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$\xrightarrow[\text { Hortom tre hiole }]{\text { TRIO }}$


## APPLICATION NOTE

## 1. Introduction

This application note discusses the program needed to make a very simple palletising robot. Many different types of robot could be used but in this example it uses a scale and rotate robot. It would be very simple to change to a different robot type as detailed in the sections below.

## 2. Scale and rotate robot.

This robot type has 4 degrees of freedom it uses a mechanical arrangement so that the axes are as follows:

1. Arm reach
2. Arm height
3. Shoulder rotate
4. Wrist rotate

### 2.1. Transformation

To enable simple programming in Cartesian coordinates it is possible to make a transformation in TrioBASIC. To do this local variables are used to input the Cartesian positions and output the axis position.
5. x_position - Cartesian $X$ position
6. y_position - Cartesian Y position
7. $\quad$ z_position - Cartesian $Z$ position
8. wrist_angle_abs - Absolute angle of the wrist against the $X$ axis (programmed in degrees in this example)
9. base_angle - angle of the shoulder (programmed in degrees in this example)
10. wrist_angle - angle of the wrist relative to the arm (programmed in degrees in this example)
11. r_position - reach of the arm

The z_position does not need any transformation as it is a 1 to 1 relationship
The actual transformation mathematics from the Cartesian to the axes positions is as follows:

```
'This is the scale and rotate robot transformation
base_angle = (ATAN2(y_position, x_position)*360)/ (2* PI)
wrist_angle = base_angle - wrist_angle_abs
r_position = SQR(x_position * x_position + y_position * y_position)
```

The arm height and arm reach use a mechanical linkage to amplify the movement from the motor to the height and reach. The example program uses UNITS to scale the counts per mm of linier movement to the counts per mm of the tool tip movement as follows:

```
BASE(r_axis)
counts_x_per_mm = 10000 'counts per mm of screw feed
scale_x = 10.3 'scale from screw feed to end point movement
UNITS = counts_x_per_mm / scale_x
BASE(z_axis)
counts_z_per_mm = 10000 'counts per mm of screw feed
scale_z = 10.3 'scale from screw feed to end point movement
UNITS = counts_z_per_mm / scale_z
```

Similarly the rotate axes have been configured using UNITS so that they can be programmed in mm:

```
BASE (base axis)
counts base_per rev = 10000 'counts per revolution
UNITS = counts_\overline{b}ase_per_rev/360 'counts per degree
'Set the axis to work in +-180 degrees
REP_DIST = 180
REP_OPTION = 0
BASE(wrist_axis)
counts_wrist_per_ rev = 10000 'counts per revolution
UNITS = counts_wrist_per_rev/360 'counts per degree
'Set the axis \overline{to wor\overline{k}}\mp@subsup{\textrm{in}}{}{-}+-180 degrees
REP_DIST = 180
REP_OPTION = 0
```


### 2.2. Movements

To simplify the programming a sub routine is used to perform the transformation and move the axes. The routine performs the transformation then loads the output into a MOVEABS. As discussed later in this document the positions are stored in the TABLE so a local variable 'position' is set before entering the sub routine so that the correct position can be moved to.

```
l***************************************
move_robot:
I***\overline{*}************************************
    'load positions from the table
    x_position = (TABLE(table_start + position * 4))
    y_position = (TABLE(table_start + position * 4 + 1))
    z_position = (TABLE(table_start + position * 4 + 2))
    wrist_angle_abs = (TABLE(table_start + position * 4 + 3))
    'Calculate the wrist and base angle
    'This is the scale and rotate robot transformation
    base_angle = (ATAN2(y_position, x_position)*360)/ (2* PI)
    wrist_angle = base_angle - wrist_angle_abs
    r_position = SQR(x_position * x_position + y_position * y_position)
    'Move the robot
    BASE(r_axis, z_axis, base_axis, wrist_axis)
    MOVEAB\overline{S}(r_position, z_position, base_angle, wrist_angle)
    WAIT IDLE
RETURN
```


