the program is deselected again.

#### Precondition

- T1, T2 or AUT mode

#### Procedure

1. Select the program in the Navigator and press **Select**.

The program is displayed in the editor. It is irrelevant whether a module, an SRC file or a DAT file is selected. It is always the SRC file that is displayed in the editor.

2. Start or edit the program.
3. Deselect the program again:

Select **Edit > Cancel program**.

Or: In the status bar, touch the **Robot interpreter** status indicator. A window opens. Select **Cancel program**.



When the program is deselected, modifications are accepted without a request for confirmation!

If the program is running, it must be stopped before it can be deselected.

#### Description

If a program is selected, this is indicated by the **Robot interpreter** status indicator.

(>>> 6.5.6 "Robot interpreter status indicator" Page 140)

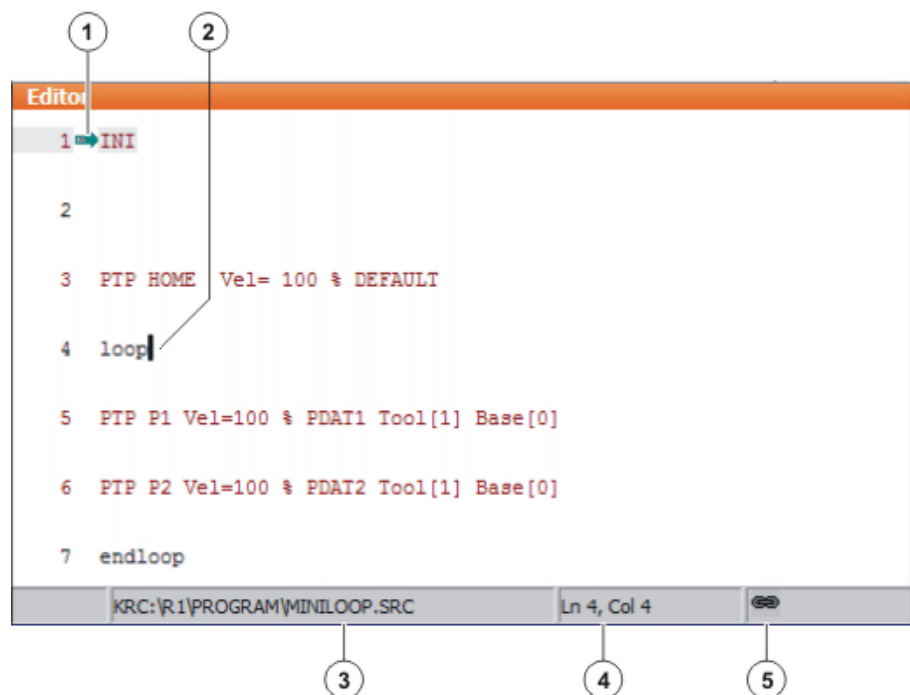


Fig. 6-2: Program is selected

- 1 Block pointer
- 2 Cursor
- 3 Program path and file name
- 4 Position of the cursor in the program
- 5 The icon indicates that the program is selected.

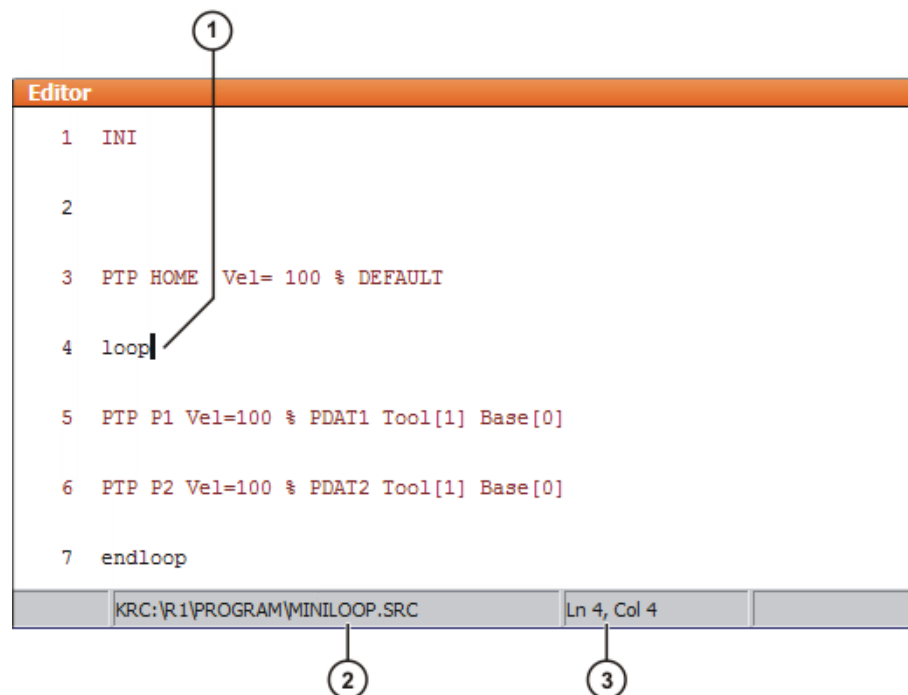
## 6.2.2 Opening a program

**Precondition** ■ T1, T2 or AUT mode

A program can be opened in AUT EXT mode, but not edited.

- Procedure**
1. Select the program in the Navigator and press **Open**. The program is displayed in the editor.  
If a module has been selected, the SRC file is displayed in the editor. If an SRC file or DAT file has been selected, the corresponding file is displayed in the editor.
  2. Edit the program.
  3. Close the program.
  4. To accept the changes, answer the request for confirmation with **Yes**.

**Description**



**Fig. 6-3: Program is open**

- 1 Cursor
- 2 Program path and file name
- 3 Position of the cursor in the program

## 6.2.3 Toggling between the Navigator and the program

**Description** If a program is selected or open, it is possible to display the Navigator again without having to deselect or close the program. The user can then return to the program.

**Procedure** **Program is selected:**

- Toggling from the program to the Navigator: select the menu sequence **Edit > Navigator**.
- Toggling from the Navigator to the program: press **PROGRAM**.

#### Program is open:

- Toggling from the program to the Navigator: select the menu sequence **Edit > Navigator**.
- Toggling from the Navigator to the program: press **EDITOR**.



Programs that are running or have been interrupted must first be stopped before the menu sequences and buttons referred to above are available.

## 6.3 Structure of a KRL program

```

1 DEF my_program( )
2   INI
3
4   PTP HOME   Vel= 100 % DEFAULT
   ...
8   LIN point_5 CONT Vel= 2 m/s CPDAT1 Tool[3] Base[4]
   ...
14  PTP point_1 CONT Vel= 100 % PDAT1 Tool[3] Base[4]
   ...
20  PTP HOME   Vel= 100 % DEFAULT
21
22 END

```

Line	Description
1	The DEF line indicates the name of the program. If the program is a function, the DEF line begins with "DEFFCT" and contains additional information. The DEF line can be displayed or hidden. (>>> 6.4.1 "Displaying/hiding the DEF line" Page 137)
2	The INI line contains initializations for internal variables and parameters.
4	HOME position (>>> 6.3.1 "HOME position" Page 137)
8	LIN motion (>>> 8.2.3 "Programming a LIN motion" Page 172)
14	PTP motion (>>> 8.2.1 "Programming a PTP motion" Page 171)
20	HOME position
22	The END line is the last line in any program. If the program is a function, the wording of the END line is "ENDFCT". The END line must not be deleted!

The first motion instruction in a KRL program must define an unambiguous starting position. The HOME position, which is stored by default in the robot controller, ensures that this is the case.

If the first motion instruction is not the default HOME position, or if this position has been changed, one of the following statements must be used:

- Complete PTP instruction of type POS or E6POS
- Complete PTP instruction of type AXIS or E6AXIS

"Complete" means that all components of the end point must be specified.

**WARNING** If the HOME position is modified, this affects all programs in which it is used. Injuries or damage to property may result.

In programs that are used exclusively as subprograms, different statements can be used as the first motion instruction.

### 6.3.1 HOME position

The HOME position is not program-specific. It is generally used as the first and last position in the program as it is uniquely defined and uncritical.

The HOME position is stored by default with the following values in the robot controller:

Axis	A1	A2	A3	A4	A5	A6
Position	0°	- 90°	+ 90°	0°	0°	0°

Additional HOME positions can be taught. A HOME position must meet the following conditions:

- Good starting position for program execution
- Good standstill position. For example, the stationary robot must not be an obstacle.

**WARNING** If the HOME position is modified, this affects all programs in which it is used. Injuries or damage to property may result.

## 6.4 Displaying/hiding program sections

### 6.4.1 Displaying/hiding the DEF line

**Description** By default, the DEF line is hidden. Declarations can only be made in a program if the DEF line is visible.

The DEF line is displayed and hidden separately for opened and selected programs. If detail view (ASCII mode) is activated, the DEF line is visible and does not need to be activated separately.

**Precondition**

- User group "Expert"
- Program is selected or open.

**Procedure**

- Select the menu sequence **Edit > View > DEF line**.  
 Check mark activated in menu: DEF line is displayed.  
 Check mark not activated in menu: DEF line is hidden.

### 6.4.2 Activating detail view

**Description** Detail view (ASCII mode) is deactivated by default to keep the program transparent. If detail view is activated, hidden program lines, such as the FOLD and ENDFOLD lines and the DEF line, are displayed.

Detail view is activated and deactivated separately for opened and selected programs.

**Precondition**

- "Expert" user group



- Procedure**
- Select the menu sequence **Edit > View > Detail view (ASCII)**.  
Check box activated: Detail view is activated.  
Check box deactivated: Detail view is deactivated.

### 6.4.3 Activating/deactivating the line break function

- Description** If a line is wider than the program window, the line is broken by default. The part of the line after the break has no line number and is marked with a black, L-shaped arrow. The line break function can be deactivated.

```
8 EXT IBGN (IBGN_COMMAND :IN,BOOL :IN,REAL :IN,REAL
  ↳ :IN,BOOL :IN,E6POS :OUT )
```

**Fig. 6-4: Line break**

The line break function is activated and deactivated separately for opened and selected programs.

- Precondition**
- User group "Expert"
  - Program is selected or open.

- Procedure**
- Select the menu sequence **Edit > View > Line break**.  
Check mark activated in menu: line break function is activated.  
Check mark not activated in menu: line break function is deactivated.

## 6.5 Starting a program

### 6.5.1 Selecting the program run mode

- Procedure**
1. Touch the **Program run mode** status indicator. The **Program run mode** window is opened.
  2. Select the desired program run mode.  
(>>> 6.5.2 "Program run modes" Page 138)  
The window closes and the selected program run mode is applied.

### 6.5.2 Program run modes

Program run mode	Description
<b>Go</b> #GO	The program is executed through to the end without stopping.
<b>Motion</b> #MSTEP	The program is executed with a stop after each motion block. The Start key must be pressed again for each motion block.
<b>Single Step</b> #ISTEP	The program is executed with a stop after each program line. Program lines that cannot be seen and blank lines are also taken into consideration. The Start key must be pressed again for each line.  <b>Single Step</b> is only available to the user group "Expert".
Backward #BSTEP	This program run mode is automatically selected if the Start backwards key is pressed.

 In **Motion Step** and **Single Step** modes, the program is executed without an advance run.


### 6.5.3 Advance run

The advance run is the maximum number of motion blocks that the robot controller calculates and plans in advance during program execution. The actual number is dependent on the capacity of the computer. The default value is 3. The advance run refers to the current position of the block pointer. The advance run is required, for example, in order to be able to calculate approximate positioning motions.

Certain statements trigger an advance run stop. These include statements that influence the periphery, e.g. OUT statements.

### 6.5.4 Setting the program override (POV)


**Description** Program override is the velocity of the robot during program execution. The program override is specified as a percentage of the programmed velocity.

 In T1 mode, the maximum velocity is 250 mm/s, irrespective of the value that is set.

#### Procedure

1. Touch the **POV/HOV** status indicator. The **Overrides** window is opened.
2. Set the desired program override. It can be set using either the plus/minus keys or by means of the slide controller.
  - Plus/minus keys: The value can be set to 100%, 75%, 50%, 30%, 10%, 3%, 1%
  - Slide controller: The override can be adjusted in 1% steps.
3. Touch the **POV/HOV** status indicator again. (Or touch the area outside the window.)

The window closes and the selected override value is applied.

 The **Jog options** window can be opened via **Options** in the **Overrides** window.



#### Alternative procedure

Alternatively, the override can be set using the plus/minus key on the right-hand side of the KCP.

The value can be set to 100%, 75%, 50%, 30%, 10%, 3%, 1%.

### 6.5.5 Switching drives on/off

The status of the drives is indicated in the status bar. The drives can also be switched on or off here.

Icon	Color	Description
	Green	Drives ready.
	Red	Drives not ready.

### 6.5.6 Robot interpreter status indicator

Icon	Color	Description
	Gray	No program is selected.
	Yellow	The block pointer is situated on the first line of the selected program.
	Green	The program is selected and is being executed.
	Red	The selected and started program has been stopped.
	Black	The block pointer is situated at the end of the selected program.

### 6.5.7 Starting a program forwards (manual)

- Precondition**
- A program is selected.
  - Operating mode T1 or T2

- Procedure**
1. Select the program run mode.
  2. Hold the enabling switch down and wait until the status bar indicates "Drives ready":



Fig. 6-5

3. Carry out a BCO run: Press Start key and hold it down until the message "Programmed path reached (BCO)" is displayed in the message window. The robot stops.

**WARNING** A BCO run is always executed as a PTP motion from the actual position to the target position. Observe the motion to avoid collisions. The velocity is automatically reduced during the BCO run.

4. Press Start key and hold it down.  
The program is executed with or without stops, depending on the program run mode.

To stop a program that has been started manually, release the Start key.

### 6.5.8 Starting a program forwards (automatic)

- Precondition**
- A program is selected.
  - Operating mode Automatic (not Automatic External)

- Procedure**
1. Select the program run mode **Go**.
  2. Switch on the drives.
  3. Carry out a BCO run:

Press Start key and hold it down until the message “Programmed path reached (BCO)” is displayed in the message window. The robot stops.

**WARNING** A BCO run is always executed as a PTP motion from the actual position to the target position. Observe the motion to avoid collisions. The velocity is automatically reduced during the BCO run.

4. Press the Start key. The program is executed.

To stop a program that has been started in Automatic mode, press the STOP key.

### 6.5.9 Carrying out a block selection

**Description** A program can be started at any point by means of a block selection.

**Precondition**

- A program is selected.
- Operating mode T1 or T2

**Procedure**

1. Select the program run mode.
2. Select the motion block at which the program is to be started.
3. Press **Block selection**. The block pointer indicates the motion block.
4. Hold the enabling switch down and wait until the status bar indicates “Drives ready”:



5. Carry out a BCO run: Press Start key and hold it down until the message “Programmed path reached (BCO)” is displayed in the message window. The robot stops.

**WARNING** A BCO run is always executed as a PTP motion from the actual position to the target position. Observe the motion to avoid collisions. The velocity is automatically reduced during the BCO run.

6. The program can now be started manually or automatically. It is not necessary to carry out a BCO run again.

### 6.5.10 Starting a program backwards

**Description** In the case of backward motion, the robot stops at every point. Approximate positioning is not possible.

**Precondition**

- A program is selected.
- Operating mode T1 or T2

**Procedure**

1. Hold the enabling switch down and wait until the status bar indicates “Drives ready”:



2. Carry out a BCO run: Press Start key and hold it down until the message “Programmed path reached (BCO)” is displayed in the message window. The robot stops.


**WARNING** A BCO run is always executed as a PTP motion from the actual position to the target position. Observe the motion to avoid collisions. The velocity is automatically reduced during the BCO run.

3. Press Start backwards key.
4. Press Start backwards key again for each motion block.


### 6.5.11 Resetting a program

<b>Description</b>	In order to restart an interrupted program from the beginning, it must be reset. This returns the program to the initial state.
<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ Program is selected.</li> </ul>
<b>Procedure</b>	<ul style="list-style-type: none"> <li>■ Select the menu sequence <b>Edit &gt; Reset program</b>.</li> </ul>
<b>Alternative procedure</b>	<ul style="list-style-type: none"> <li>■ In the status bar, touch the <b>Robot interpreter</b> status indicator. A window opens. Select <b>Reset program</b>.</li> </ul>

### 6.5.12 Starting Automatic External mode

 **WARNING** There is no BCO run in Automatic External mode. This means that the robot moves to the first programmed position after the start at the programmed (not reduced) velocity and does not stop there.

<b>Precondition</b>	<ul style="list-style-type: none"> <li>■ Operating mode T1 or T2</li> <li>■ Inputs/outputs for Automatic External are configured.</li> <li>■ The program CELL.SRC is configured.</li> </ul>
<b>Procedure</b>	<ol style="list-style-type: none"> <li>1. Select the program CELL.SRC in the Navigator. (This program is located in the folder "R1".)</li> <li>2. Set program override to 100%. (This is the recommended setting. A different value can be set if required.)</li> <li>3. Carry out a BCO run: Hold down the enabling switch. Then press the Start key and hold it down until the message "Programmed path reached (BCO)" is displayed in the message window.</li> </ol>


 **WARNING** A BCO run is always executed as a PTP motion from the actual position to the target position. Observe the motion to avoid collisions. The velocity is automatically reduced during the BCO run.

4. Select "Automatic External" mode.
5. Start the program from a higher-level controller (PLC).

To stop a program that has been started in Automatic mode, press the STOP key.

## 6.6 Editing a program

<b>Overview</b>	<ul style="list-style-type: none"> <li>■ A running program cannot be edited.</li> <li>■ Programs cannot be edited in AUT EXT mode.</li> </ul>
-----------------	---

 If a selected program is edited in the user group "Expert", the cursor must then be removed from the edited line and positioned in any other line!  
Only in this way is it certain that the editing will be applied when the program is deselected again.

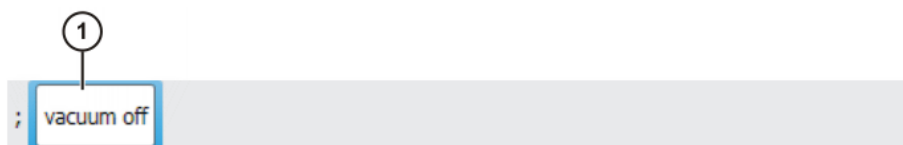
Action	Possible in user group ...?
Insert comment or stamp	<p><b>User:</b> Yes</p> <p><b>Expert:</b> Yes</p>
Delete lines	<p><b>User:</b> Yes</p> <p><b>Expert:</b> Yes</p>
Create folds	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes</p>
Copy	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes</p>
Paste	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes</p>
Insert blank lines (press the Enter key)	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes</p>
Cut	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes</p>
Find	<p><b>User:</b> Yes</p> <p><b>Expert:</b> Yes</p> <p>Possible for all user groups in an open program, even in AUT EXT mode.</p>
Replace	<p><b>User:</b> No</p> <p><b>Expert:</b> Yes (program is open, not selected)</p>
Programming with inline forms	<p><b>User:</b> Yes</p> <p><b>Expert:</b> Yes</p>
KRL programming	<p><b>User:</b> Possible to a certain extent. KRL instructions covering several lines (e.g. LOOP ... ENDLOOP) are not permissible.</p> <p><b>Expert:</b> Yes</p>

### 6.6.1 Inserting a comment or stamp

- Precondition**
- Program is selected or open.
  - Operating mode T1

- Procedure**
1. Select the line after which the comment or stamp is to be inserted.
  2. Select the menu sequence **Commands > Comment > Normal** or **Stamp**.
  3. Enter the desired data. If a comment or stamp has already been entered previously, the inline form still contains the same entries.
    - In the case of a comment, the box can be cleared using **New text** ready for entry of a new text.
    - In the case of a stamp, the system time can also be updated using **New time** and the **NAME** box can be cleared using **New name**.
  4. Save with **Cmd Ok**.

