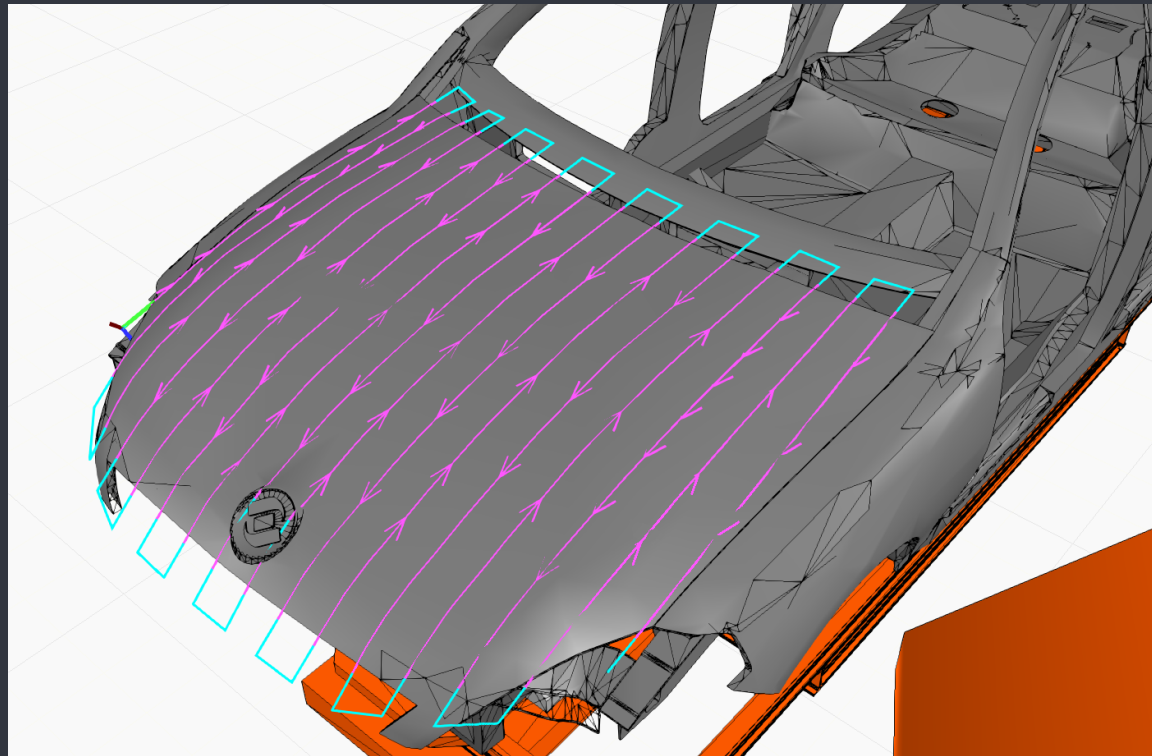


Path On Face Add-on



FILE HOME MODELING PROGRAM DRAWING HELP

Copy Paste Delete Clipboard
 Select Move Jog Manipulation
 Measure Automatic Size Always Snap
 Snap Grid Snap
 Align Exchange Robots Tools
 Move Robot World Frame