### 2.3. Homing

For the transformation to work the robot must be homed so that the arm and wrist are in line with the $x$ axis. The reach should be homed so that the zero position is minimum reach. The vertical should be homed so that the zero position is the lowest position that it can reach.
In the example program this is using the DATUM command and DATUM_IN switches. The arm is homed first so that is moves to the closest then lowest position. Finally both rotate axes are homed at the same time. Then the offset is applied so that the zero position is in line with the x axis.

```
'***************************************
home robot:
l***\overline{************************************}
    BASE(r_axis)
    DATUM_IN = r_axis_datum 'select input to use as datum switch
    DATUM(4) 'stārt dātum routine
    WAIT IDLE
    FS_LIMIT = 1200
    RS_LIMIT = 0
    BASE(z axis)
    DATUM_IN = z_axis_datum 'select input to use as datum switch
    DATUM(4) 'start dātum routine
    WAIT IDLE
    FS_LIMIT = 750
    RS_LIMIT = 0
    BASE (base_axis)
    DATUM_IN = base_axis_datum 'select input to use as datum switch
    DATUM(4) 'start datum routine
    BASE(wrist_axis)
    DATUM_IN = wrist_axis_datum 'select input to use as datum switch
    DATUM(4) 'start datum routine
    WAIT IDLE
    DEFPOS (-170)
    FS LIMIT = 170
    RS_LIMIT = -170
    BASE (base_axis)
    WAIT IDLE
    DEFPOS (-170)
    FS_LIMIT = 170
    RS_LIMIT = -170
RETURN
```

You can see that in the above example once the positions are homed and defined then the software limits RS_LIMIT and FS_LIMIT are enabled to prevent over reaching of the arm and over rotation of the rotary axes.

## 3. Pick and Place application

The pick and place example here is picking up bags of rice which are coming in on a conveyor then placing them on a pallet. The pallet will hold 6 bags per layer and the layers must be alternated so that the pattern varies making the stacking more stable.

### 3.1. Storing positions in the TABLE

The positions are all stored in the table. This example uses fixed set of positions though it would be fairly easy to modify it to accept positions loaded from an HMI or even learnt from manually moving
the robot to a position.
The load_positions sub routine loads table using the following format:

```
TABLE(table_start * position, x_position , y_position, z_position,
wrist_angle_abs)
```

So the positions are loaded as follows:

```
'Positin 0, pick position
TABLE(table_start + 0 * 4, 600 , -600, 200, 45)
'Position 1 - 6, 'horizontal layer of palletizing
TABLE(table_start + 1 * 4, 300 , 150, 700, 0)
TABLE(table_start + 2 * 4, 500 , 150, 700, 0)
TABLE(table_start + 3 * 4, 700 , 150, 700, 0)
TABLE(table_start + 4 * 4, 300 , 450, 700, 0)
TABLE(table_start + 5 * 4, 500 , 450, 700, 0)
TABLE(table_start + 6 * 4, 700 , 450, 700, 0)
'Position 7 - 12, 'horizontal layer of palletizing
TABLE(table_start + 7 * 4, 350 , 100, 700, 90)
TABLE(table_start + 8 * 4, 650 , 100, 700, 90)
TABLE(table_start + 9 * 4, 350 , 300, 700, 90)
TABLE(table-start + 10 * 4, 650 , 300, 700, 90)
TABLE(table_start + 11 * 4, 350 , 500, 700, 90)
TABLE(table_start + 12 * 4, 650 , 500, 700, 90)
```


### 3.2. Main program loop

The main program loop simply performs a pick, place, increments layer and bag position. If the pallet is full then it reloads the pallet. To make the program easy to read many sub routines are used.

```
bag_position=1 'first bag position on pallet
bag_layer = 0 'start with the first layer
bag_height = 100 'initial drop height for bag
pick_height = 100 'height for picking the bags
WHILE IN(machine_enabled) = ON
    GOSUB pick_bag
    IF bag_position = 1 OR bag_position = 7 THEN
            bag_layer = bag_layer + 1
    ENDIF
    place_height = bag_height * layer
    GOSUB place_bag
            bag_position = bag_position + 1
    IF bag_position = 13 THEN
            IF bag_layer = 5 THEN
                GOSUB}\mathrm{ reload_pallet
            ENDIF
            bag_position = 1
        ENDIF
WEND
```


## 3.3. pick_bag sub routine

This subroutine moves to the pick position, lowers the arm then waits for a bag to arrive. When the bag has been detected the jaws close and the arm rises. An output is used to close and open the jaws. An input is used to sense when the jaws are closed.

```
pick_bag:
```

```
    'Move to pick position
    position = 0
    GOSUB move robot
    z_position = pick_height - MPOS AXIS(z_axis)
    'move down to the pick height
    MOVE(0, z_position, 0, 0)
    WAIT IDLE
    'wait for a bag to pick
    WAIT UNTIL IN(bag_loaded)=ON 'wait for bag in pick position
    OP(jaws, ON) 'close jaws to pick up bag
    'wait for the sensor to detect jaws are closed around the bag
    WAIT UNTIL IN(jaws_closed) = ON
    'move back up
    position = 0
    GOSUB move robot
RETURN
```