**Description  
Comment**



**Fig. 6-6: Inline form “Comment”**

Item	Description
1	Any text

**Description  
Stamp**

A stamp is a comment that is extended to include the system date and time and the user ID.




**Fig. 6-7: Inline form “Stamp”**

Item	Description
1	System date (cannot be edited)
2	System time
3	Name or ID of the user
4	Any text

### 6.6.2 Deleting program lines

- Precondition**
- Program is selected or open.
  - Operating mode T1

- Procedure**
1. Select the line to be deleted. (The line need not have a colored background. It is sufficient for the cursor to be in the line.)  
If several consecutive lines are to be deleted: drag a finger or stylus across the desired area. (The area must now have a colored background.)
  2. Select the menu sequence **Edit > Delete**.
  3. Confirm the request for confirmation with **Yes**.

 Lines cannot be restored once they have been deleted!





If a program line containing a motion instruction is deleted, the point name and coordinates remain saved in the DAT file. The point can be used in other motion instructions and does not need to be taught again.

### 6.6.3 Additional editing functions

The following additional program editing functions can be called using **Edit**:

#### Copy

Precondition:

- Program is selected or open.
- "Expert" user group
- Operating mode T1

#### Paste

Precondition:

- Program is selected or open.
- "Expert" user group
- Operating mode T1

#### Cut

Precondition:

- Program is selected or open.
- "Expert" user group
- Operating mode T1

#### Find

Precondition:

- Program is selected or open.

#### Replace

Precondition:

- Program has been opened.
- "Expert" user group
- Operating mode T1

## 6.7 Printing a program

- Procedure**
1. Select the program in the Navigator. Multiple program selection is also possible.
  2. Select the menu sequence **Edit > Print**.

## 6.8 Archiving and restoring data

### 6.8.1 Archiving overview

**Target locations** Archiving can be performed to the following target destinations:

- USB stick in KCP or robot controller
- Network

**Menu items** The following menu items are available:

("\*.\*" means all files and subdirectories.)

Menu item	Archives the directories/files
<b>All</b>	<ul style="list-style-type: none"> <li>■ KRC:\*.*</li> <li>■ C:\KRC\Roboter\Config\User\*.*</li> <li>■ C:\KRC\Roboter\Config\System\Common\Mada\*.*</li> <li>■ C:\KRC\Roboter\Init\*.*</li> <li>■ C:\KRC\Roboter\Ir_Spec\*.*</li> <li>■ C:\KRC\Roboter\Template\*.*</li> <li>■ C:\KRC\Roboter\Rdc\*.*</li> <li>■ C:\KRC\User\*.*</li> <li>■ C:\KRC\Roboter\log\Mastery.log</li> <li>■ Some additional log data</li> </ul>
<b>Applications</b>	<ul style="list-style-type: none"> <li>■ KRC:\R1\Program\*.*</li> <li>■ KRC:\R1\System\*.*</li> <li>■ KRC:\R1\cell\*.*</li> <li>■ KRC:\Steu\\$config\*.*</li> </ul>
<b>System data</b>	<ul style="list-style-type: none"> <li>■ KRC:\R1\Mada\*.*</li> <li>■ KRC:\R1\System\*.*</li> <li>■ KRC:\R1\TP\*.*</li> <li>■ KRC:\Steu\Mada\*.*</li> <li>■ C:\KRC\Roboter\Config\User\*.*</li> <li>■ C:\KRC\Roboter\Config\System\Common\Mada\*.*</li> <li>■ C:\KRC\Roboter\Init\*.*</li> <li>■ C:\KRC\Roboter\Ir_Spec\*.*</li> <li>■ C:\KRC\Roboter\Template\*.*</li> <li>■ C:\KRC\Roboter\Rdc\*.*</li> <li>■ C:\KRC\User\*.*</li> </ul>
<b>Log data</b>	<ul style="list-style-type: none"> <li>■ C:\KRC\Roboter\log\*.*</li> </ul> <p>Except: Poslog.xsl and files with the extension DMP</p> <ul style="list-style-type: none"> <li>■ Some additional log data</li> </ul>
<b>KrcDiag</b>	<p>If it is necessary for an error to be analyzed by KUKA Roboter GmbH, this menu item can be used to compress the data for sending to KUKA.</p> <p>In addition to the menu sequence <b>File &gt; Archive</b>, there are other methods available for compressing these data.</p> <p>(&gt;&gt;&gt; 6.8.6 "Compressing data for error analysis at KUKA" Page 148)</p>

If archiving is carried out using the menu item **All** and there is an existing archive present, this will be overwritten.

If archiving is carried out using a menu item other than **All** or **KrcDiag** and an archive is already available, the robot controller compares its robot name with that in the archive. If the names are different, a request for confirmation is generated.

If archiving is carried out repeatedly via **KrcDiag**, a maximum of 10 archives can be created. Further archives will overwrite the oldest existing archive.

The logbook can also be activated. (>>> 6.8.4 "Archiving the logbook" Page 148)

## 6.8.2 Archiving to a USB stick

**Description** This procedure generates a ZIP file on the stick. By default, this file has the same name as the robot. A different name can be defined for the file, however, under **Robot data**.

(>>> 4.15.11 "Displaying/editing robot data" Page 74)

The archive is displayed in the ARCHIVE:\ directory in the Navigator. Archiving is also carried out automatically to D:\ as well as to the stick. The file INTERN.ZIP is generated here.

Special case **KrcDiag**:

This menu item generates the folder **KRCDiag** on the stick. This contains a ZIP file. The ZIP file is also automatically archived in C:\KUKA\KRCDiag.

### NOTICE

A non-bootable USB stick must be used.  
Recommendation: Use a non-bootable KUKA stick. Data may be lost if a stick from a different manufacturer is used.

### Procedure

1. Connect the USB stick (to KCP or cabinet).
2. In the main menu, select **File > Archive > USB (KCP)** or **USB (cabinet)** and then the desired menu item.
3. Confirm the request for confirmation with **Yes**. The archive is created.  
Once the archiving is completed, this is indicated in the message window.  
Special case **KrcDiag**: If archiving is carried out using this menu item, a separate window indicates when archiving has been completed. The window is then automatically hidden again.
4. The stick can now be removed.

## 6.8.3 Archiving on the network

**Description** This procedure generates a ZIP file on the network path. By default, this file has the same name as the robot. A different name can be defined for the file, however, under **Start-up > Robot data**.

The network path to which archiving is to be carried out must be configured in the **Robot data** window. If a user name and password are required for archiving to this path, these can also be entered here.

(>>> 4.15.11 "Displaying/editing robot data" Page 74)

The archive is displayed in the ARCHIVE:\ directory in the Navigator. Archiving is also carried out automatically to D:\ as well as to the network path. The file INTERN.ZIP is generated here.

Special case **KrcDiag**:

This menu item generates the folder **KRCDiag** on the network path. This contains a ZIP file. The ZIP file is also automatically archived in C:\KUKA\KRCDiag.

### Precondition

- The network path to which the data are to be archived is configured.

### Procedure


1. In the main menu, select **File > Archive > Network** and then the desired menu item.
2. Confirm the request for confirmation with **Yes**. The archive is created.  
Once the archiving is completed, this is indicated in the message window.  
Special case **KrcDiag**: If archiving is carried out using this menu item, a separate window indicates when archiving has been completed. The window is then automatically hidden again.

### 6.8.4 Archiving the logbook

- Description** The file "Logbuch.txt" is generated as an archive in the directory C:\KRC\ROBOTER\LOG.
- Procedure**
- In the main menu, select **File > Archive > Logbook**.  
The archive is created. Once the archiving is completed, this is indicated in the message window.

### 6.8.5 Restoring data

**Description**

 <b>WARNING</b>	Only KSS 8.2 archives may be loaded into KSS 8.2. If other archives are loaded, the following may occur:
<ul style="list-style-type: none"> <li>■ Error messages</li> <li>■ Robot controller is not operable.</li> <li>■ Personal injury and damage to property.</li> </ul>	

The following menu items are available for restoring data:

- **All**
- **Applications**
- **System data**

If the archived files are not the same version as the files present in the system, an error message is generated during restoration.

Similarly, if the version of the archived technology packages does not match the installed version, an error message is generated.

- Precondition**
- If data are to be restored from the USB stick: a USB stick with the archive is connected.  
The stick can be connected to the KCP or robot controller.

<b>NOTICE</b>	A non-bootable USB stick must be used. Recommendation: Use a non-bootable KUKA stick. Data may be lost if a stick from a different manufacturer is used.
---------------	---

- Procedure**
1. In the main menu, select **File > Restore** and then the desired subitems.
  2. Confirm the request for confirmation with **Yes**. Archived files are restored to the robot controller. A message indicates completion of the restoration process.
  3. If data have been restored from a USB stick: the stick can now be removed.
  4. Reboot the robot controller.

### 6.8.6 Compressing data for error analysis at KUKA

- Description** If it is necessary for an error to be analyzed by KUKA Roboter GmbH, this procedure can be used to compress the data for sending to KUKA. The procedure generates a ZIP file in the directory C:\KUKA\KRCDiag. This contains the data required by KUKA Roboter GmbH to analyze an error (including information about system resources, screenshots, and much more.)


- Procedure via "Diagnosis"**
- In the main menu, select **Diagnosis > KrcDiag**.  
The data are compressed. Progress is displayed in a window. Once the operation has been completed, this is also indicated in the window. The window is then automatically hidden again.

**Procedure via  
smartPAD**

This procedure uses keys on the smartPAD instead of menu items. It can thus also be used if the smartHMI is not available, due to Windows problems for example.

**Precondition:**

- The smartPAD is connected to the robot controller.
- The robot controller is switched on.

	The keys must be pressed within 2 seconds. Whether or not the main menu and keypad are displayed in the smartHMI is irrelevant.
---	---

1. Press the “Main menu” key and hold it down.
2. Press the keypad key twice.
3. Release the “Main menu” key.

The data are compressed. Progress is displayed in a window. Once the operation has been completed, this is also indicated in the window. The window is then automatically hidden again.

**Procedure via  
“Archive”**

Alternatively, the data can also be compressed via **File > Archive > [...]**. In this way, the data can be stored on a USB stick or network path.

(>>> 6.8 "Archiving and restoring data" Page 145)



## 7 Basic principles of motion programming

### 7.1 Overview of motion types

The following motion types can be programmed:

- Point-to-point motions (PTP)  
(>>> 7.2 "Motion type PTP" Page 151)
- Linear motions (LIN)  
(>>> 7.3 "Motion type LIN" Page 151)
- Circular motions (CIRC)  
(>>> 7.4 "Motion type CIRC" Page 152)
- Spline motion  
(>>> 7.7 "Motion type "Spline"" Page 155)

LIN, CIRC and spline motions are also known as CP ("Continuous Path") motions.

The start point of a motion is always the end point of the previous motion.

### 7.2 Motion type PTP

The robot guides the TCP along the fastest path to the end point. The fastest path is generally not the shortest path and is thus not a straight line. As the motions of the robot axes are rotational, curved paths can be executed faster than straight paths.

The exact path of the motion cannot be predicted.

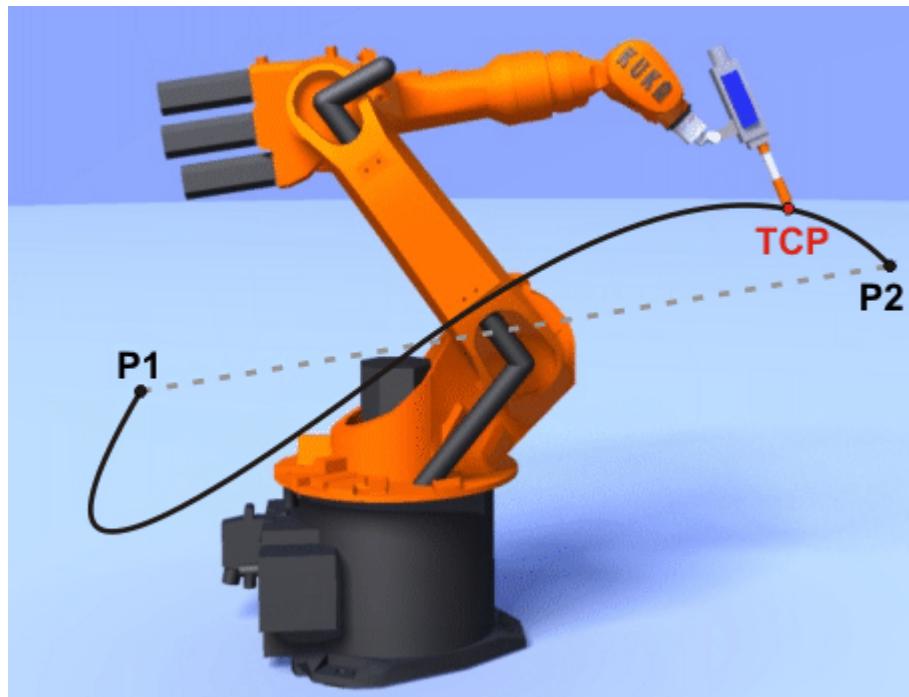


Fig. 7-1: PTP motion

### 7.3 Motion type LIN

The robot guides the TCP at a defined velocity along a straight path to the end point.

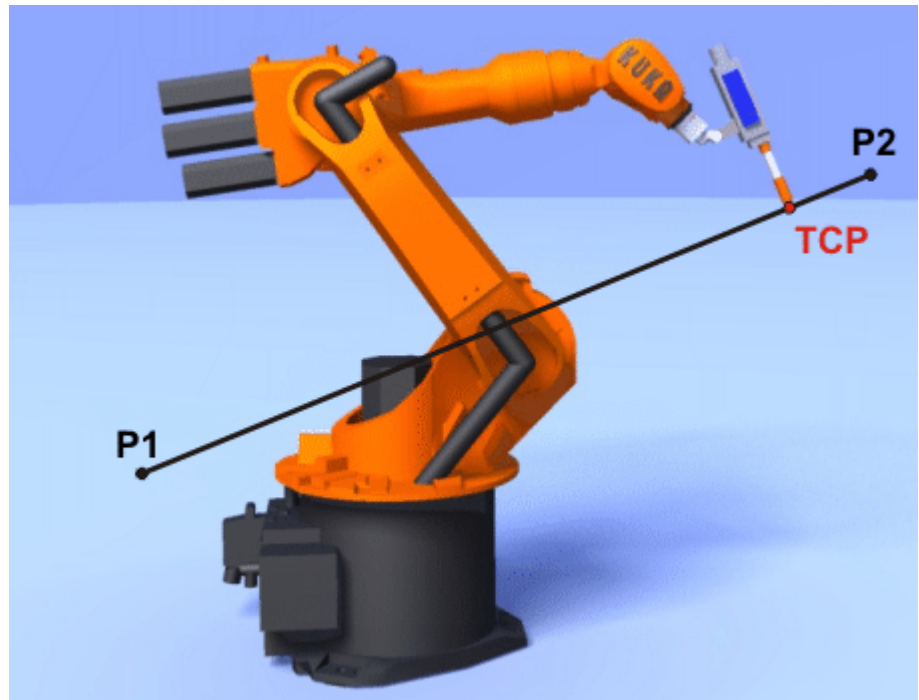


Fig. 7-2: LIN motion

#### 7.4 Motion type CIRC

The robot guides the TCP at a defined velocity along a circular path to the end point. The circular path is defined by a start point, auxiliary point and end point.

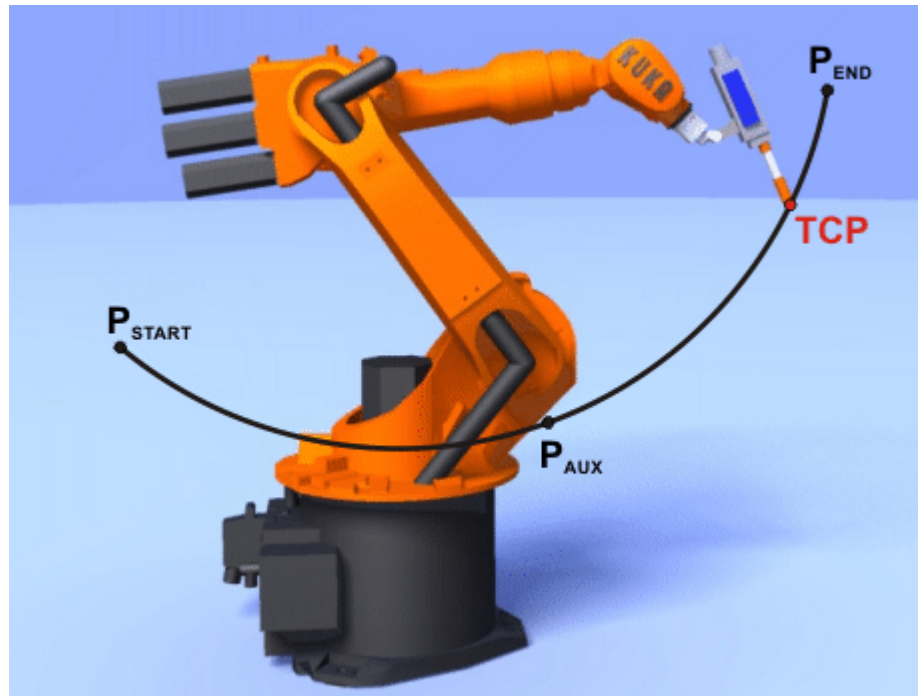


Fig. 7-3: CIRC motion

#### 7.5 Approximate positioning

Approximate positioning means that the motion does not stop exactly at the programmed point. Approximate positioning is an option that can be selected during motion programming.



**i** Approximate positioning is not possible if the motion instruction is followed by an instruction that triggers an advance run stop.

### PTP motion

The TCP leaves the path that would lead directly to the end point and moves along a faster path. During programming of the motion, the maximum distance from the end point at which the TCP may deviate from its original path is defined.

The path of an approximated PTP motion cannot be predicted. It is also not possible to predict which side of the approximated point the path will run.

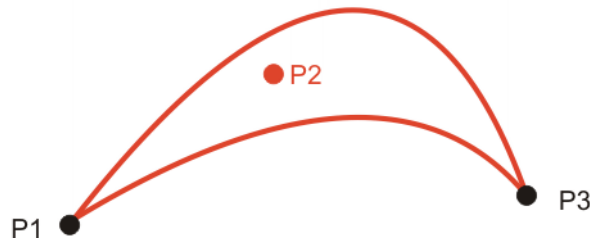


Fig. 7-4: PTP motion, P2 is approximated

### LIN motion

The TCP leaves the path that would lead directly to the end point and moves along a shorter path. During programming of the motion, the maximum distance from the end point at which the TCP may deviate from its original path is defined.

The path in the approximate positioning range is **not** an arc.

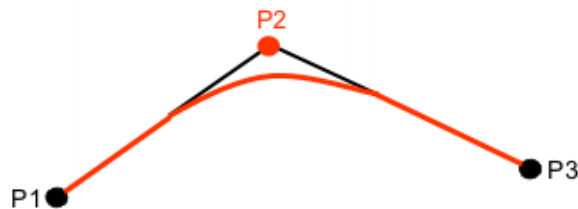


Fig. 7-5: LIN motion, P2 is approximated

### CIRC motion

The TCP leaves the path that would lead directly to the end point and moves along a shorter path. During programming of the motion, the maximum distance from the end point at which the TCP may deviate from its original path is defined.

The motion always stops exactly at the auxiliary point.

The path in the approximate positioning range is **not** an arc.