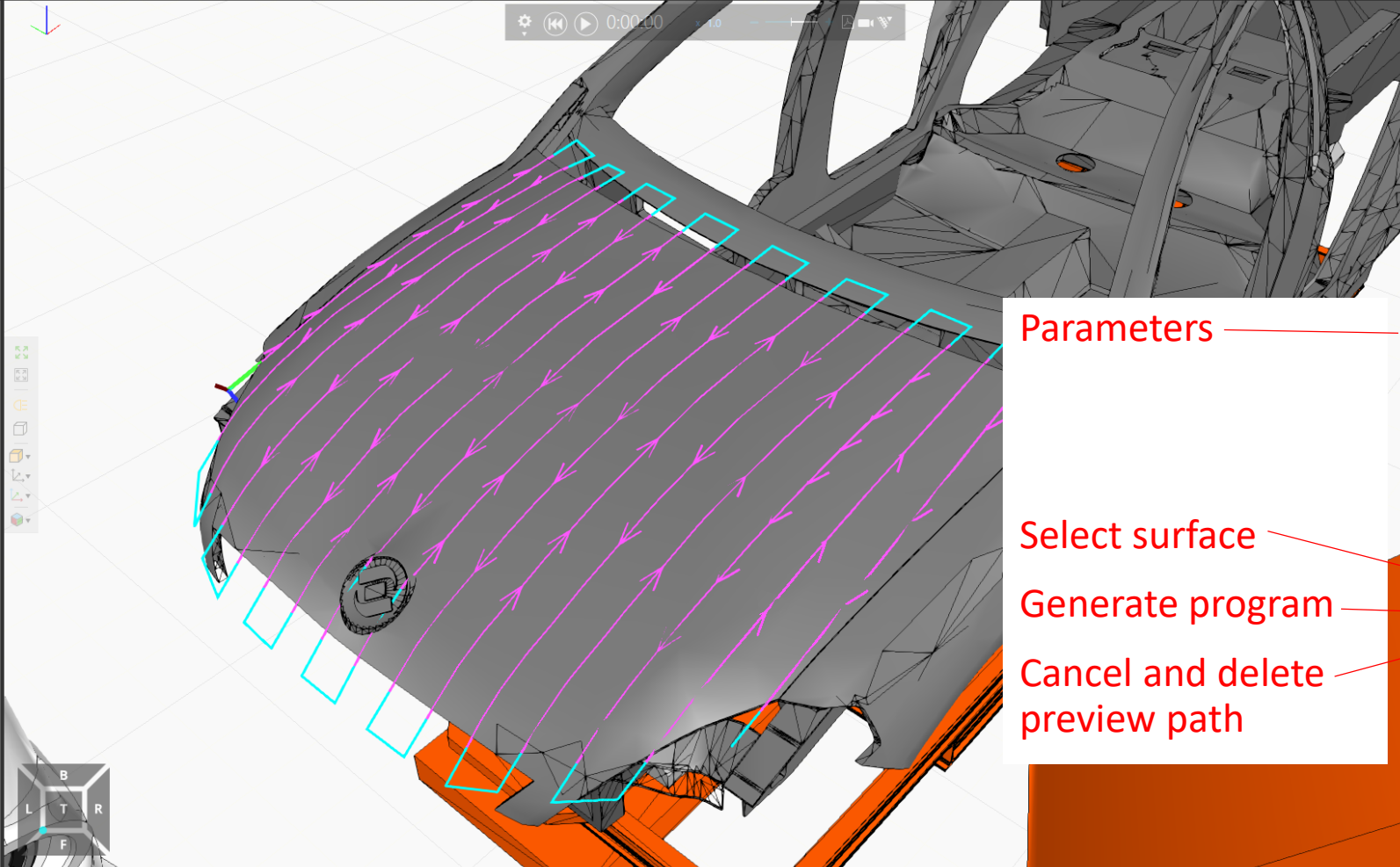
Connecting Lines
 Traces
 Interfaces
 Signals
 Detectors Active
 Stop on collision
 Detectors
 Collision Detection
 Lock Positions
 To Reference
 To World
 Speed
 Acceleration
 Singularity
 Limits
 Color Highlight
 Stop at limits
 Message Panel Output
 Restore Windows
 Show
 Post Process
 Save Program
 Open Program

Program Editor

Subprograms

Main

Clipboard Manipulation



Path On Face Add-on

Parameters

Select surface

Generate program

Cancel and delete preview path

Path On Face

UseCurrentSequence

Sequence Path

StatementType LINEAR

OverShoot 100 mm

UseProcessSignal

ProcessSignal 100

SignalOnDistance 20 mm

SignalOffDistance 20 mm

ProcessSpeed 1000 mm/s

ApproachSpeed 100

ApproachMotion PTP

IndexDistance 100 mm

IndexDirection X+

SliceMethod CenterLine

SliceOffset 0 mm

SliceAngle 0 °

Pattern Zig-Zag

StartPercent 0 %

EndPercent 100 %

ApproachAxis Z+

TravelAxis Y+

TravelAngle 0 °

RollAngle 0 °

RollType Constant

MinDistance 50 mm

MaxDistance 10000 mm

ChordalDeviation 1 mm

AngleDeviation 5 °

Select Surface

Generate

Cancel

Output

Point count: 118

Pick face to generate paint path

Point count: 106

Pick face to generate paint path

Point count: 118

Pick face to generate paint path

Point count: 36

Pick face to generate paint path

Point count: 118

Point count: 243

Parameters:

- UseCurrentSequence: Create program on selected sequence (True) or create a new sequence (False).
- StatementType: Linear motion statement or path statement.
- Overshoot: How much path goes over the edge at turn points.
- UseProcessSignal: Add signal control to program path.
- ProcessSignal: Output signal port if process signal is used.
- ApproachSpeed: Speed for first point (approach).
- ApproachMotion: Motion type for first point (PTP/LIN).
- IndexDistance: Density of path swipes on the face.
- IndexDirection: Axis where path swipes progress on the face (X+ X- Y+ Y-). X is the "long" edge on the surface and Y the "short" edge.
- SliceMethod: Linear/CenterLine. Linear fits slicing planes linearly whereas CenterLine fits planes along the center line of the surface. For curved surfaces center line may produce better results.
- SliceOffset: Adjust first slicing plane's position.
- SliceAngle: Adjust slicing plane's angle.
- Pattern: Zig-Zag, ZagZig, ZigZig, ZagZag – Zig is forwards, Zag is backwards along slicing plane.
- StartPercent: Determine position of the first slicing plane as percentage.
- EndPercent: Determine position of the last slicing plane as percentage.
- ApproachAxis: Tool's approach axis (or process axis).
- TravelAxis: Tool's travel axis during process.
- TravelAngle: Tool's push/pull angle.
- RollAngle: Tool's angle about the approach axis.
- RollType: Constant keeps tool's roll angle constant whereas FollowPath turns the tool when switching form Zig to Zag.
- MinDistance,MaxDistance,ChordalDeviation,AngleDeviation: Parameters for slicing which determine the density of points along the slicing plane.