## 3.4. place_bag sub routine

The main loop has already calculated which position on the pallet to place the bag. This routine will move to this position, lower the arm, open the jaws. Then when the sensor detects that the bag has been released the arm raises again.

```
1****************************************
place bag:
I***************************************
    'Move to place position
    position = bag_position
    GOSUB move robot
    BASE(r_axis, z_axis, base_axis, wrist_axis)
    z_position = place_height - MPOS AXIS(z_axis)
    'move down to the pick height
    MOVE(0, z_position, 0, 0)
    WAIT IDLE
    OP(jaws, OFF) 'open jaws to replease the bag
    'wait for the sensor to detect that the jaws are open
        OP(jaws_closed,OFF)
    WAIT UNTIL IN(jaws_closed) = OFF
    'move back up
    position = bag_position
    GOSUB move robot
RETURN
```


## 4. Variables

Local variables have been used through this program to make it more readable and so that it is easy to define input, outputs etc. They are defined in a separate program which is INCLUDEd in the main program. The example VARIABLE program is as follows:

```
'***************************************
' IN
l****************************************
    machine_enabled = 8
    bag_loaded = 9
    jaws_closed = 11
    r_axis_datum = 12
    z_axis_datum = 13
    base_axis_datum = 14
    wrist_axis_datum = 15
```

```
l***************************************
' OP
'****************************************
    jaws = 10'ON= jaws closed, OFF = jaws open
l***************************************
1 TABLE
'****************************************
    'Table 100+ is used for storing the positions
    table_start = 100
```