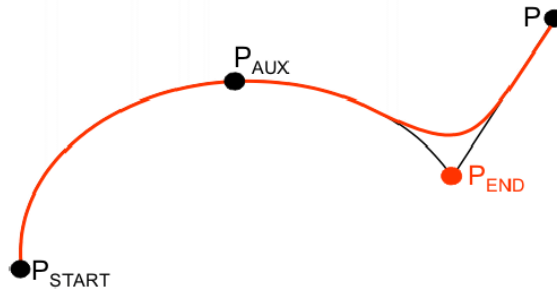


Fig. 7-6: CIRC motion, P<sub>END</sub> is approximated

## 7.6 Orientation control LIN, CIRC

### Description

The orientation of the TCP can be different at the start point and end point of a motion. There are several different types of transition from the start orientation to the end orientation. A type must be selected when a CP motion is programmed.

The orientation control for LIN and CIRC motions is defined as follows:

- In the option window **Motion parameter**  
(>>> 8.2.9 "Option window: Motion parameters (LIN, CIRC)" Page 176)

### LIN motion

Orientation control	Description
<b>Constant orientation</b>	The orientation of the TCP remains constant during the motion.  The programmed orientation is disregarded for the end point and that of the start point is retained.
<b>Standard</b>	The orientation of the TCP changes continuously during the motion.  <b>Note:</b> If, with <b>Standard</b> , the robot passes through a wrist axis singularity, use <b>Wrist PTP</b> instead.
<b>Wrist PTP</b>	The orientation of the TCP changes continuously during the motion. This is done by linear transformation (axis-specific motion) of the wrist axis angles.  <b>Note:</b> Use <b>Wrist PTP</b> if, with <b>Standard</b> , the robot passes through a wrist axis singularity.  The orientation of the TCP changes continuously during the motion, but not uniformly. <b>Wrist PTP</b> is thus not suitable if a specific orientation must be maintained exactly, e.g. in the case of laser welding.



If a wrist axis singularity occurs with **Standard** and the desired orientation cannot be maintained exactly enough with **Wrist PTP**, the following remedy is recommended:

Re-teach start and/or end point. Select orientations that prevent a wrist axis singularity from occurring and allow the path to be executed with **Standard**.

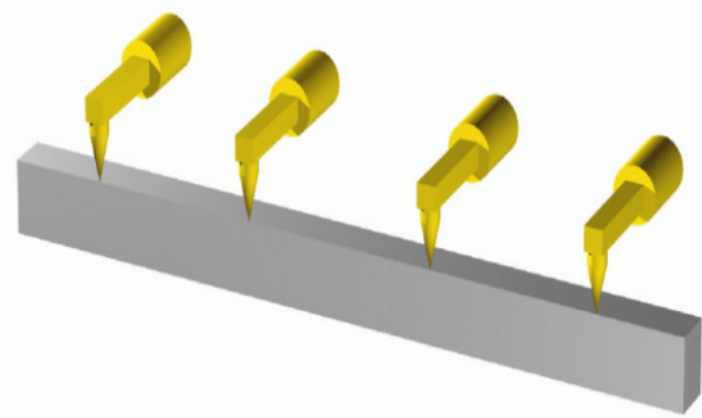


Fig. 7-7: Orientation control - Constant

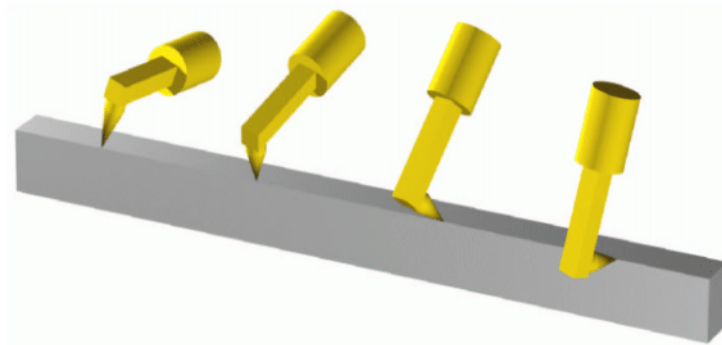


Fig. 7-8: Standard or Wrist PTP

#### CIRC motion

The same orientation control options are available for selection for CIRC motions as for LIN motions.

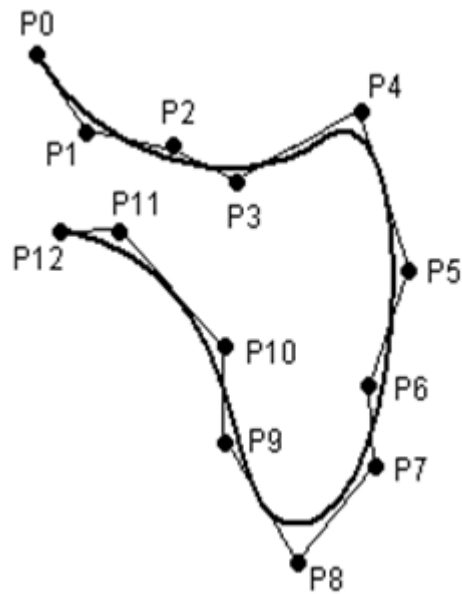
During CIRC motions, the robot controller only takes the programmed orientation of the end point into consideration. The programmed orientation of the auxiliary point is disregarded.

## 7.7 Motion type “Spline”

“Spline” is a Cartesian motion type that is suitable for particularly complex, curved paths. Such paths can generally also be generated using approximated LIN and CIRC motions, but Spline nonetheless has advantages.

#### Disadvantages of approximated LIN and CIRC motions:

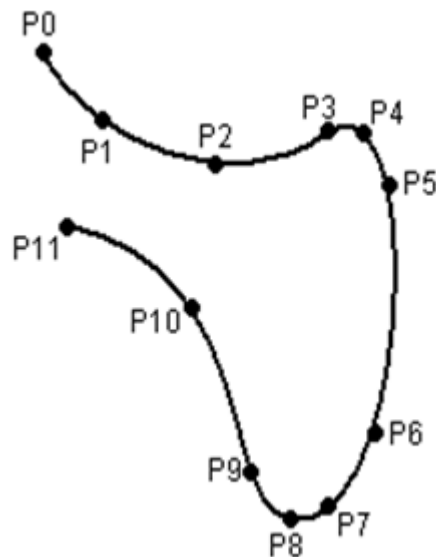
- The path is defined by means of approximated points that are not located on the path. The approximate positioning ranges are difficult to predict. Generating the desired path is complicated and time-consuming.
- In many cases, the velocity may be reduced in a manner that is difficult to predict, e.g. in the approximate positioning ranges and near points that are situated close together.
- The path changes if approximate positioning is not possible, e.g. for time reasons.
- The path changes in accordance with the override setting, velocity or acceleration.



**Fig. 7-9: Curved path with LIN**

#### Advantages of Spline:

- The path is defined by means of points that are located on the path. The desired path can be generated easily.
- The programmed velocity is maintained. There are few cases in which the velocity is reduced.  
(>>> 7.7.1 "Velocity profile for spline motions" Page 157)
- The path always remains the same, irrespective of the override setting, velocity or acceleration.
- Circles and tight radii are executed with great precision.



**Fig. 7-10: Curved path with spline block**

A spline motion can consist of several individual motions: spline segments. These are taught separately. The segments are grouped together to form the overall motion in a so-called spline block. A spline block is planned and executed by the robot controller as a single motion block.

Furthermore, individual SLIN and SCIRC motions are possible (without spline block).

Further characteristics of all spline motions:

- If all points are situated on a plane, then the path is also situated in this plane.
- If all points are situated on a straight line, then the path is also a straight line.

### 7.7.1 Velocity profile for spline motions

The path always remains the same, irrespective of the override setting, velocity or acceleration. Only dynamic effects can cause deviations at different velocities.

The programmed acceleration is valid not only for the direction along the path, but also perpendicular to the path. The same applies to the jerk limitation. Effects include the following:

- In the case of circles, the centrifugal acceleration is taken into consideration. The velocity that can be achieved thus also depends on the programmed acceleration and the radius of the circle.
- In the case of curves, the maximum permissible velocity is derived from the radius of the curve, the acceleration and the jerk limitation.

#### Reduction of the velocity

In the case of spline motions, the velocity may, under certain circumstances, fall below the programmed velocity. This occurs particularly in the case of:

- Tight corners
- Major reorientation
- Large motions of the external axes



If the points are close together, the velocity is not reduced.

#### Reduction of the velocity to 0

This is the case for:

- Successive points with the same Cartesian coordinates.
- Successive SLIN and/or SCIRC segments. Cause: inconstant velocity direction.

In the case of SLIN-SCIRC transitions, the velocity is also reduced to 0 if the straight line is a tangent of the circle, as the circle, unlike the straight line, is curved.

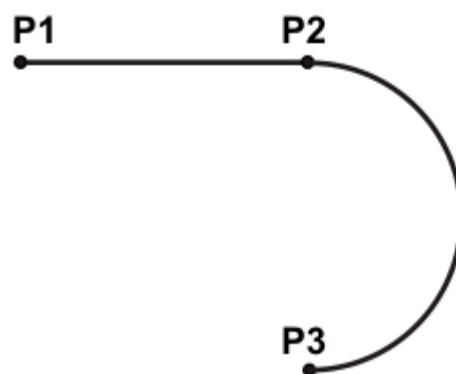


Fig. 7-11: Exact positioning at P2

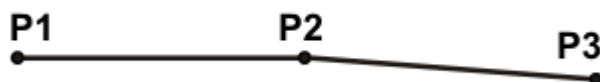


Fig. 7-12: Exact positioning at P2

Exceptions:

- In the case of successive SLIN segments that result in a straight line and in which the orientations change uniformly, the velocity is not reduced.

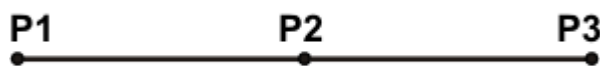


Fig. 7-13: P2 is executed without exact positioning.

- In the case of a SCIRC-SCIRC transition, the velocity is not reduced if both circles have the same center point and the same radius and if the orientations change uniformly. (This is difficult to teach, so calculate and program points.)



Circles with the same center point and the same radius are sometimes programmed to obtain circles  $\geq 360^\circ$ . A simpler method is to program a circular angle.

## 7.7.2 Block selection with spline motions

### Spline block

A spline block is planned and executed by the robot controller as a single motion block. Block selection to the spline segments is nonetheless possible. The BCO run is executed as a LIN motion. This is indicated by means of a message that must be acknowledged.

If the second segment in the spline block is an SPL segment, a modified path is executed in the following cases:

- Block selection to the first segment in the spline block
- Block selection to the spline block
- Block selection to a line before the spline block if this does not contain a motion instruction and if there is no motion instruction before the spline block

If the Start key is pressed after the BCO run, the modified path is indicated by means of a message that must be acknowledged.

### Example:

```

1 PTP P0
2 SPLINE
3 SPL P1
4 SPL P2
5 SPL P3
6 SPL P4
7 SCIRC P5, P6
8 SPL P7
9 SLIN P8
10 ENDSPLINE

```

Line	Description
2	Start of the spline block

Line	Description
3 ... 9	Spline segments
10	End of the spline block

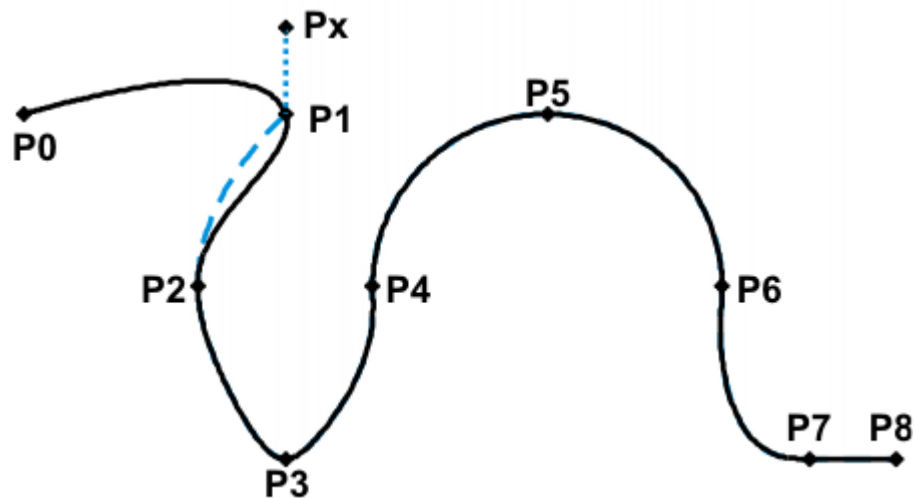


Fig. 7-14: Example: modified path in the case of block selection to P1

## SCIRC

In the case of block selection to a SCIRC instruction for which a circular angle has been programmed, the motion is executed to the end point including the circular angle, provided that the robot controller knows the start point. If this is not possible, the motion is executed to the programmed end point. In this case, a message is generated, indicating that the circular angle is not being taken into consideration.

Position/type of SCIRC instruction	End point for block selection
SCIRC segment is 1st segment in the spline block	Circular angle is not taken into consideration
Other SCIRC segments in the spline block	Circular angle is taken into consideration
Individual SCIRC motions	Circular angle is not taken into consideration

### 7.7.3 Modifications to spline blocks

#### Description

- Modification of the position of the point:
 

If a point within a spline block is offset, the path is modified, at most, in the 2 segments before this point and the 2 segments after it.

Small point offsets generally result in small modifications to the path. If, however, very long segments are followed by very short segments or vice versa, small modifications can have a very great effect, as the tangents and curves can change very greatly in such cases.
- Modification of the segment type:
 

If an SPL segment is changed into an SLIN segment or vice versa, the path changes in the previous segment and the next segment.

## Example 1

```

PTP P0
SPLINE
SPL P1
SPL P2
SPL P3
SPL P4
SCIRC P5, P6
SPL P7
SLIN P8
ENDSPLINE

```

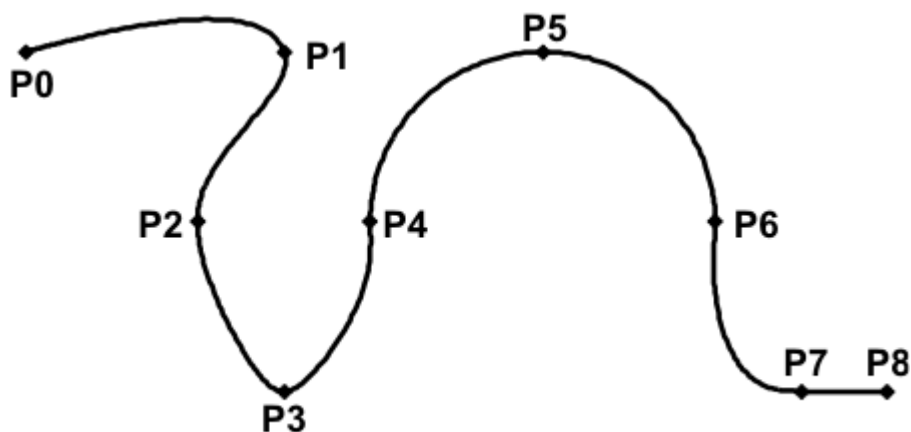


Fig. 7-15: Original path

P3 is offset. This causes the path to change in segments P1 - P2, P2 - P3 and P3 - P4. Segment P4 - P5 is not changed in this case, as it belongs to an SCIRC and a circular path is thus defined.

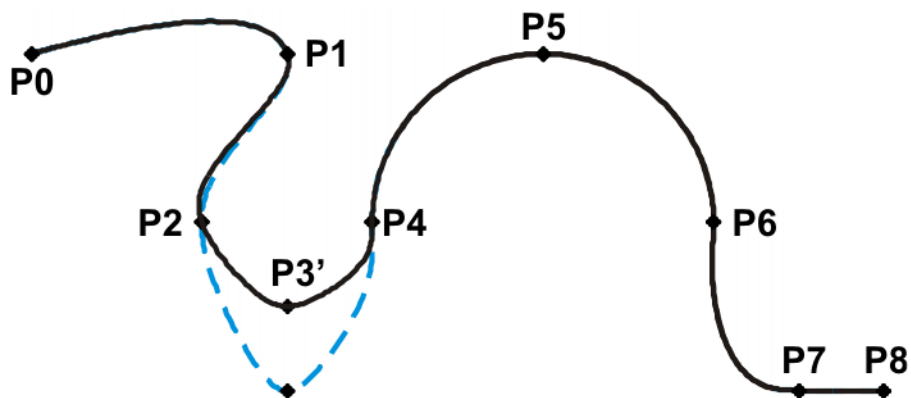


Fig. 7-16: Point has been offset

In the original path, the segment type of P2 - P3 is changed from SPL to SLIN. The path changes in segments P1 - P2, P2 - P3 and P3 - P4.

```

PTP P0
SPLINE
SPL P1
SPL P2
SLIN P3
SPL P4
SCIRC P5, P6
SPL P7
SLIN P8
ENDSPLINE

```



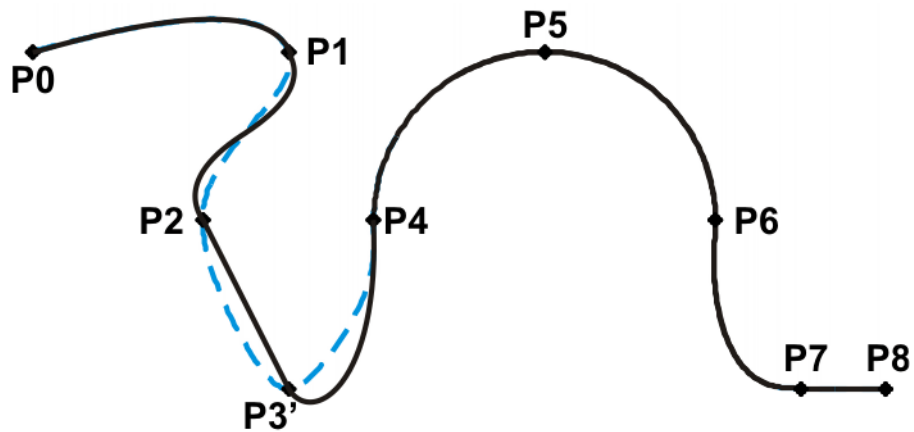


Fig. 7-17: Segment type has been changed

## Example 2

```

...
SPLINE
SPL {X 100, Y 0, ...}
SPL {X 102, Y 0}
SPL {X 104, Y 0}
SPL {X 204, Y 0}
ENDSPLINE

```



Fig. 7-18: Original path

P3 is offset. This causes the path to change in all the segments illustrated. Since P2 - P3 and P3 - P4 are very short segments and P1 - P2 and P4 - P5 are long segments, the slight offset causes the path to change greatly.

```

...
SPLINE
SPL {X 100, Y 0, ...}
SPL {X 102, Y 1}
SPL {X 104, Y 0}
SPL {X 204, Y 0}
ENDSPLINE

```



Fig. 7-19: Point has been offset

Remedy:

- Distribute the points more evenly
- Program straight lines (except very short ones) as SLIN segments

## 7.7.4 Approximate positioning of spline motions

Approximate positioning between spline motions (individual SLIN and SCIRC motions and spline blocks) is possible.

Approximate positioning between spline motions and LIN, CIRC or PTP is not possible.

#### Approximation not possible due to time or advance run stop:

If approximation is not possible for reasons of time or due to an advance run stop, the robot waits at the start of the approximate positioning arc.

- In the case of time reasons: the robot moves again as soon as it has been possible to plan the next block.
- In the case of an advance run stop: the end of the current block is reached at the start of the approximate positioning arc. This means that the advance run stop is canceled and the robot controller can plan the next block. Robot motion is resumed.

In both cases, the robot now moves along the approximate positioning arc. Approximate positioning is thus technically possible; it is merely delayed.

This response differs from that for LIN, CIRC or PTP motions. If approximate positioning is not possible for the reasons specified, the motion is executed to the end point with exact positioning.

#### No approximate positioning in MSTEP and ISTEP:

In the program run modes MSTEP and ISTEP, the robot stops exactly at the end point, even in the case of approximated motions.

In the case of approximate positioning from one spline block to another spline block, the result of this exact positioning is that the path is different in the last segment of the first block and in the first segment of the second block from the path in program run mode GO.

In all other segments of both spline blocks, the path is identical in MSTEP, ISTEP and GO.

### 7.7.5 Replacing an approximated motion with a spline block

#### Description

In order to replace conventional approximated motions with spline blocks, the program must be modified as follows:

- Replace LIN - LIN with SLIN - SPL - SLIN.
- Replace LIN - CIRC with SLIN - SPL - SCIRC.

Recommendation: Allow the SPL to project a certain way into the original circle. The SCIRC thus starts later than the original CIRC.

In approximated motions, the corner point is programmed. In the spline block, the points at the start and end of the approximation are programmed instead.



The approximate positioning arc of the approximated motions varies according to the override. For this reason, when reproducing an approximated motion, it must be ensured that it is executed with the desired override.

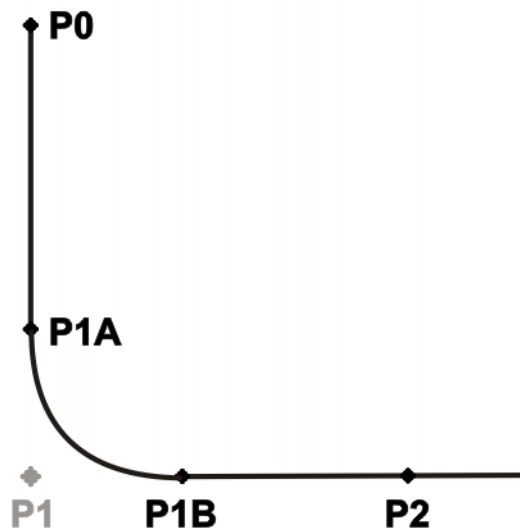
The following approximated motion is to be reproduced:

```
LIN P1 C_DIS
LIN P2
```

Spline motion:

```
SPLINE
  SLIN P1A
  SPL P1B
  SLIN P2
ENDSPLINE
```

P1A = start of approximation, P1B = end of approximation



**Fig. 7-20: Approximated motion - spline motion**

Ways of determining P1A and P1B:

- Execute the approximated path and save the positions at the desired point by means of Trigger.
- Calculate the points in the program with KRL.
- The start of the approximation can be determined from the approximate positioning criterion. Example: If C\_DIS is specified as the approximate positioning criterion, the distance from the start of the approximation to the corner point corresponds to the value of \$APO.CDIS.

The end of the approximation is dependent on the programmed velocity.

The SPL path does not correspond exactly to the approximate positioning arc, even if P1A and P1B are exactly at the start/end of the approximation. In order to recreate the exact approximate positioning arc, additional points must be inserted into the spline. Generally, one point is sufficient.

### Example

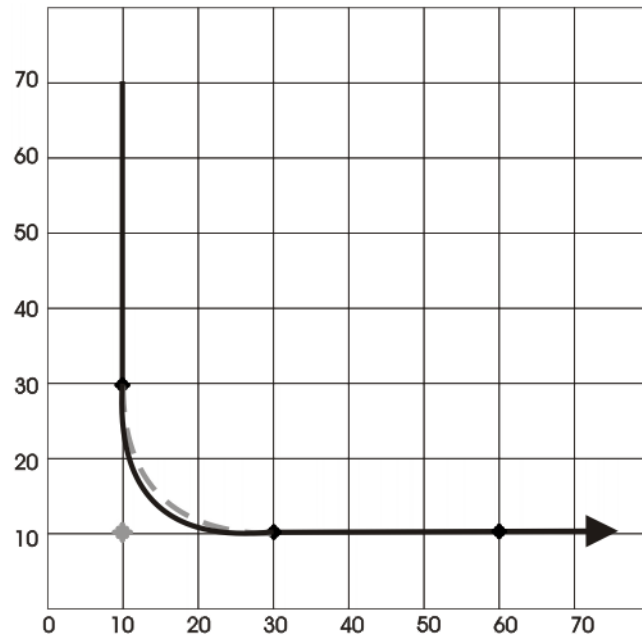
The following approximated motion is to be reproduced:

```
$APO.CDIS=20
$VEL.CP=0.5
LIN {Z 10} C_DIS
LIN {Y 60}
```

Spline motion:

```
SPLINE WITH $VEL.CP=0.5
SLIN {Z 30}
SPL {Y 30, Z 10}
SLIN {Y 60}
ENDSPLINE
```

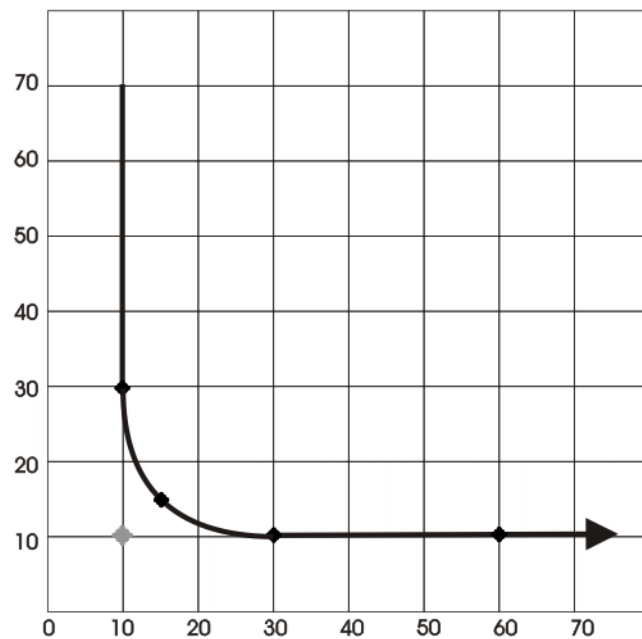
The start of the approximate positioning arc has been calculated from the approximate positioning criterion.



**Fig. 7-21: Example: Approximated motion - spline motion 1**

The SPL path does not yet correspond exactly to the approximate positioning arc. For this reason, an additional SPL segment is inserted into the spline.

```
SPLINE WITH $VEL.CP=0.5
SLIN {Z 30}
SPL {Y 15, Z 15}
SPL {Y 30, Z 10}
SLIN {Y 60}
ENDSPLINE
```



**Fig. 7-22: Example: Approximated motion - spline motion 2**

With the additional point, the path now corresponds to the approximate positioning arc.

### 7.7.5.1 SLIN-SPL-SLIN transition

In the case of a SLIN-SPL-SLIN segment sequence, it is usually desirable for the SPL segment to be located within the smaller angle between the two straight lines. Depending on the start and end point of the SPL segment, the path may also move outside this area.

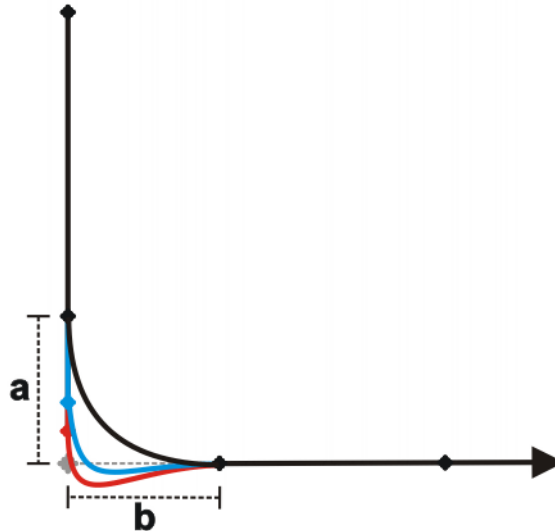


Fig. 7-23: SLIN-SPL-SLIN

The path remains inside if the following conditions are met:

- The extensions of the two SLIN segments intersect.
- $2/3 \leq a/b \leq 3/2$

a = distance from start point of the SPL segment to intersection of the SLIN segments

b = distance from intersection of the SLIN segments to end point of the SPL segment

## 7.8 Orientation control SPLINE

### Description

The orientation of the TCP can be different at the start point and end point of a motion. When a CP motion is programmed, it is necessary to select how to deal with the different orientations.

The orientation control for SLIN and SCIRC motions is defined as follows:

- In the option window **Motion parameter**
  - (>>> 8.3.2.2 "Option window "Motion parameters" (SLIN)" Page 179)
  - (>>> 8.3.3.2 "Option window "Motion parameters" (SCIRC)" Page 181)
  - (>>> 8.3.4.3 "Option window "Motion parameters" (spline block)" Page 184)
  - (>>> 8.3.4.8 "Option window "Motion parameters" (spline segment)" Page 187)

Orientation control	Description
<b>Constant orientation</b>	The orientation of the TCP remains constant during the motion.  The orientation of the start point is retained. The programmed orientation of the end point is not taken into consideration.
<b>Standard</b>	The orientation of the TCP changes continuously during the motion. At the end point, the TCP has the programmed orientation.
<b>Ignore orientation</b>	This option is only available for spline segments (not for the spline block or for individual spline motions).  It is used if no specific orientation is required at a point.  (>>> "Ignore Orientation" Page 166)

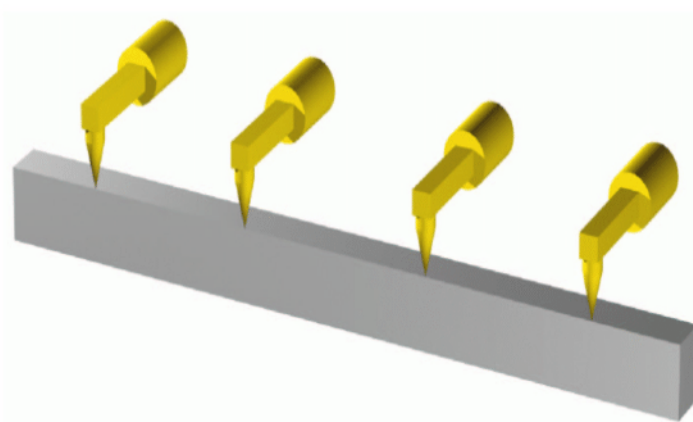


Fig. 7-24: Orientation control - Constant

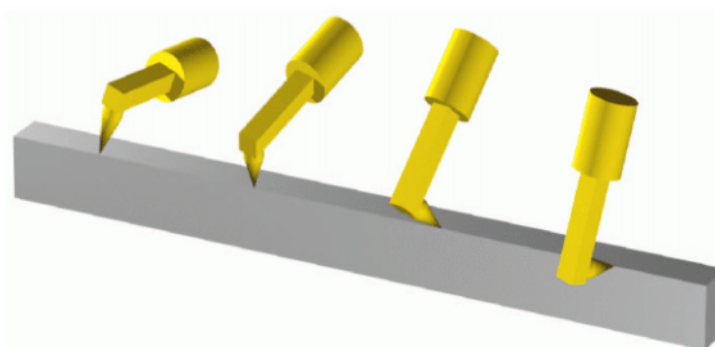


Fig. 7-25: Standard

### Ignore Orientation

The option **Ignore Orientation** is used if no specific orientation is required at a point. If this option is selected, the taught or programmed orientation of the point is ignored. Instead, the robot controller calculates the optimal orientation for this point on the basis of the orientations of the surrounding points.

Characteristics of **Ignore Orientation**:

- In the program run modes MSTEP and ISTEP, the robot stops with the orientations calculated by the robot controller.
- In the case of a block selection to a point with **Ignore Orientation**, the robot adopts the orientation calculated by the robot controller.

**Ignore Orientation** is not allowed for the following segments:

- The first segment in a spline block
- The last segment in a spline block
- SCIRC segments with **Circle orientation control = path-related**
- Segments followed by a SCIRC segment with **Circle orientation control = path-related**
- Segments followed by a segment with **Orientation control = Constant orientation**
- In the case of successive segments with identical Cartesian end points, **Ignore Orientation** is not allowed for the first and last segments.

## SCIRC

The same orientation control options are available for selection for SCIRC motions as for SLIN motions. It is also possible to define for SCIRC motions whether the orientation control is to be space-related or path-related.

Orientation control	Description
<b>base-related</b>	Base-related orientation control during the circular motion
<b>path-oriented</b>	Path-related orientation control during the circular motion

(>>> 7.8.1 "Combinations of "Orientation control" and "Circle orientation control"" Page 167)

The option **Path-related** is not allowed for the following motions:

- SCIRC segments with the orientation control type **Ignore Orientation**
- SCIRC motions preceded by a spline segment with the orientation control type **Ignore Orientation**

### Orientation of the auxiliary point:

During SCIRC motions with the orientation control type **Standard**, the robot controller takes the programmed orientation of the auxiliary point into consideration, but only to a certain extent.

The transition from the start orientation to the end orientation passes through the programmed orientation of the auxiliary point, i.e. the orientation of the auxiliary point is accepted at some point during the transition, but not necessarily at the auxiliary point.

## 7.8.1 Combinations of "Orientation control" and "Circle orientation control"

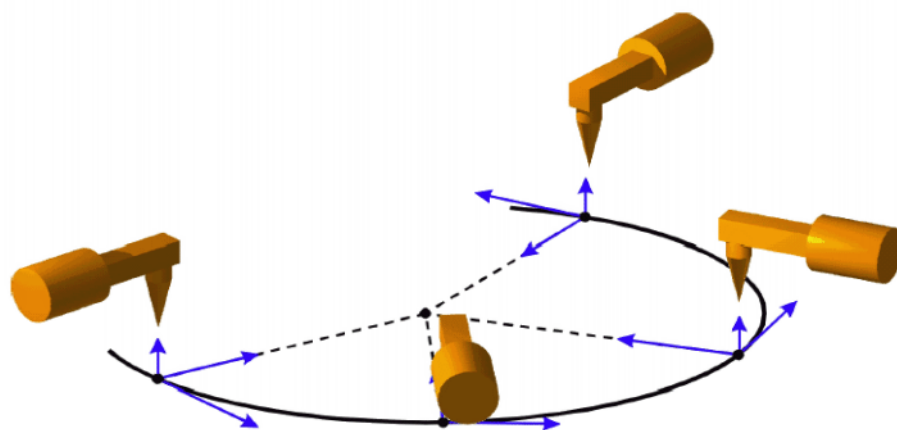


Fig. 7-26: Constant orientation control + path-related

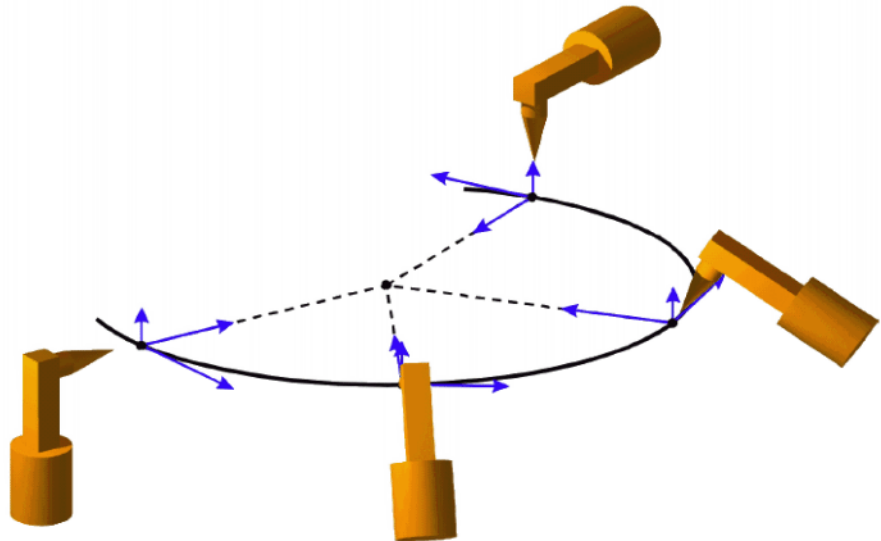


Fig. 7-27: Standard + path-related

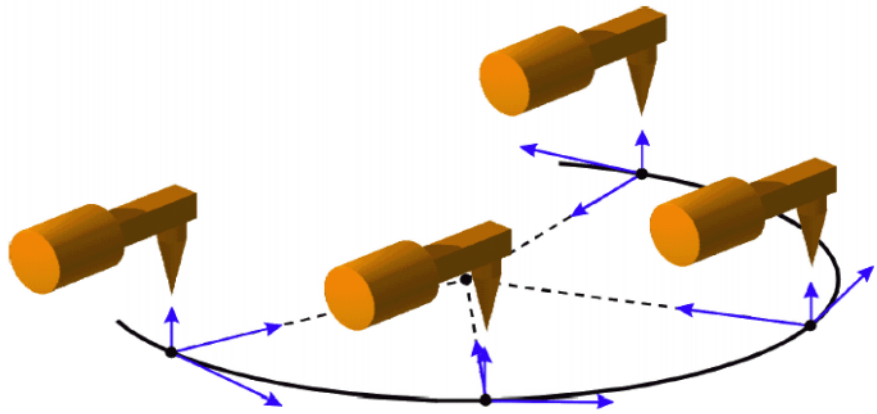


Fig. 7-28: Constant orientation control + base-related

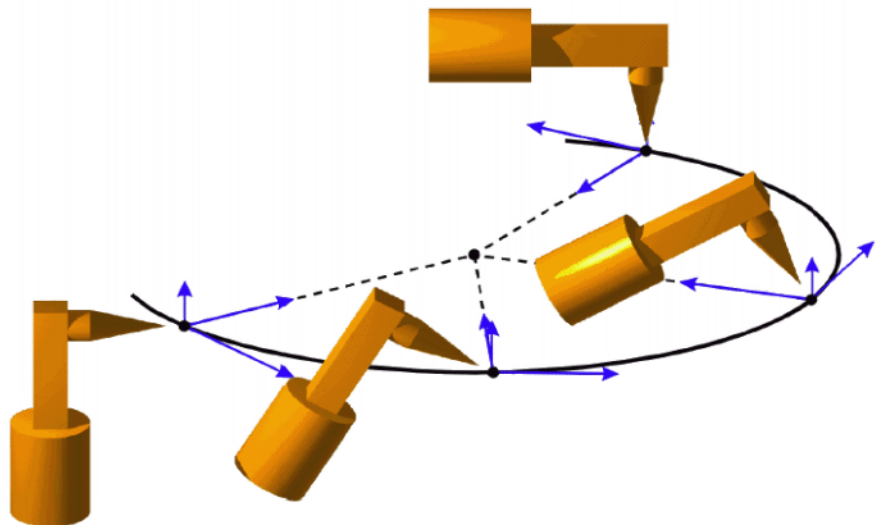


Fig. 7-29: Standard + base-related



## 7.9 Singularities

KUKA robots with 6 degrees of freedom have 3 different singularity positions.

- Overhead singularity
- Extended position singularity
- Wrist axis singularity

A singularity position is characterized by the fact that unambiguous reverse transformation (conversion of Cartesian coordinates to axis-specific values) is not possible, even though Status and Turn are specified. In this case, or if very slight Cartesian changes cause very large changes to the axis angles, one speaks of singularity positions.

### Overhead

In the overhead singularity, the wrist root point (intersection of axes A4, A5 and A6) is located vertically above axis 1.

The position of axis A1 cannot be determined unambiguously by means of reverse transformation and can thus take any value.

If the end point of a PTP motion is situated in this overhead singularity position, the robot controller may react as follows by means of the system variable `$$SINGUL_POS[1]`:

- **0**: The angle for axis A1 is defined as 0 degrees (default setting).
- **1**: The angle for axis A1 remains the same from the start point to the end point.

### Extended position

In the extended position singularity, the wrist root point (intersection of axes A4, A5 and A6) is located in the extension of axes A2 and A3 of the robot.

The robot is at the limit of its work envelope.

Although reverse transformation does provide unambiguous axis angles, low Cartesian velocities result in high axis velocities for axes A2 and A3.

If the end point of a PTP motion is situated in this extended position singularity, the robot controller may react as follows by means of the system variable `$$SINGUL_POS[2]`:

- **0**: The angle for axis A2 is defined as 0 degrees (default setting).
- **1**: The angle for axis A2 remains the same from the start point to the end point.