## 5. Full program

The full program can be seen below. Remember this is a sample and will need customisation to run on your robot. It is also important to remember that it does not have any error handling or reset conditions and so should be used as a sample when writing your full project.

```
INCLUDE "VARIABLES"
GOSUB initialise_robot
GOSUB enable_robot
GOSUB home rōbot
GOSUB load_positions
bag_position=1 'first bag position on pallet
bag_layer = 0 'start with the first layer
bag_height = 100 'initial drop height for bag
pick_height = 100 'height for picking the bags
WHILE IN(machine_enabled) = ON
    GOSUB pick_bag
    IF bag_posítion = 1 OR bag_position = 7 THEN
            bag_l`layer = bag_layer + \overline{1}
    ENDIF
    place_height = bag_height * layer
    GOSUB place_bag
            bag_position = bag_position + 1
    IF bag_position = 13 THEN
            IF bäg_layer = 5 THEN
            GOSUB reload_pallet
            ENDIF
            bag_position = 1
        ENDIF
WEND
STOP
'***************************************
pick_bag:
l***\overline{*}***********************************
    'Move to pick position
    position = 0
    GOSUB move_robot
    z_position = pick_height - MPOS AXIS(z_axis)
    'move down to the pick height
    MOVE(0, z_position, 0, 0)
    WAIT IDLE
```

```
    'wait for a bag to pick
    WAIT UNTIL IN(bag_loaded)=ON 'wait for bag in pick position
    OP(jaws, ON) 'close jaws to pick up bag
    'wait for the sensor to detect the jaws are closed around the bag
    WAIT UNTIL IN(jaws_closed) = ON
    'move back up
    position = 0
    GOSUB move robot
RETURN
! \*****************************************
place_bag:
'***************************************
    'Move to place position
    position = bag_position
    GOSUB move robot
    BASE(r_axis, z_axis, base_axis, wrist_axis)
    z_position = place_height - MPOS AXIS(z_axis)
    'move down to the pick height
    MOVE(0, z_position, 0, 0)
    WAIT IDLE
    OP(jaws, OFF) 'open jaws to release the bag
    'wait for the sensor to detect that the jaws are open
    WAIT UNTIL IN(jaws_closed) = OFF
    'move back up
    position = bag position
    GOSUB move_robot
RETURN
l***************************************
reload_pallet:
'*****\overline{*}**********************************
    PRINT#5, "Pallet full, press any key to continue"
    GET#5, char
RETURN
'`***************************************
move_robot:
! ! **\overline{*}************************************
    'load positions from the table
    x_position = (TABLE(table_start + position * 4))
    y_position = (TABLE(table_start + position * 4 + 1))
    z_position = (TABLE(table_start + position * 4 + 2))
    wrist_angle_abs = (TABLE(table_start + position * 4 + 3))
    'Calculate the wrist and base angle
    'This is the scale and rotate robot transformation
    base_angle = (ATAN2(y_position, x_position)*360)/ (2* PI)
    wrist_angle = base_angle - wrist_angle_abs
    r_position = SQR(x_position * x_position + y_position * y_position)
    'Move the robot
    BASE(r_axis, z_axis, base_axis, wrist_axis)
    MOVEAB\overline{S}(r_position, z_position, base_\overline{angle, wrist_angle)}
    WAIT IDLE
RETURN
'***************************************
initialise robot:
!*********汭****************************
```

```
    BASE(r_axis)
    counts_x_per_mm = 10000 'counts per mm of screw feed
    scale x = 10.3 'scale from screw feed to end point movement
    UNITS = counts x per mm / scale x
    SPEED = 1000
    ACCEL = SPEED * 100
    DECEL = ACCEL
    BASE(z axis)
    counts_z_per_mm = 10000 'counts per mm of screw feed
    scale_z = 10.3 'scale from screw feed to end point movement
    UNITS = counts_z_per_mm / scale_z
    BASE(base axis)
    counts bā̄e per rev = 10000 'counts per rev
    UNITS = counts \overline{base per rev/360 'counts per degree}
    'set the axis to work in +-180 degrees
    REP_DIST = 180
    REP_OPTION = 0
    BASE (wrist axis)
    counts_wrist_per_rev = 10000 'counts per rev
    UNITS = counts_wrist_per_rev/360 'counts per degree
    'set the axis to work in +-180 degrees
    REP DIST = 180
    REP-OPTION = 0
RETURN
'*****************************************
home robot:
l***\overline{*}*************************************
    BASE (r axis)
    DATUM IN = r_axis_datum 'select input to use as datum switch
    DATUM(4) 'start datum routine
    WAIT IDLE
    FS LIMIT = 1200
    RS_LIMIT = 0
    BASE(z_axis)
    DATUM_IN = z_axis_datum 'select input to use as datum switch
    DATUM(4) 'start datum routine
    WAIT IDLE
    FS LIMIT = 750
    RS_LIMIT = 0
    BASE(base_axis)
    DATUM IN = base axis datum 'select input to use as datum switch
    DATUM(4) 'start - datum routine
    BASE(wrist_axis)
    DATUM IN = wrist axis datum 'select input to use as datum switch
    DATUM(4) 'start d
    WAIT IDLE
    DEFPOS(-170)
    FS LIMIT = 170
    RS_LIMIT = -170
    BASE (base_axis)
    WAIT IDLE
```

DEFPOS (-170)
FS_LIMIT = 170
RS LIMIT $=-170$
RETUR $N$

```
enable_robot:
```


IF MOTION ERROR THEN
DATUM (0)
ENDIF
BASE (r_axis)
SERVO = ON
BASE (z_axis)
SERVO = ON
BASE (base axis)
SERVO $=O \bar{N}$
BASE (wrist axis)
SERVO = ON
WDOG $=$ ON
RETURN
l***************************************
load_positions:

'TABLE(table_start * position, x_position , y_position, z_position,
wrist_angle_abs)
'Position 0, pick position
TABLE (table_start + 0 * 4, 600, -600, 200, 45)
'Position 1 - 6, 'horizontal layer of palletizing
TABLE (table_start + 1 * 4, 300 , 150, 700, 0)
TABLE (table_start + 2 * 4, 500, 150, 700, 0)
TABLE (table_start + 3 * 4, 700 , 150, 700, 0)
TABLE (table_start + 4 * 4, 300, 450, 700, 0)
TABLE (table_start + 5 * 4, 500 , 450, 700, 0)
TABLE (table_start + 6 * 4, 700 , 450, 700, 0)
'Position 7 - 12, 'horizontal layer of palletizing
TABLE (table_start + 7 * 4, 350, 100, 700, 90)
TABLE (table_start +8 * 4, 650, 100, 700, 90)
TABLE (table_start + 9 * 4, 350, 300, 700, 90)
TABLE (table-start + 10 * 4, 650, 300, 700, 90)
TABLE (table start + 11 * 4, 350, 500, 700, 90)
TABLE (table_start + 12 * 4, 650, 500, 700, 90)
RETURN