### Wrist axes

In the wrist axis singularity position, the axes A4 and A6 are parallel to one another and axis A5 is within the range  $\pm 0.01812^\circ$ .

The position of the two axes cannot be determined unambiguously by reverse transformation. There is an infinite number of possible axis positions for axes A4 and A6 with identical axis angle sums.

If the end point of a PTP motion is situated in this wrist axis singularity, the robot controller may react as follows by means of the system variable `$$SINGUL_POS[3]`:

- **0**: The angle for axis A4 is defined as 0 degrees (default setting).
- **1**: The angle for axis A4 remains the same from the start point to the end point.



In the case of SCARA robots, only the extended position singularity can arise. In this case, the robot starts to move extremely fast.



## 8 Programming for user group "User" (inline forms)

Inline forms are available in the KSS for frequently used instructions. They simplify programming.



Instructions can also be programmed without inline forms. The KRL programming language (KUKA Robot Language) is used for this. Information is contained in the Operating and Programming Instructions for System Integrators.

### NOTICE

In the case of programs with the following axis motions or positions, the film of lubricant on the gear units of the axes may break down:

- Motions  $<3^\circ$
- Oscillating motions
- Areas of gear units permanently facing upwards

It must be ensured that the gear units have a sufficient supply of oil. For this, in the case of oscillating motions or short motions ( $<3^\circ$ ), programming must be carried out in such a way that the affected axes regularly move more than  $40^\circ$  (e.g. once per cycle).

In the case of areas of gear units permanently facing upwards, sufficient oil supply must be achieved by programming re-orientations of the in-line wrist. In this way, the oil can reach all areas of the gear units by means of gravity. Required frequency of re-orientations:

- With low loads (gear unit temperature  $<+35^\circ\text{C}$ ): daily
- With medium loads (gear unit temperature  $+35^\circ\text{C}$  to  $55^\circ\text{C}$ ): hourly
- With heavy loads (gear unit temperature  $>+55^\circ\text{C}$ ): every 10 minutes

Failure to observe this precaution may result in damage to the gear units.

### 8.1 Names in inline forms

Names for data sets can be entered in inline forms. These include, for example, point names, names for motion data sets, etc.

The following restrictions apply to names:

- Maximum length 23 characters
- No special characters are permissible, with the exception of \$.
- The first character must not be a number.

The restrictions do not apply to output names.

Other restrictions may apply in the case of inline forms in technology packages.

### 8.2 Programming PTP, LIN and CIRC motions

#### 8.2.1 Programming a PTP motion

### NOTICE

When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

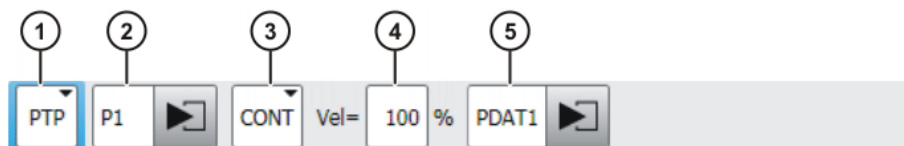
#### Precondition

- A program is selected.
- Operating mode T1

**Procedure**

1. Move the TCP to the position that is to be taught as the end point.
2. Position the cursor in the line after which the motion instruction is to be inserted.
3. Select the menu sequence **Commands > Motion > PTP**.
4. Set the parameters in the inline form.
  - (>>> 8.2.2 "Inline form "PTP"" Page 172)
5. Save instruction with **Cmd Ok**.

**8.2.2 Inline form "PTP"**



**Fig. 8-1: Inline form for PTP motions**

Item	Description
1	Motion type <b>PTP</b>
2	Name of the end point The system automatically generates a name. The name can be overwritten. (>>> 8.1 "Names in inline forms" Page 171) Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.7 "Option window "Frames"" Page 175)
3	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>
4	Velocity <ul style="list-style-type: none"> <li>■ <b>1 ... 100%</b></li> </ul>
5	Name for the motion data set The system automatically generates a name. The name can be overwritten. Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.8 "Option window: Motion parameters (PTP)" Page 175)

**8.2.3 Programming a LIN motion**

**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

**Precondition**

- A program is selected.
- Operating mode T1

**Procedure**

1. Move the TCP to the position that is to be taught as the end point.
2. Position the cursor in the line after which the motion instruction is to be inserted.
3. Select the menu sequence **Commands > Motion > LIN**.

4. Set the parameters in the inline form.  
(>>> 8.2.4 "Inline form "LIN"" Page 173)
5. Save instruction with **Cmd Ok**.

#### 8.2.4 Inline form "LIN"

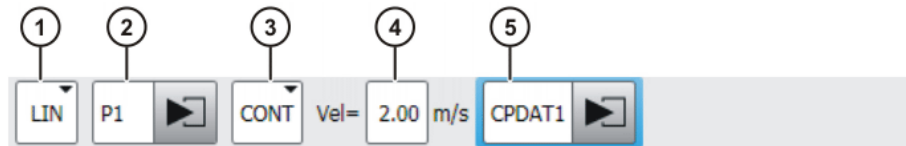


Fig. 8-2: Inline form for LIN motions

Item	Description
1	Motion type <b>LIN</b>
2	Name of the end point The system automatically generates a name. The name can be overwritten. (>>> 8.1 "Names in inline forms" Page 171) Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.7 "Option window "Frames"" Page 175)
3	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>
4	Velocity <ul style="list-style-type: none"> <li>■ <b>0.001 ... 2 m/s</b></li> </ul>
5	Name for the motion data set The system automatically generates a name. The name can be overwritten. Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.9 "Option window: Motion parameters (LIN, CIRC)" Page 176)

#### 8.2.5 Programming a CIRC motion

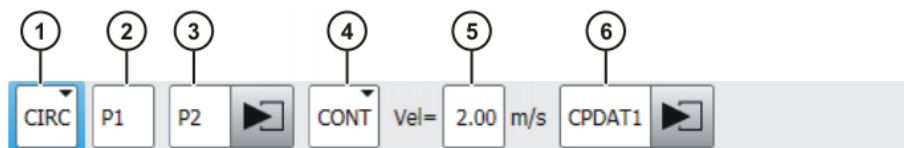
**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Move the TCP to the position that is to be taught as the auxiliary point.
  2. Position the cursor in the line after which the motion instruction is to be inserted.
  3. Select the menu sequence **Commands > Motion > CIRC**.
  4. Set the parameters in the inline form.  
(>>> 8.2.6 "Inline form "CIRC"" Page 174)
  5. Press **Teach Aux**.

6. Move the TCP to the position that is to be taught as the end point.
7. Save instruction with **Cmd Ok**.

### 8.2.6 Inline form "CIRC"



**Fig. 8-3: Inline form for CIRC motions**

Item	Description
1	Motion type <b>CIRC</b>
2	Name of the auxiliary point The system automatically generates a name. The name can be overwritten. (>>> 8.1 "Names in inline forms" Page 171)
3	Name of the end point The system automatically generates a name. The name can be overwritten. Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.7 "Option window "Frames"" Page 175)
4	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>
5	Velocity <ul style="list-style-type: none"> <li>■ <b>0.001 ... 2 m/s</b></li> </ul>
6	Name for the motion data set The system automatically generates a name. The name can be overwritten. Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.9 "Option window: Motion parameters (LIN, CIRC)" Page 176)

### 8.2.7 Option window "Frames"

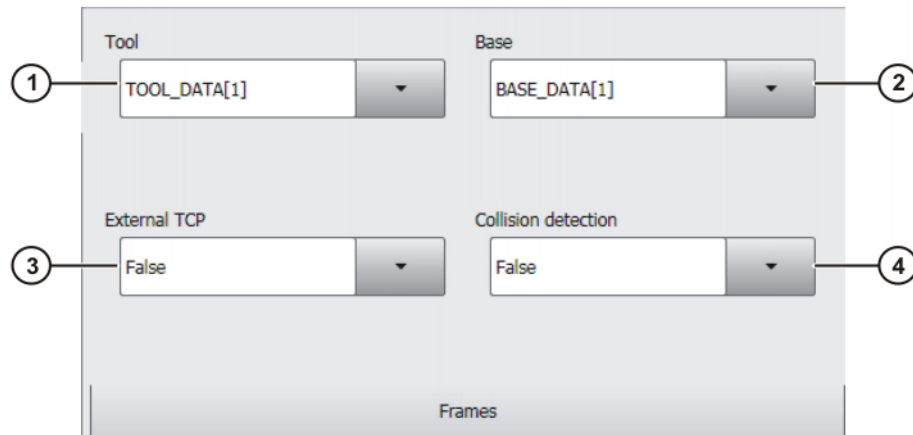


Fig. 8-4: Option window: Frames

Item	Description
1	Tool selection. If <b>True</b> in the box <b>External TCP</b> : workpiece selection. Range of values: [1] ... [16]
2	Base selection. If <b>True</b> in the box <b>External TCP</b> : fixed tool selection. Range of values: [1] ... [32]
3	Interpolation mode <ul style="list-style-type: none"> <li>■ <b>False</b>: The tool is mounted on the mounting flange.</li> <li>■ <b>True</b>: The tool is a fixed tool.</li> </ul>
4	<ul style="list-style-type: none"> <li>■ <b>True</b>: For this motion, the robot controller calculates the axis torques. These are required for collision detection.</li> <li>■ <b>False</b>: For this motion, the robot controller does not calculate the axis torques. Collision detection is thus not possible for this motion.</li> </ul>

### 8.2.8 Option window: Motion parameters (PTP)

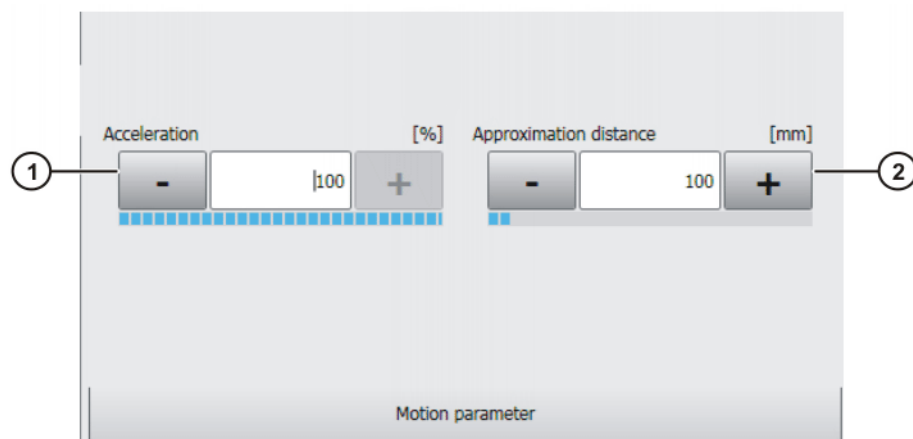


Fig. 8-5: Option window: Motion parameters (PTP)

Item	Description
1	<p>Acceleration</p> <p>Refers to the maximum value specified in the machine data. The maximum value depends on the robot type and the selected operating mode.</p> <ul style="list-style-type: none"> <li>■ 1 ... 100 %</li> </ul>
2	<p>This box is only displayed if it is specified in the inline form that the point is to be approximated.</p> <p>Furthest distance before the end point at which approximate positioning can begin.</p> <p>Maximum distance 100%: half the distance between the start point and the end point relative to the contour of the PTP motion without approximate positioning</p> <ul style="list-style-type: none"> <li>■ 1 ... 100 %</li> </ul>

### 8.2.9 Option window: Motion parameters (LIN, CIRC)

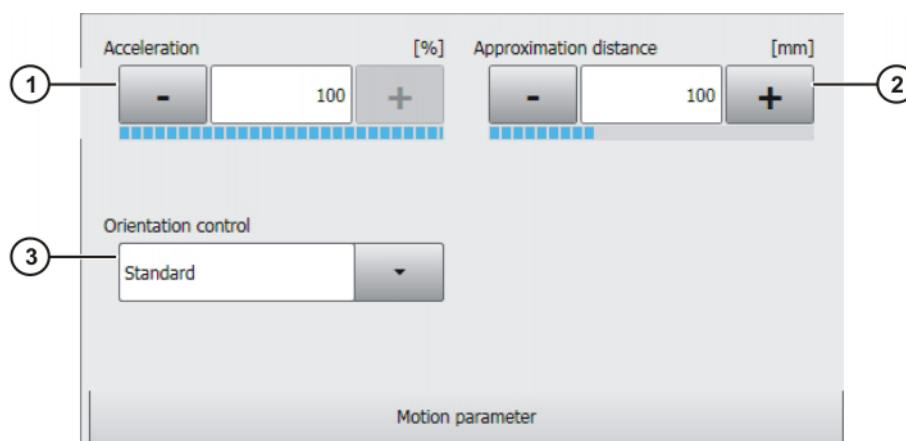


Fig. 8-6: Option window: Motion parameters (LIN, CIRC)

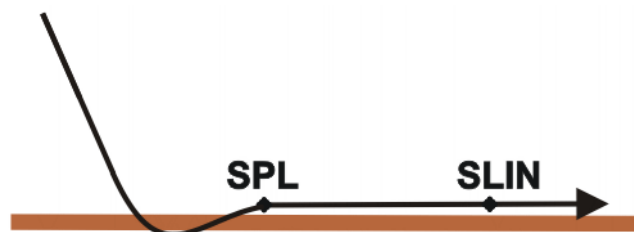
Item	Description
1	<p>Acceleration</p> <p>Refers to the maximum value specified in the machine data. The maximum value depends on the robot type and the selected operating mode.</p>
2	<p>This box is only displayed if it is specified in the inline form that the point is to be approximated.</p> <p>Furthest distance before the end point at which approximate positioning can begin</p> <p>The maximum permissible value is half the distance between the start point and the end point. If a higher value is entered, this is ignored and the maximum value is used.</p>
3	<p>Orientation control selection.</p> <ul style="list-style-type: none"> <li>■ <b>Standard</b></li> <li>■ <b>Wrist PTP</b></li> <li>■ <b>Constant orientation control</b></li> </ul> <p>(&gt;&gt;&gt; 7.6 "Orientation control LIN, CIRC" Page 154)</p>



## 8.3 Spline motions

### 8.3.1 Programming tips for spline motions

- A spline block should cover only 1 process (e.g. 1 adhesive seam). More than one process in a spline block leads to a loss of structural clarity within the program and makes changes more difficult.
- Use SLIN and SCIRC segments in cases where the workpiece necessitates straight lines and arcs. (Exception: use SPL segments for very short straight lines.) Otherwise, use SPL segments, particularly if the points are close together.
- Procedure for defining the path:
  - a. First teach or calculate a few characteristic points. Example: points at which the curve changes direction.
  - b. Test the path. At points where the accuracy is still insufficient, add more SPL points.
- Avoid successive SLIN and/or SCIRC segments, as this often reduces the velocity to 0.  
Program SPL segments between SLIN and SCIRC segments. The length of the SPL segments must be at least  $> 0.5$  mm. Depending on the actual path, significantly larger SPL segments may be required.
- Avoid successive points with identical Cartesian coordinates, as this reduces the velocity to 0.
- The parameters (tool, base, velocity, etc.) assigned to the spline block have the same effect as assignments before the spline block. The assignment to the spline block has the advantage, however, that the correct parameters are read in the case of a block selection.
- Use the option **Ignore Orientation** if no specific orientation is required at a point. The robot controller calculates the optimal orientation for this point on the basis of the orientations of the surrounding points. This way, even large changes in orientation between two points are optimally distributed over the points in between.
- Jerk limitation can be programmed. The jerk is the change in acceleration.  
Procedure:
  - a. Use the default values initially.
  - b. If vibrations occur at tight corners: reduce values.  
If the velocity drops or the desired velocity cannot be reached: increase values or increase acceleration.
- If the robot executes points on a work surface, a collision with the work surface is possible when the first point is addressed.



**Fig. 8-7: Collision with work surface**

In order to avoid a collision, observe the recommendations for the SLIN-SPL-SLIN transition.

(>>> 7.7.5.1 "SLIN-SPL-SLIN transition" Page 165)

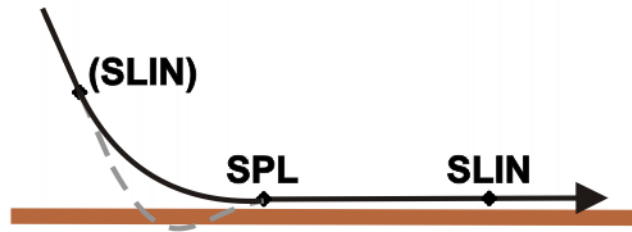


Fig. 8-8: Avoiding a collision with the work surface

8.3.2 Programming a SLIN motion (individual motion)

**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

**Precondition**

- A program is selected.
- Operating mode T1

**Procedure**

1. Move the TCP to the end point.
2. Position the cursor in the line after which the motion is to be inserted.  
(But not within a spline block. This opens another inline form.)  
(>>> 8.3.4.6 "Inline form for spline segment" Page 186)
3. Select **Commands > Motion > SLIN**.
4. Set the parameters in the inline form.  
(>>> 8.3.2.1 "Inline form "SLIN"" Page 178)
5. Press **Cmd OK**.

8.3.2.1 Inline form "SLIN"



Fig. 8-9: Inline form "SLIN" (individual motion)

Item	Description
1	Motion type <b>SLIN</b>
2	Point name for end point. The system automatically generates a name. The name can be overwritten.  (>>> 8.1 "Names in inline forms" Page 171)  Touch the arrow to edit the point data. The corresponding option window is opened.  (>>> 8.2.7 "Option window "Frames"" Page 175)
3	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>

Item	Description
4	Velocity <ul style="list-style-type: none"> <li>0.001 ... 2 m/s</li> </ul>
5	Name for the motion data set. The system automatically generates a name. The name can be overwritten. Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.3.2.2 "Option window "Motion parameters" (SLIN)" Page 179)

### 8.3.2.2 Option window "Motion parameters" (SLIN)

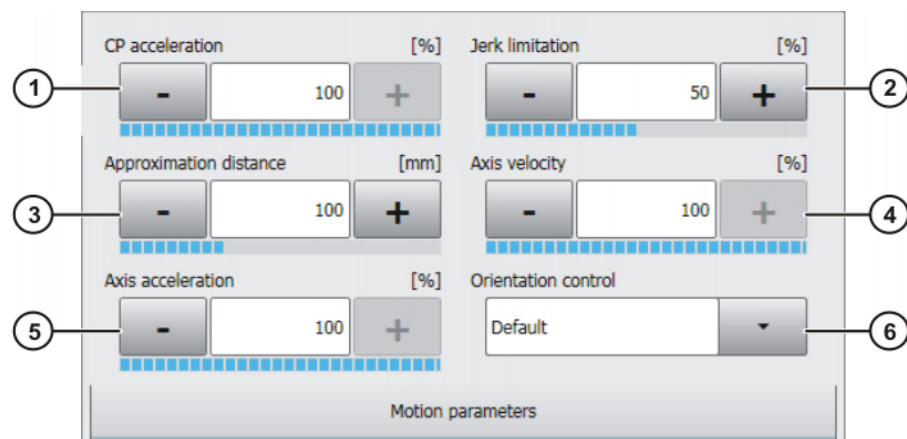


Fig. 8-10: Option window "Motion parameters" (SLIN)

Item	Description
1	Path acceleration. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>1 ... 100%</li> </ul>
2	Jerk limitation. The jerk is the change in acceleration. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>1 ... 100%</li> </ul>
3	This box is only displayed if <b>CONT</b> was selected in the inline form. Furthest distance before the end point at which approximate positioning can begin. The maximum permissible value is half the distance between the start point and the end point. If a higher value is entered, this is ignored and the maximum value is used.
4	Axis velocity. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>1 ... 100%</li> </ul>
5	Axis acceleration. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>1 ... 100%</li> </ul>
6	Orientation control selection.

### 8.3.3 Programming a SCIRC motion (individual motion)

**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

#### Precondition

- A program is selected.
- Operating mode T1

#### Procedure

1. Move the TCP to the auxiliary point.
2. Position the cursor in the line after which the motion is to be inserted.  
(But not within a spline block. This opens another inline form.)  
(>>> 8.3.4.6 "Inline form for spline segment" Page 186)
3. Select the menu sequence **Commands > Motion > SCIRC**.
4. Set the parameters in the inline form.  
(>>> 8.3.3.1 "Inline form "SCIRC"" Page 180)
5. Press **Teach Aux**.
6. Move the TCP to the end point.
7. Press **Cmd OK**.

#### 8.3.3.1 Inline form "SCIRC"

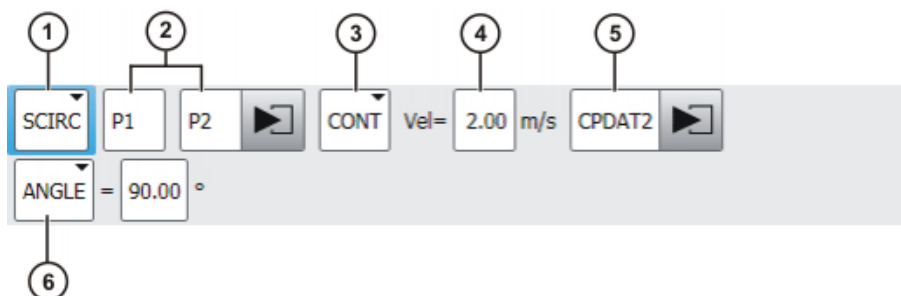


Fig. 8-11: Inline form "SCIRC" (individual motion)

Item	Description
1	Motion type <b>SCIRC</b>
2	Point names for auxiliary and end point. The system automatically assigns names. The names can be overwritten. (>>> 8.1 "Names in inline forms" Page 171) Touch the arrow to edit the point data. The corresponding option window is opened. (>>> 8.2.7 "Option window "Frames"" Page 175)
3	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>
4	Velocity <ul style="list-style-type: none"> <li>■ <b>0.001 ... 2 m/s</b></li> </ul>

Item	Description
5	<p>Name for the motion data set. The system automatically generates a name. The name can be overwritten.</p> <p>Touch the arrow to edit the point data. The corresponding option window is opened.</p> <p>(&gt;&gt;&gt; 8.3.3.2 "Option window "Motion parameters" (SCIRC)" Page 181)</p>
6	<p>Specifies the overall angle of the circular motion. This makes it possible to extend the motion beyond the programmed end point or to shorten it. The actual end point thus no longer corresponds to the programmed end point.</p> <ul style="list-style-type: none"> <li>■ Positive circular angle: the circular path is executed in the direction Start point › Auxiliary point › End point.</li> <li>■ Negative circular angle: the circular path is executed in the direction Start point › End point › Auxiliary point.</li> <li>■ <b>- 9,999° ... + 9,999°</b></li> </ul> <p>If a circular angle less than -400° or greater than +400° is entered, a request for confirmation is generated when the inline form is saved asking whether entry is to be confirmed or rejected.</p>

### 8.3.3.2 Option window "Motion parameters" (SCIRC)

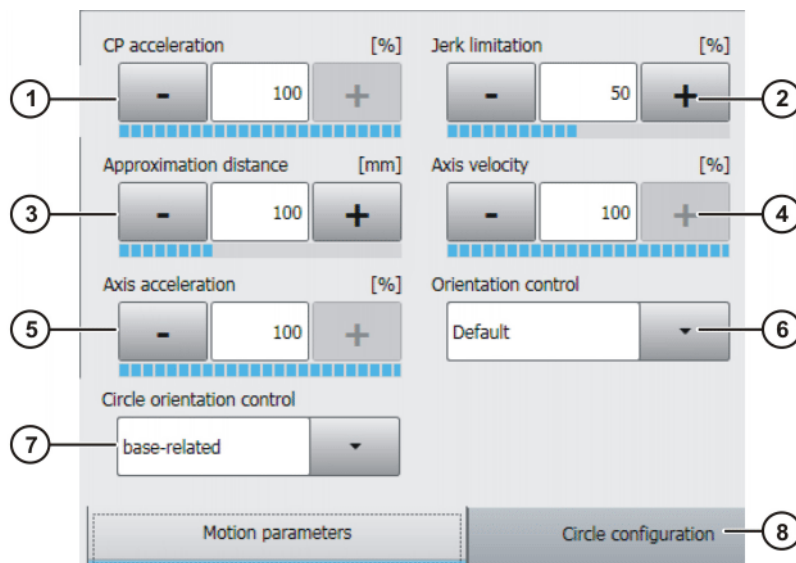


Fig. 8-12: Option window "Motion parameters" (SCIRC)

Item	Description
1	<p>Path acceleration. The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 100%</b></li> </ul>
2	<p>Jerk limitation. The jerk is the change in acceleration.</p> <p>The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 100%</b></li> </ul>

Item	Description
3	<p>Furthest distance before the end point at which approximate positioning can begin.</p> <p>The maximum permissible value is half the distance between the start point and the end point. If a higher value is entered, this is ignored and the maximum value is used.</p> <p>This box is only displayed if <b>CONT</b> was selected in the inline form.</p>
4	<p>Axis velocity. The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ 1 ... 100%</li> </ul>
5	<p>Axis acceleration. The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ 1 ... 100%</li> </ul>
6	Orientation control selection
7	Orientation control reference system selection.
8	Circular parameters are displayed on this tab. The parameters cannot be changed.

### 8.3.4 Programming a spline block

#### Description

A spline block can be used to group together several SPL, SLIN and/or SCIRC segments to an overall motion. A spline block that contains no segments is not a motion statement.

A spline block may contain the following:

- Spline segments (only limited by the memory capacity.)
- PATH trigger
- Comments and blank lines
- Inline commands from technology packages that support the spline functionality

A spline block must not include any other instructions, e.g. variable assignments or logic statements. A spline block does not trigger an advance run stop.

#### Precondition

- A program is selected.
- Operating mode T1

#### Procedure

1. Position the cursor in the line after which the spline block is to be inserted.
2. Select the menu sequence **Commands > Motion > SPLINE block**.
3. Set the parameters in the inline form.  
(>>> 8.3.4.1 "Inline form for spline block" Page 183)
4. Press **Cmd OK**.
5. Press **Open/close fold**. Spline segments and other lines can now be inserted into the spline block.  
(>>> 8.3.4.4 "Programming an SPL or SLIN segment" Page 185)  
(>>> 8.3.4.5 "Programming an SCIRC segment" Page 185)  
(>>> 8.3.4.9 "Programming triggers in the spline block" Page 188)

### 8.3.4.1 Inline form for spline block



Fig. 8-13: Inline form for spline block

Item	Description
1	<p>Name of the spline block. The system automatically generates a name. The name can be overwritten.</p> <p>(&gt;&gt;&gt; 8.1 "Names in inline forms" Page 171)</p> <p>Position the cursor in this box to edit the motion data. The corresponding option window is opened.</p> <p>(&gt;&gt;&gt; 8.3.4.2 "Option window "Frames" (spline block)" Page 183)</p>
2	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: end point is approximated.</li> <li>■ <b>[Empty box]</b>: the motion stops exactly at the end point.</li> </ul>
3	<p>The velocity is valid by default for the entire spline block. It can also be defined separately for individual segments.</p> <ul style="list-style-type: none"> <li>■ <b>0.001 ... 2 m/s</b></li> </ul>
4	<p>Name for the motion data set. The system automatically generates a name. The name can be overwritten.</p> <p>Position the cursor in this box to edit the motion data. The corresponding option window is opened.</p> <p>(&gt;&gt;&gt; 8.3.4.3 "Option window "Motion parameters" (spline block)" Page 184)</p> <p>The motion data are valid by default for the entire spline block. They can also be defined separately for individual segments.</p>

### 8.3.4.2 Option window "Frames" (spline block)

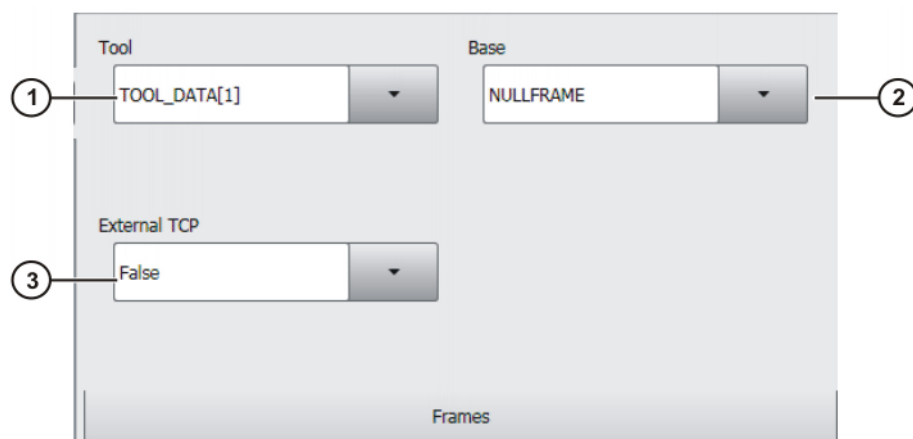


Fig. 8-14: Option window "Frames" (spline block)

Item	Description
1	Tool selection. If <b>True</b> in the box <b>External TCP</b> : workpiece selection. ■ [1] ... [16]
2	Base selection. If <b>True</b> in the box <b>External TCP</b> : fixed tool selection. ■ [1] ... [32]
3	Interpolation mode ■ <b>False</b> : The tool is mounted on the mounting flange. ■ <b>True</b> : The tool is a fixed tool.

### 8.3.4.3 Option window “Motion parameters” (spline block)

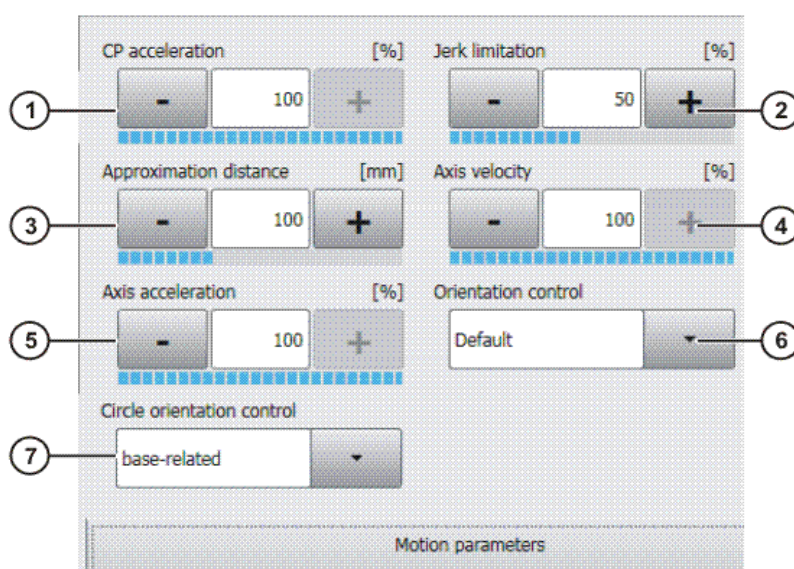


Fig. 8-15: Option window “Motion parameters” (spline block)

Item	Description
1	Path acceleration. The value refers to the maximum value specified in the machine data. ■ 1 ... 100%
2	Jerk limitation. The jerk is the change in acceleration. The value refers to the maximum value specified in the machine data. ■ 1 ... 100%
3	This box is only displayed if <b>CONT</b> was selected in the inline form. Furthest distance before the end point at which approximate positioning can begin. The maximum distance is that of the last segment in the spline. If there is only one segment present, the maximum distance is half the segment length. If a higher value is entered, this is ignored and the maximum value is used.
4	Axis velocity. The value refers to the maximum value specified in the machine data. ■ 1 ... 100%



Item	Description
5	Axis acceleration. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>■ 1 ... 100%</li> </ul>
6	Orientation control selection.
7	Orientation control reference system selection.  This parameter only affects SCIRC segments (if present) in the spline block.

#### 8.3.4.4 Programming an SPL or SLIN segment

**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

- Precondition**
- A program is selected.
  - Operating mode T1
  - The spline block fold is open.

- Procedure**
1. Move the TCP to the end point.
  2. Position the cursor in the line after which the segment is to be inserted in the spline block.
  3. Select the menu sequence **Commands > Motion > SPL or SLIN**.
  4. Set the parameters in the inline form.  
(>>> 8.3.4.6 "Inline form for spline segment" Page 186)
  5. Press **Cmd OK**.

#### 8.3.4.5 Programming an SCIRC segment

**NOTICE** When programming motions, it must be ensured that the energy supply system is not wound up or damaged during program execution.

- Precondition**
- A program is selected.
  - Operating mode T1
  - The spline block fold is open.

- Procedure**
1. Move the TCP to the auxiliary point.
  2. Position the cursor in the line after which the segment is to be inserted in the spline block.
  3. Select the menu sequence **Commands > Motion > SCIRC**.
  4. Set the parameters in the inline form.  
(>>> 8.3.4.6 "Inline form for spline segment" Page 186)
  5. Press **Teach Aux**.
  6. Move the TCP to the end point.
  7. Press **Cmd OK**.

## 8.3.4.6 Inline form for spline segment

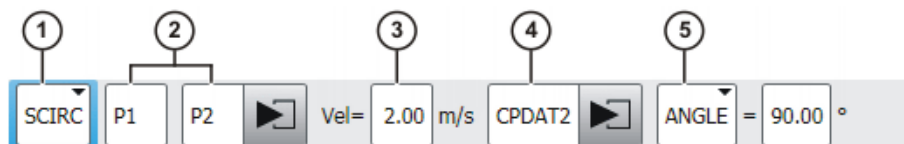


Fig. 8-16: Inline form for spline segment

The boxes in the inline form can be displayed or hidden one by one with **Toggle parameters**.

Item	Description
1	<p>Motion type</p> <ul style="list-style-type: none"> <li>■ <b>SPL</b></li> <li>■ <b>SLIN</b></li> <li>■ <b>SCIRC</b></li> </ul>
2	<p>Point name for end point. Only for SCIRC: point names for auxiliary point and end point.</p> <p>The system automatically generates a name. The name can be overwritten.</p> <p>(&gt;&gt;&gt; 8.1 "Names in inline forms" Page 171)</p> <p>Touch the arrow to edit the point data. The corresponding option window is opened.</p> <p>(&gt;&gt;&gt; 8.3.4.7 "Option window "Frames" (spline segment)" Page 187)</p>
3	<p>Velocity</p> <p>This only refers to the segment to which it belongs. It has no effect on subsequent segments.</p> <ul style="list-style-type: none"> <li>■ <b>0.001 ... 2 m/s</b></li> </ul>
4	<p>Name for the motion data set. The system automatically generates a name. The name can be overwritten.</p> <p>Touch the arrow to edit the point data. The corresponding option window is opened.</p> <p>(&gt;&gt;&gt; 8.3.4.8 "Option window "Motion parameters" (spline segment)" Page 187)</p> <p>The motion data only refer to the segment to which they belong. They have no effect on subsequent segments.</p>
5	<p>Only available if the motion type <b>SCIRC</b> has been selected.</p> <p>Specifies the overall angle of the circular motion. This makes it possible to extend the motion beyond the programmed end point or to shorten it. The actual end point thus no longer corresponds to the programmed end point.</p> <ul style="list-style-type: none"> <li>■ Positive circular angle: the circular path is executed in the direction Start point › Auxiliary point › End point.</li> <li>■ Negative circular angle: the circular path is executed in the direction Start point › End point › Auxiliary point.</li> <li>■ <b>- 9,999° ... + 9,999°</b></li> </ul> <p>If a circular angle less than -400° or greater than +400° is entered, a request for confirmation is generated when the inline form is saved asking whether entry is to be confirmed or rejected.</p>

### 8.3.4.7 Option window "Frames" (spline segment)

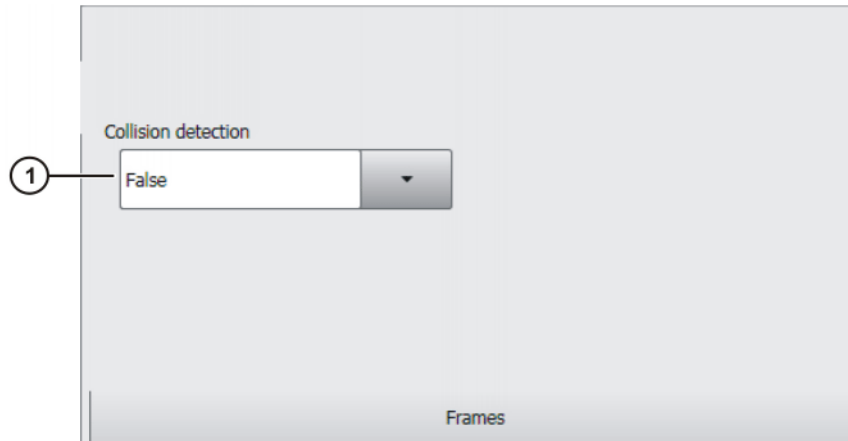


Fig. 8-17: Option window "Frames" (spline segment)

Item	Description
1	<ul style="list-style-type: none"> <li>■ <b>True:</b> For this motion, the robot controller calculates the axis torques. These are required for collision detection.</li> <li>■ <b>False:</b> For this motion, the robot controller does not calculate the axis torques. Collision detection is thus not possible for this motion.</li> </ul>

### 8.3.4.8 Option window "Motion parameters" (spline segment)

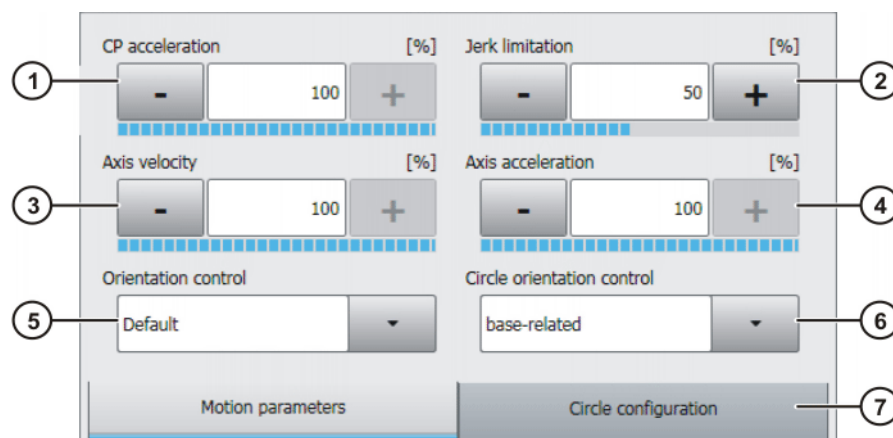


Fig. 8-18: Option window "Motion parameters" (spline segment)

Item	Description
1	<p>Path acceleration. The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 100 %</b></li> </ul>
2	<p>Jerk limitation. The jerk is the change in acceleration.</p> <p>The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 100 %</b></li> </ul>
3	<p>Axis velocity. The value refers to the maximum value specified in the machine data.</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 100 %</b></li> </ul>

Item	Description
4	Axis acceleration. The value refers to the maximum value specified in the machine data. <ul style="list-style-type: none"> <li>■ 1 ... 100 %</li> </ul>
5	Orientation control selection
6	Only in the case of SCIRC segments: Orientation control reference system selection.
7	Only in the case of SCIRC segments: Circular parameters are displayed on this tab. The parameters cannot be changed.

### 8.3.4.9 Programming triggers in the spline block

#### Precondition

- A program is selected.
- Operating mode T1
- The spline block fold is open.

#### Procedure

1. Position the cursor in the line after which the trigger is to be inserted in the spline block.
2. Select the menu sequence **Commands > Logic > Spline trigger**.
3. The inline form **Set output** is displayed by default. A different inline form can be displayed by pressing the **Toggle type** button.
4. Set the parameters in the inline form.
5. Press **Cmd OK**.

#### Description

The specific inline form that is displayed depends on which type has been selected using **Toggle type**.

Inline form type	Description
<b>Set output</b>	The trigger sets an output. (>>> 8.3.4.10 "Inline form for spline trigger type "Set output"" Page 189)
<b>Set pulse output</b>	The trigger sets a pulse of a defined length. (>>> 8.3.4.11 "Inline form for spline trigger type "Set pulse output"" Page 190)
<b>Trigger assignment</b>	The trigger assigns a value to a variable. Only available in the user group "Expert". (>>> 8.3.4.12 "Inline form for spline trigger type "Trigger assignment"" Page 191)
<b>Trigger function call</b>	The trigger calls a subprogram. Only available in the user group "Expert". (>>> 8.3.4.13 "Inline form for spline trigger type "Trigger function call"" Page 191)



Further information on triggers, on offsetting the switching point and on the offset limits can be found in the Operating and Programming Instructions for System Integrators.

## 8.3.4.10 Inline form for spline trigger type "Set output"

TRIGGER WHEN PATH= 0 mm ONSTART DELAY= 0 ms DO

OUT 1 State= TRUE

Fig. 8-19: Inline form for spline trigger type Set output

Item	Description
1	<p>If the statement is to be shifted in space, the desired distance from the start or end point must be specified here. If no shift in space is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion.</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle path</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
2	<p><b>Toggle OnStart</b> can be used to set or cancel the parameter <b>ONSTART</b>.</p> <ul style="list-style-type: none"> <li>Without <b>ONSTART</b>: the PATH value refers to the end point.</li> <li>With <b>ONSTART</b>: the PATH value refers to the start point.</li> </ul>
3	<p>If the statement is to be shifted in time (relative to the value in item 1), the desired duration must be specified here. If no shift in time is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion. Maximum: 1,000 ms</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle Delay</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
4	<p>Output number</p> <ul style="list-style-type: none"> <li>1 ... 4096</li> </ul>
5	<p>State to which the output is switched</p> <ul style="list-style-type: none"> <li>TRUE</li> <li>FALSE</li> </ul>

## 8.3.4.11 Inline form for spline trigger type “Set pulse output”

Fig. 8-20: Inline form for spline trigger type Set pulse output

Item	Description
1	<p>If the statement is to be shifted in space, the desired distance from the start or end point must be specified here. If no shift in space is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion.</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group “Expert”: <b>Toggle path</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
2	<p><b>Toggle OnStart</b> can be used to set or cancel the parameter <b>ONSTART</b>.</p> <ul style="list-style-type: none"> <li>Without <b>ONSTART</b>: the PATH value refers to the end point.</li> <li>With <b>ONSTART</b>: the PATH value refers to the start point.</li> </ul>
3	<p>If the statement is to be shifted in time (relative to the value in item 1), the desired duration must be specified here. If no shift in time is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion. Maximum: 1,000 ms</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group “Expert”: <b>Toggle Delay</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
4	<p>Output number</p> <ul style="list-style-type: none"> <li>1 ... 4096</li> </ul>
5	<p>State to which the output is switched</p> <ul style="list-style-type: none"> <li><b>TRUE</b>: “High” level</li> <li><b>FALSE</b>: “Low” level</li> </ul>
6	<p>Length of the pulse</p> <ul style="list-style-type: none"> <li>0.10 ... 3.00 s</li> </ul>

## 8.3.4.12 Inline form for spline trigger type "Trigger assignment"

TRIGGER WHEN PATH= 0 mm ONSTART DELAY= 0 ms DO i[5] = 77

Fig. 8-21: Inline form for spline trigger type Trigger assignment

Item	Description
1	<p>If the statement is to be shifted in space, the desired distance from the start or end point must be specified here. If no shift in space is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion.</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle path</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
2	<p><b>Toggle OnStart</b> can be used to set or cancel the parameter <b>ONSTART</b>.</p> <ul style="list-style-type: none"> <li>Without <b>ONSTART</b>: the PATH value refers to the end point.</li> <li>With <b>ONSTART</b>: the PATH value refers to the start point.</li> </ul>
3	<p>If the statement is to be shifted in time (relative to the value in item 1), the desired duration must be specified here. If no shift in time is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>Positive value: shifts the statement towards the end of the motion. Maximum: 1,000 ms</li> <li>Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle Delay</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
4	<p>Variable to which a value is to be assigned</p> <p><b>Note:</b> Runtime variables cannot be used.</p>
5	<p>Value to be assigned to the variable</p>

## 8.3.4.13 Inline form for spline trigger type "Trigger function call"

TRIGGER WHEN PATH= 0 mm ONSTART DELAY= 0 ms DO pr() PRIO= -1

Fig. 8-22: Inline form for spline trigger type Trigger function call

Item	Description
1	<p>If the statement is to be shifted in space, the desired distance from the start or end point must be specified here. If no shift in space is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>■ Positive value: shifts the statement towards the end of the motion.</li> <li>■ Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle path</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
2	<p><b>Toggle OnStart</b> can be used to set or cancel the parameter <b>ONSTART</b>.</p> <ul style="list-style-type: none"> <li>■ Without <b>ONSTART</b>: the PATH value refers to the end point.</li> <li>■ With <b>ONSTART</b>: the PATH value refers to the start point.</li> </ul>
3	<p>If the statement is to be shifted in time (relative to the value in item 1), the desired duration must be specified here. If no shift in time is desired, enter the value 0.</p> <ul style="list-style-type: none"> <li>■ Positive value: shifts the statement towards the end of the motion. Maximum: 1,000 ms</li> <li>■ Negative value: shifts the statement towards the start of the motion.</li> </ul> <p>Only for the user group "Expert": <b>Toggle Delay</b> makes it possible to enter a variable, constant or function in this box. The functions are subject to constraints.</p> <p>(&gt;&gt;&gt; 8.3.4.14 "Limits for functions in the spline trigger" Page 192)</p>
4	Name of the subprogram to be called
5	<p>A priority must be entered in the <b>PRIO</b> box. Priorities 1, 2, 4 to 39 and 81 to 128 are available. Priorities 3 and 40 to 80 are reserved for cases in which the priority is automatically assigned by the system. If the priority is to be assigned automatically by the system, the following is programmed: PRIO = -1.</p> <p>If several triggers call subprograms at the same time, the trigger with the highest priority is processed first, then the triggers of lower priority. 1 = highest priority.</p>

#### 8.3.4.14 Limits for functions in the spline trigger

The values for `PATH` and `DELAY` can be assigned using functions. The following constraints apply to these functions:

- The KRL program containing the function must have the attribute **Hidden**.
- The function must be globally valid.
- The functions may only contain the following statements or elements:
  - Value assignments
  - IF statements
  - Comments
  - Blank lines
  - RETURN
  - Read system variable
  - Call predefined KRL function



### 8.3.5 Copying spline inline forms

#### Overview

The following copying operations can be carried out:

- Copy an individual motion into a spline block
- Copy a spline block
- Copy a spline segment to another spline block
- Copy a spline segment out of a spline block

#### Precondition

- "Expert" user group
- Program is selected or open.
- Operating mode T1

#### Copy

##### Copy an individual motion into a spline block:

The following individual motions can be copied and pasted into a spline block:

- SLIN
- SCIRC
- LIN
- CIRC

Precondition:

- The following frame data (= data in the option window **Frames**) of the individual motion and the block are identical: **Tool**, **Base** and **Interpolation mode**

##### Copy spline block:

A spline block can be copied and pasted at a different point in the program. Only the empty block is pasted. It is not possible to copy a block and its contents at the same time.

The contents must be copied and pasted separately.

##### Copy a spline segment to another spline block:

One or more spline segments can be copied and pasted to another block.

Precondition:

- The following frame data (= data in the option window **Frames**) of the spline blocks are identical: **Tool**, **Base** and **Interpolation mode**

##### Copy a spline segment out of a spline block:

One or more spline segments can be copied and pasted outside a spline block. The motion types change as follows:

Spline segment...	... becomes an individual motion
SLIN	SLIN
SCIRC	SCIRC
SPL	PTP

- For individual SLIN, SCIRC motions: the frame and motion data from the segment are applied if available; otherwise, the data from the spline block are applied.
- For individual PTP motion: the position and frame data from the SPL are applied to the PTP. Motion data are not applied.

### 8.3.6 Converting spline inline forms from 8.1

#### Description

More parameters can be set in spline inline forms in KSS 8.2 than in KSS 8.1. This allows more detailed determination of the motion characteristics.

Programs with inline forms from 8.1 can be used in 8.2. For this, values must be assigned to the new parameters. This is done by opening the inline form and closing it again. Default values are automatically assigned to all new parameters.

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line with the inline form.
  2. Press **Change**. The inline form is opened. The default values are automatically set for all new parameters.
  3. If required, modify the values.
  4. Press **Cmd OK**.
  5. Repeat steps 1 to 4 for all spline inline forms in the program.

## 8.4 Modifying motion parameters

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line containing the instruction that is to be changed.
  2. Press **Change**. The inline form for this instruction is opened.
  3. Modify parameters.
  4. Save changes by pressing **Cmd Ok**.

## 8.5 Re-teaching a point

**Description** The coordinates of a taught point can be modified. This is done by moving to the new position and overwriting the old point with the new position.

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Move the TCP to the desired position.
  2. Position the cursor in the line containing the motion instruction that is to be changed.
  3. Press **Change**. The inline form for this instruction is opened.
  4. For PTP and LIN motions: Press **Touch Up** to accept the current position of the TCP as the new end point.  
For CIRC motions:
    - Press **Teach Aux** to accept the current position of the TCP as the new auxiliary point.
    - Or press **Teach End** to accept the current position of the TCP as the new end point.
  5. Confirm the request for confirmation with **Yes**.
  6. Save change by pressing **Cmd Ok**.

## 8.6 Programming logic instructions

### 8.6.1 Inputs/outputs

#### Digital inputs/outputs

The robot controller can manage up to 4096 digital inputs and 4096 digital outputs. The configuration is customer-specific.

### Analog inputs/outputs

The robot controller can manage 32 analog inputs and 32 analog outputs. The configuration is customer-specific.

Permissible range of values for inputs/outputs: -1.0 to +1.0. This corresponds to a voltage range from -10 V to +10 V. If the value is exceeded, the input/output takes the maximum value and a message is displayed until the value is back in the permissible range.

The inputs/outputs are managed via the following system variables:

	Inputs	Outputs
Digital	\$IN[1] ... \$IN[4096]	\$OUT[1] ... \$OUT[4096]
Analog	\$ANIN[1] ... \$ANIN[32]	\$ANOUT[1] ... \$ANOUT[32]

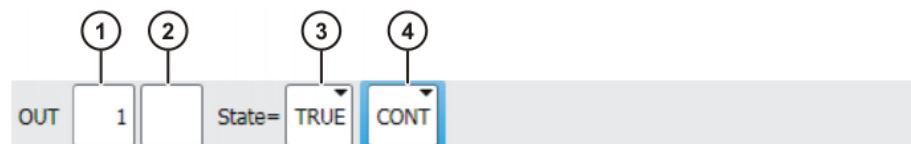
## 8.6.2 Setting a digital output - OUT

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the logic instruction is to be inserted.
  2. Select the menu sequence **Commands > Logic > OUT > OUT**.
  3. Set the parameters in the inline form.
    - (>>> 8.6.3 "Inline form "OUT"" Page 195)
  4. Save instruction with **Cmd Ok**.

## 8.6.3 Inline form "OUT"

The instruction sets a digital output.



**Fig. 8-23: Inline form "OUT"**

Item	Description
1	Output number <ul style="list-style-type: none"> <li>■ 1 ... 4096</li> </ul>
2	If a name exists for the output, this name is displayed. Only for the user group "Expert": A name can be entered by pressing <b>Long text</b> . The name is freely selectable.
3	State to which the output is switched <ul style="list-style-type: none"> <li>■ TRUE</li> <li>■ FALSE</li> </ul>
4	<ul style="list-style-type: none"> <li>■ CONT: Execution in the advance run</li> <li>■ [Empty box]: Execution with advance run stop</li> </ul>

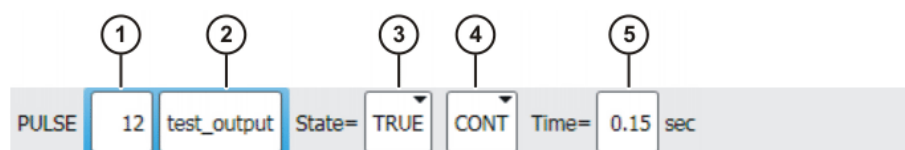
### 8.6.4 Setting a pulse output - PULSE

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the logic instruction is to be inserted.
  2. Select the menu sequence **Commands > Logic > OUT > PULSE**.
  3. Set the parameters in the inline form.
    - (>>> 8.6.5 "Inline form "PULSE"" Page 196)
  4. Save instruction with **Cmd Ok**.

### 8.6.5 Inline form "PULSE"

The instruction sets a pulse of a defined length.



**Fig. 8-24: Inline form "PULSE"**

Item	Description
1	Output number <ul style="list-style-type: none"> <li>■ 1 ... 4096</li> </ul>
2	If a name exists for the output, this name is displayed. Only for the user group "Expert": A name can be entered by pressing <b>Long text</b> . The name is freely selectable.
3	State to which the output is switched <ul style="list-style-type: none"> <li>■ <b>TRUE</b>: "High" level</li> <li>■ <b>FALSE</b>: "Low" level</li> </ul>
4	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: Execution in the advance run</li> <li>■ <b>[Empty box]</b>: Execution with advance run stop</li> </ul>
5	Length of the pulse <ul style="list-style-type: none"> <li>■ 0.10 ... 3.00 s</li> </ul>

### 8.6.6 Setting an analog output - ANOUT

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the instruction is to be inserted.
  2. Select **Commands > Analog output > Static** or **Dynamic**.
  3. Set the parameters in the inline form.
    - (>>> 8.6.7 "Inline form "ANOUT" (static)" Page 197)
    - (>>> 8.6.8 "Inline form "ANOUT" (dynamic)" Page 197)
  4. Save instruction with **Cmd Ok**.

### 8.6.7 Inline form "ANOUT" (static)

This instruction sets a static analog output.

A maximum of 8 analog outputs (static and dynamic together) can be used at any one time. ANOUT triggers an advance run stop.

The voltage is set to a fixed level by means of a factor. The actual voltage level depends on the analog module used. For example, a 10 V module with a factor of 0.5 provides a voltage of 5 V.

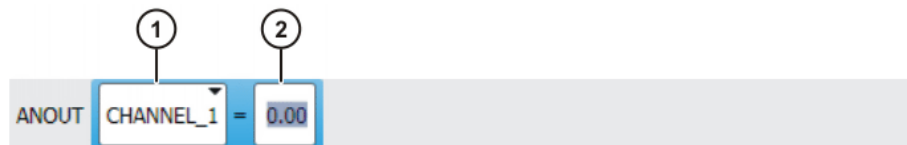


Fig. 8-25: Inline form "ANOUT" (static)

Item	Description
1	Number of the analog output <ul style="list-style-type: none"> <li>■ CHANNEL_1 ... CHANNEL_32</li> </ul>
2	Factor for the voltage <ul style="list-style-type: none"> <li>■ 0 ... 1 (intervals: 0.01)</li> </ul>

### 8.6.8 Inline form "ANOUT" (dynamic)

This instruction activates or deactivates a dynamic analog output.

A maximum of 4 dynamic analog outputs can be activated at any one time. ANOUT triggers an advance run stop.

The voltage is determined by a factor. The actual voltage level depends on the following values:

- Velocity or function generator  
 For example, a velocity of 1 m/s with a factor of 0.5 results in a voltage of 5 V.
- Offset  
 For example, an offset of +0.15 for a voltage of 0.5 V results in a voltage of 6.5 V.

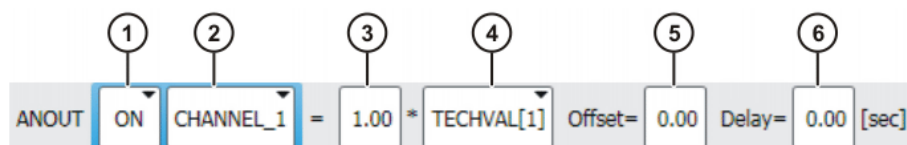


Fig. 8-26: Inline form "ANOUT" (dynamic)

Item	Description
1	Activation or deactivation of the analog output <ul style="list-style-type: none"> <li>■ ON</li> <li>■ OFF</li> </ul>
2	Number of the analog output <ul style="list-style-type: none"> <li>■ CHANNEL_1 ... CHANNEL_32</li> </ul>
3	Factor for the voltage <ul style="list-style-type: none"> <li>■ 0 ... 10 (intervals: 0.01)</li> </ul>

Item	Description
4	<ul style="list-style-type: none"> <li>■ <b>VEL_ACT</b>: The voltage is dependent on the velocity.</li> <li>■ <b>TECHVAL[1] ... TECHVAL[6]</b>: The voltage is controlled by a function generator.</li> </ul>
5	Value by which the voltage is increased or decreased <ul style="list-style-type: none"> <li>■ <b>-1 ... +1</b> (intervals: 0.01)</li> </ul>
6	Time by which the output signal is delayed (+) or brought forward (-) <ul style="list-style-type: none"> <li>■ <b>-0.2 ... +0.5 s</b></li> </ul>

### 8.6.9 Programming a wait time - WAIT

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the logic instruction is to be inserted.
  2. Select the menu sequence **Commands > Logic > WAIT**.
  3. Set the parameters in the inline form.  
(>>> 8.6.10 "Inline form "WAIT"" Page 198)
  4. Save instruction with **Cmd Ok**.

### 8.6.10 Inline form "WAIT"

WAIT can be used to program a wait time. The robot motion is stopped for a programmed time. WAIT always triggers an advance run stop.

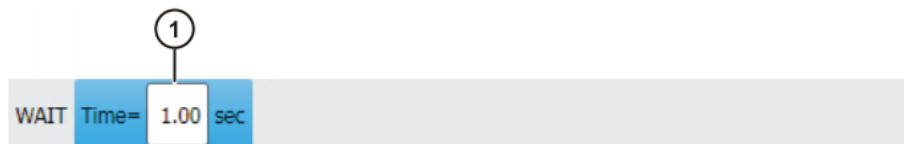


Fig. 8-27: Inline form "WAIT"

Item	Description
1	Wait time <ul style="list-style-type: none"> <li>■ <b>≥ 0 s</b></li> </ul>

### 8.6.11 Programming a signal-dependent wait function - WAITFOR

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the logic instruction is to be inserted.
  2. Select the menu sequence **Commands > Logic > WAITFOR**.
  3. Set the parameters in the inline form.  
(>>> 8.6.12 "Inline form "WAITFOR"" Page 199)
  4. Save instruction with **Cmd Ok**.

## 8.6.12 Inline form "WAITFOR"

The instruction sets a signal-dependent wait function.

If required, several signals (maximum 12) can be linked. If a logic operation is added, boxes are displayed in the inline form for the additional signals and links.

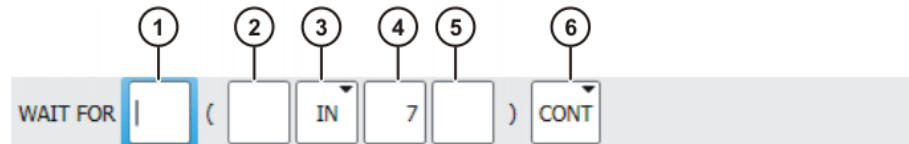


Fig. 8-28: Inline form "WAITFOR"

Item	Description
1	<p>Add external logic operation. The operator is situated between the bracketed expressions.</p> <ul style="list-style-type: none"> <li>■ <b>AND</b></li> <li>■ <b>OR</b></li> <li>■ <b>EXOR</b></li> </ul> <p>Add NOT.</p> <ul style="list-style-type: none"> <li>■ <b>NOT</b></li> <li>■ <b>[Empty box]</b></li> </ul> <p>Enter the desired operator by means of the corresponding button.</p>
2	<p>Add internal logic operation. The operator is situated inside a bracketed expression.</p> <ul style="list-style-type: none"> <li>■ <b>AND</b></li> <li>■ <b>OR</b></li> <li>■ <b>EXOR</b></li> </ul> <p>Add NOT.</p> <ul style="list-style-type: none"> <li>■ <b>NOT</b></li> <li>■ <b>[Empty box]</b></li> </ul> <p>Enter the desired operator by means of the corresponding button.</p>
3	<p>Signal for which the system is waiting</p> <ul style="list-style-type: none"> <li>■ <b>IN</b></li> <li>■ <b>OUT</b></li> <li>■ <b>CYCFLAG</b></li> <li>■ <b>TIMER</b></li> <li>■ <b>FLAG</b></li> </ul>
4	<p>Number of the signal</p> <ul style="list-style-type: none"> <li>■ <b>1 ... 4096</b></li> </ul>
5	<p>If a name exists for the signal, this name is displayed.</p> <p>Only for the user group "Expert":</p> <p>A name can be entered by pressing <b>Long text</b>. The name is freely selectable.</p>
6	<ul style="list-style-type: none"> <li>■ <b>CONT</b>: Execution in the advance run</li> <li>■ <b>[Empty box]</b>: Execution with advance run stop</li> </ul>

### 8.6.13 Switching on the path - SYN OUT

#### Precondition

- A program is selected.
- Operating mode T1

#### Procedure

1. Position the cursor in the line after which the logic instruction is to be inserted.
2. Select the menu sequence **Commands > Logic > OUT > SYN OUT**.
3. Set the parameters in the inline form.
  - (>>> 8.6.14 "Inline form "SYN OUT", option "START/END"" Page 200)
  - (>>> 8.6.15 "Inline form "SYN OUT", option "PATH"" Page 203)
4. Save instruction with **Cmd Ok**.

### 8.6.14 Inline form "SYN OUT", option "START/END"

A switching action can be triggered relative to the start or end point of a motion block. The switching action can be delayed or brought forward. The motion block can be a LIN, CIRC or PTP motion.

Possible applications include:

- Closing or opening the weld gun during spot welding
- Switching the welding current on/off during arc welding
- Starting or stopping the flow of adhesive in bonding or sealing applications.

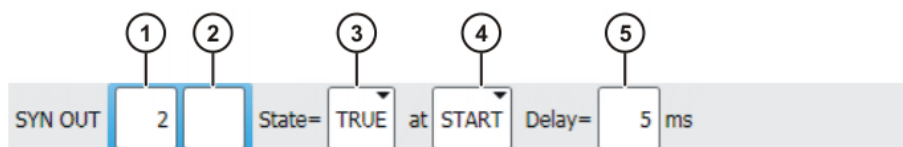


Fig. 8-29: Inline form "SYN OUT", option "START/END"

Item	Description
1	Output number <ul style="list-style-type: none"> <li>■ 1 ... 4096</li> </ul>
2	If a name exists for the output, this name is displayed. Only for the user group "Expert": A name can be entered by pressing <b>Long text</b> . The name is freely selectable.
3	State to which the output is switched <ul style="list-style-type: none"> <li>■ TRUE</li> <li>■ FALSE</li> </ul>
4	Point at which switching is carried out <ul style="list-style-type: none"> <li>■ <b>START</b>: Switching is carried out at the start point of the motion block.</li> <li>■ <b>END</b>: Switching is carried out at the end point of the motion block.</li> <li>■ <b>PATH</b>:</li> </ul>
5	Switching action delay <ul style="list-style-type: none"> <li>■ -1,000 ... +1,000 ms</li> </ul> <p><b>Note:</b> The time specification is absolute. The switching point varies according to the velocity of the robot.</p>



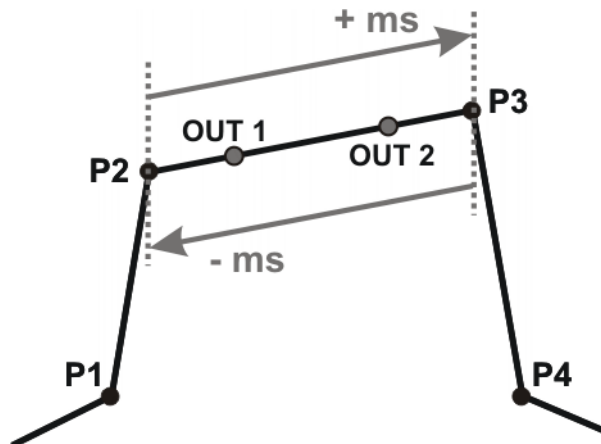
**Example 1**

Start point and end point are exact positioning points.

```

LIN P1 VEL=0.3m/s CPDAT1
LIN P2 VEL=0.3m/s CPDAT2
SYN OUT 1 '' State= TRUE at START Delay=20ms
SYN OUT 2 '' State= TRUE at END Delay=-20ms
LIN P3 VEL=0.3m/s CPDAT3
LIN P4 VEL=0.3m/s CPDAT4

```

**Fig. 8-30**

OUT 1 and OUT 2 specify approximate positions at which switching is to occur. The dotted lines indicate the switching limits.

Switching limits:

- START: The switching point can be delayed, at most, as far as exact positioning point P3 (+ ms).
- END: The switching point can be brought forward, at most, as far as exact positioning point P2 (- ms).

If greater values are specified for the delay, the controller automatically switches at the switching limit.

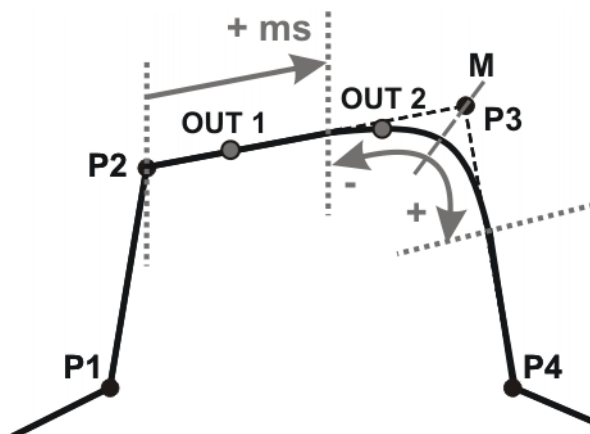
**Example 2**

Start point is exact positioning point, end point is approximated.

```

LIN P1 VEL=0.3m/s CPDAT1
LIN P2 VEL=0.3m/s CPDAT2
SYN OUT 1 '' State= TRUE at START Delay=20ms
SYN OUT 2 '' State= TRUE at END Delay=-20ms
LIN P3 CONT VEL=0.3m/s CPDAT3
LIN P4 VEL=0.3m/s CPDAT4

```

**Fig. 8-31**

OUT 1 and OUT 2 specify approximate positions at which switching is to occur. The dotted lines indicate the switching limits. M = middle of the approximate positioning range.

Switching limits:

- START: The switching point can be delayed, at most, as far as the start of the approximate positioning range of P3 (+ ms).
- END: The switching point can be brought forward, at most, as far as the start of the approximate positioning range of P3 (-).

The switching point can be delayed, at most, as far as the end of the approximate positioning range of P3 (+).

If greater values are specified for the delay, the controller automatically switches at the switching limit.

### Example 3

Start point and end point are approximated

```

LIN P1 VEL=0.3m/s CPDAT1
LIN P2 CONT VEL=0.3m/s CPDAT2
SYN OUT 1 '' State= TRUE at START Delay=20ms
SYN OUT 2 '' State= TRUE at END Delay=-20ms
LIN P3 CONT VEL=0.3m/s CPDAT3
LIN P4 VEL=0.3m/s CPDAT4

```

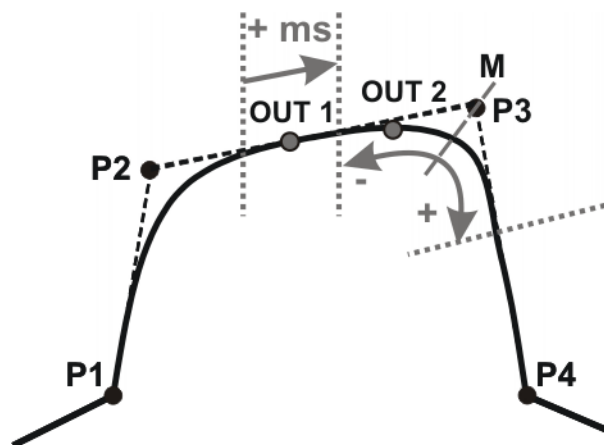


Fig. 8-32

OUT 1 and OUT 2 specify approximate positions at which switching is to occur. The dotted lines indicate the switching limits. M = middle of the approximate positioning range.

Switching limits:

- START: The switching point can be situated, at the earliest, at the end of the approximate positioning range of P2.

The switching point can be delayed, at most, as far as the start of the approximate positioning range of P3 (+ ms).

- END: The switching point can be brought forward, at most, as far as the start of the approximate positioning range of P3 (-).

The switching point can be delayed, at most, as far as the end of the approximate positioning range of P3 (+).

If greater values are specified for the delay, the controller automatically switches at the switching limit.

### 8.6.15 Inline form "SYN OUT", option "PATH"

A switching action can be triggered relative to the end point of a motion block. The switching action can be shifted in space and delayed or brought forward. The motion block can be a LIN or CIRC motion. It must not be a PTP motion.

Fig. 8-33: Inline form "SYN OUT", option "PATH"

Item	Description
1	Output number <ul style="list-style-type: none"> <li>1 ... 4096</li> </ul>
2	If a name exists for the output, this name is displayed. Only for the user group "Expert": A name can be entered by pressing <b>Long text</b> . The name is freely selectable.
3	State to which the output is switched <ul style="list-style-type: none"> <li>TRUE</li> <li>FALSE</li> </ul>
4	Point at which switching is carried out <ul style="list-style-type: none"> <li><b>PATH</b>: Switching is carried out at the end point of the motion block.</li> <li><b>START</b>: (&gt;&gt;&gt; 8.6.14 "Inline form "SYN OUT", option "START/END"" Page 200)</li> <li><b>END</b>: (&gt;&gt;&gt; 8.6.14 "Inline form "SYN OUT", option "START/END"" Page 200)</li> </ul>
5	Distance from the switching point to the end point <ul style="list-style-type: none"> <li>-2,000 ... +2,000 mm</li> </ul> This box is only displayed if <b>PATH</b> has been selected.
6	Switching action delay <ul style="list-style-type: none"> <li>-1,000 ... +1,000 ms</li> </ul> <b>Note:</b> The time specification is absolute. The switching point varies according to the velocity of the robot.

#### Example 1

Start point is exact positioning point, end point is approximated.

```

LIN P1 VEL=0.3m/s CPDAT1
SYN OUT 1 '' State= TRUE at START PATH=20mm Delay=-5ms
LIN P2 CONT VEL=0.3m/s CPDAT2
LIN P3 CONT VEL=0.3m/s CPDAT3
LIN P4 VEL=0.3m/s CPDAT4
  
```

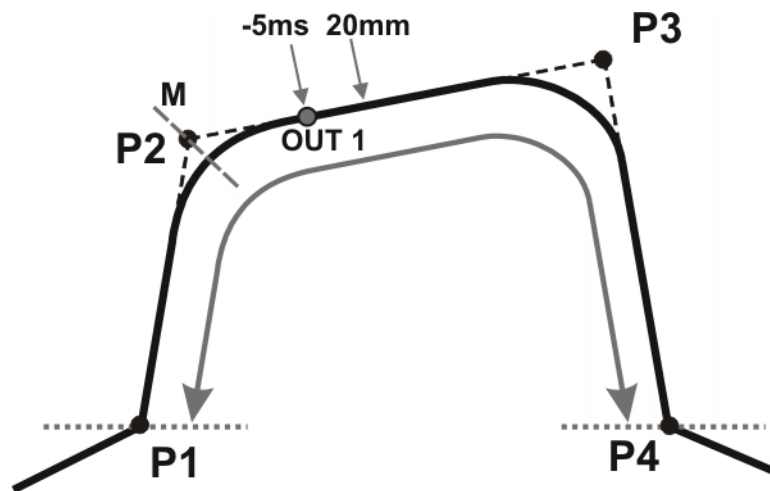


Fig. 8-34

OUT 1 specifies the approximate position at which switching is to occur. The dotted lines indicate the switching limits. M = middle of the approximate positioning range.

Switching limits:

- The switching point can be brought forward, at most, as far as exact positioning point P1.
- The switching point can be delayed, at most, as far as the next exact positioning point P4. If P3 was an exact positioning point, the switching point could be delayed, at most, as far as P3.

If greater values are specified for the shift in space or time, the controller automatically switches at the switching limit.

### Example 2

Start point and end point are approximated

```

LIN P1 CONT VEL=0.3m/s CPDAT1
SYN OUT 1 '' State= TRUE at START PATH=20mm Delay=-5ms
LIN P2 CONT VEL=0.3m/s CPDAT2
LIN P3 CONT VEL=0.3m/s CPDAT3
LIN P4 VEL=0.3m/s CPDAT4

```

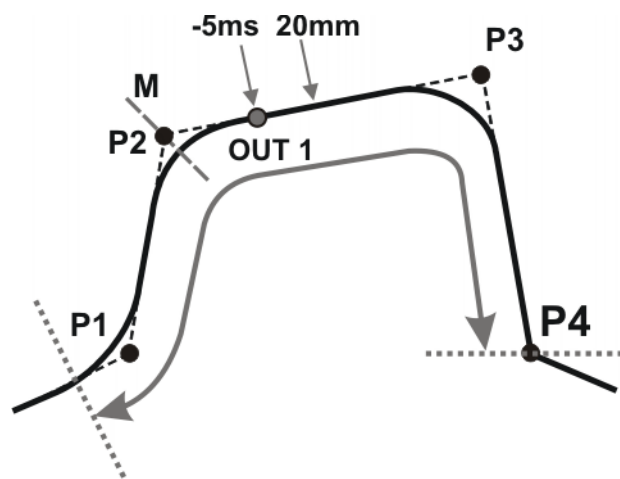


Fig. 8-35

OUT 1 specifies the approximate position at which switching is to occur. The dotted lines indicate the switching limits. M = middle of the approximate positioning range.

Switching limits:

- The switching point can be brought forward, at most, as far as the start of the approximate positioning range of P1.
- The switching point can be delayed, at most, as far as the next exact positioning point P4. If P3 was an exact positioning point, the switching point could be delayed, at most, as far as P3.

If greater values are specified for the shift in space or time, the controller automatically switches at the switching limit.

### 8.6.16 Setting a pulse on the path - SYN PULSE

- Precondition**
- A program is selected.
  - Operating mode T1

- Procedure**
1. Position the cursor in the line after which the logic instruction is to be inserted.
  2. Select the menu sequence **Commands > Logic > OUT > SYN PULSE**.
  3. Set the parameters in the inline form.
    - (>>> 8.6.17 "Inline form "SYN PULSE"" Page 205)
  4. Save instruction with **Cmd Ok**.

### 8.6.17 Inline form "SYN PULSE"

A pulse can be triggered relative to the start or end point of a motion block. The pulse can be delayed or brought forward and shifted in space.

Fig. 8-36: Inline form "SYN PULSE"

Item	Description
1	Output number <ul style="list-style-type: none"> <li>■ 1 ... 4096</li> </ul>
2	If a name exists for the output, this name is displayed. Only for the user group "Expert": A name can be entered by pressing <b>Long text</b> . The name is freely selectable.
3	State to which the output is switched <ul style="list-style-type: none"> <li>■ TRUE</li> <li>■ FALSE</li> </ul>
4	Duration of the pulse <ul style="list-style-type: none"> <li>■ 0.1 ... 3 s</li> </ul>

Item	Description
5	<ul style="list-style-type: none"> <li>■ <b>START:</b> The pulse is triggered at the start point of the motion block.</li> <li>■ <b>END:</b> The pulse is triggered at the end point of the motion block.</li> </ul> <p>See SYN OUT for examples and switching limits. (&gt;&gt;&gt; 8.6.14 "Inline form "SYN OUT", option "START/END"" Page 200)</p> <ul style="list-style-type: none"> <li>■ <b>PATH:</b> The pulse is triggered at the end point of the motion block.</li> </ul> <p>See SYN OUT for examples and switching limits. (&gt;&gt;&gt; 8.6.15 "Inline form "SYN OUT", option "PATH"" Page 203)</p>
6	<p>Distance from the switching point to the end point</p> <ul style="list-style-type: none"> <li>■ <b>-2,000 ... +2,000 mm</b></li> </ul> <p>This box is only displayed if <b>PATH</b> has been selected.</p>
7	<p>Switching action delay</p> <ul style="list-style-type: none"> <li>■ <b>-1,000 ... +1,000 ms</b></li> </ul> <p><b>Note:</b> The time specification is absolute. The switching point varies according to the velocity of the robot.</p>

### 8.6.18 Modifying a logic instruction

#### Precondition

- A program is selected.
- Operating mode T1

#### Procedure

1. Position the cursor in the line containing the instruction that is to be changed.
2. Press **Change**. The inline form for this instruction is opened.
3. Change the parameters.
4. Save changes by pressing **Cmd Ok**.

## 9 Messages

### 9.1 Automatic External error messages

No.	Message text	Cause
P00:1	PGNO_TYPE incorrect value permissible values (1,2,3)	The data type for the program number was entered incorrectly.
P00:2	PGNO_LENGTH incorrect value Range of values $1 \leq \text{PGNO\_LENGTH} \leq 16$	The selected program number length in bits was too high.
P00:3	PGNO_LENGTH incorrect value permissible values (4,8,12,16)	If BCD format was selected for reading the program number, a corresponding number of bits must also be set.
P00:4	PGNO_FBIT incorrect value not in the \$IN range	The value "0" or a non-existent input was specified for the first bit of the program number.
P00:7	PGNO_REQ incorrect value not in the \$OUT range	The value "0" or a non-existent output was specified for the output via which the program number is to be requested.
P00:10	Transmission error incorrect parity	Discrepancy detected when checking parity. A transmission error must have occurred.
P00:11	Transmission error incorrect program number	The higher-level controller has transferred a program number for which there is no CASE branch in the file CELL.SRC.
P00:12	Transmission error incorrect BCD encoding	The attempt to read the program number in BCD format led to an invalid result.
P00:13	Incorrect operating mode	The I/O interface output has not been activated, i.e. the system variable \$I_O_ACTCONF currently has the value FALSE. This can have the following causes: <ul style="list-style-type: none"> <li>■ The mode selector switch is not in the "Automatic External" position.</li> <li>■ The signal \$I_O_ACT currently has the value FALSE.</li> </ul>
P00:14	Move to Home position in operating mode T1	The robot has not reached the HOME position.
P00:15	Incorrect program number	More than one input set with "1 of n".





## 10 KUKA Service

### 10.1 Requesting support

**Introduction** The KUKA Roboter GmbH documentation offers information on operation and provides assistance with troubleshooting. For further assistance, please contact your local KUKA subsidiary.

**Information** The following information is required for processing a support request:

- Model and serial number of the robot
- Model and serial number of the controller
- Model and serial number of the linear unit (if applicable)
- Model and serial number of the linear unit (if applicable)
- Version of the KUKA System Software
- Optional software or modifications
- Archive of the software
  - For KUKA System Software V8: instead of a conventional archive, generate the special data package for fault analysis (via **KrcDiag**).
- Application used
- Any external axes used
- Description of the problem, duration and frequency of the fault

### 10.2 KUKA Customer Support

**Availability** KUKA Customer Support is available in many countries. Please do not hesitate to contact us if you have any questions.

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